

Solving problems on a track, which are caused by overlapping corridors and unneeded waypoint-connections.

I wrote this for the people who are experienced with the handling of the ISI AIW editor or do learn it. [Download the ISI AIW creation tutorial](#)

I guess everybody who ever tried to create a completely new AIW file for a track, knows it.

You e.g. get a yellow flag in that moment when you leave your garage or the AI cars stop at the formation lap, because of a lack of fuel, although they have enough petrol on board.

Or you don't get the "green flag" command when the grid comes to the start/finish line after the formation lap, when you have a rolling start.

The AI slows down instead, after the safety car has entered the pitlane.

These kind of problems appear, if there is no or just an insufficient separation between the main path and the pit path.

This separation is normally done by the modder of the track, by using a pitwall or a similar object.

And this object has to reach from the Xpitin to the Xpitout object.

Ideally it is a little bit longer on each side.

And this object has to be collidable from both sides.

If this separation isn't present and you click "find corridors" in the AIW editor, after all Paths have been created, the editor don't distinguishes between the race track and the pitlane.

And as a result you get overlapping corridors, where they don't belong.

If you have this problem and no possibility to create an object, to add it to the track as long as you create the AIW file, you can edit the corridors "by hand".

As you can see on the following screenshot, the overlapping corridors only appear in the area between the Xobject and where no pitwall or tirestack is.

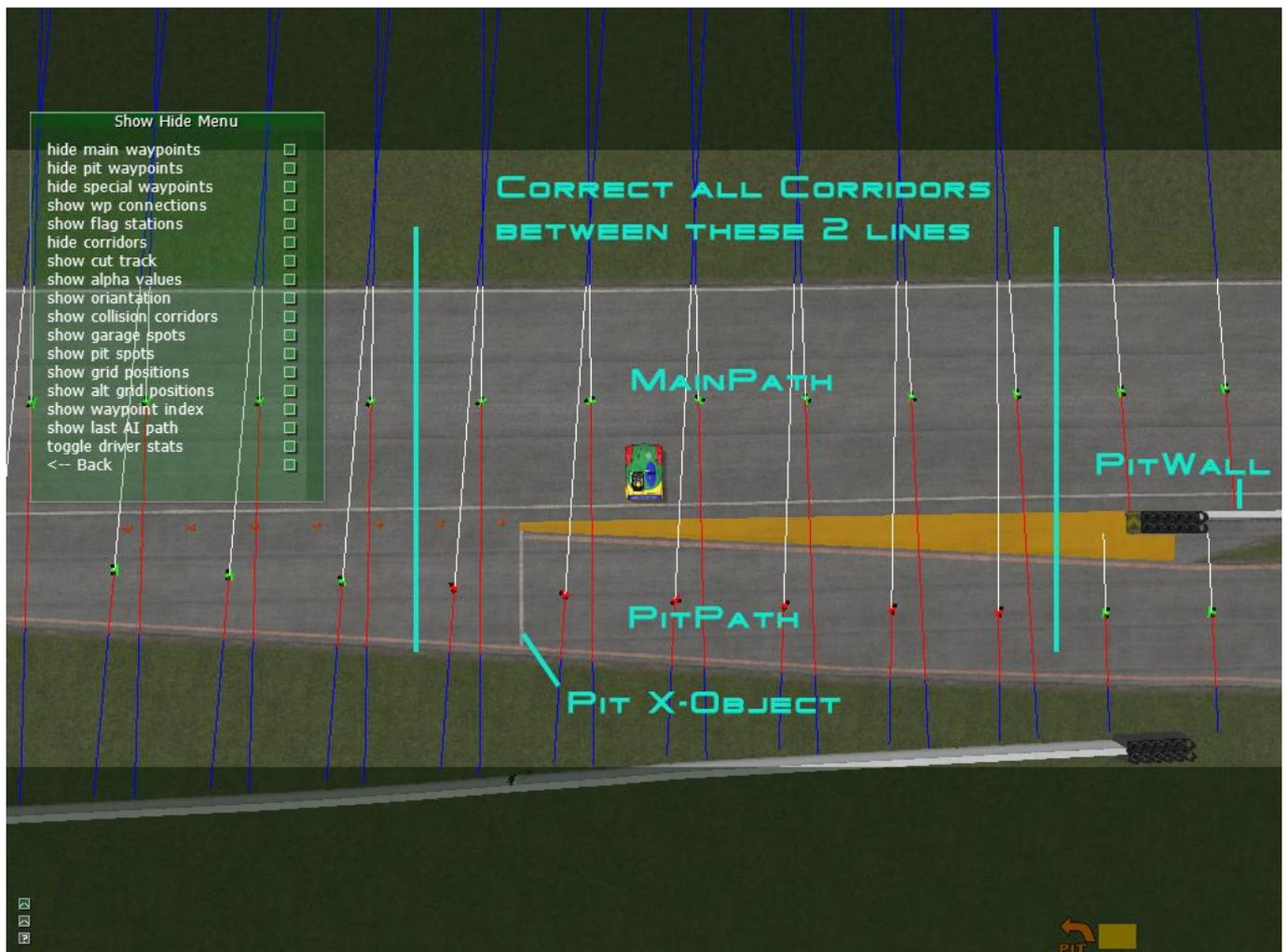
Also the orange object works as a separator, as long as it has enough height.

The corridors are marked with red and white lines, starting from the waypoints. In driving direction, the white lines are on the left and the red lines on the right side of a waypoint.

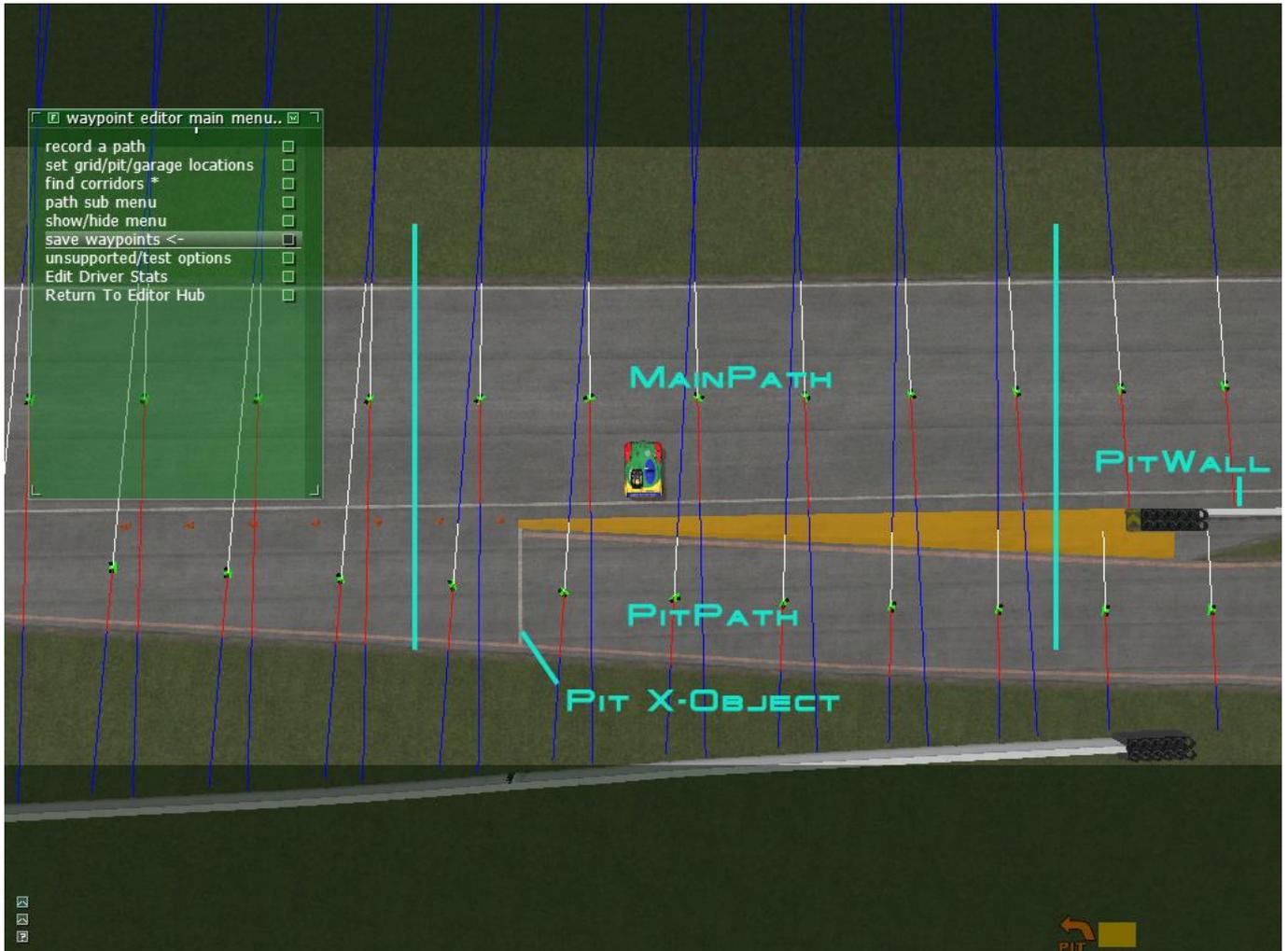
The overlapping is, that the red lines from the mainpath overlap the complete pitlane width and the white lines from the pitpath overlap the complete racetrack width.

To edit the lines, mark the waypoints from that you want to edit the lines and use the control+left arrow/right arrow keys to resize the red lines and the control+up arrow/down arrow keys to resize the white lines.

Use control+alt+arrow keys for fine adjustment.



After editing the lines, it should look as on the next screenshot:



Now the white lines of the pitpaths waypoints don't overlap with the mainpath, inside of the area between the 2 turquoise vertical lines, anymore.

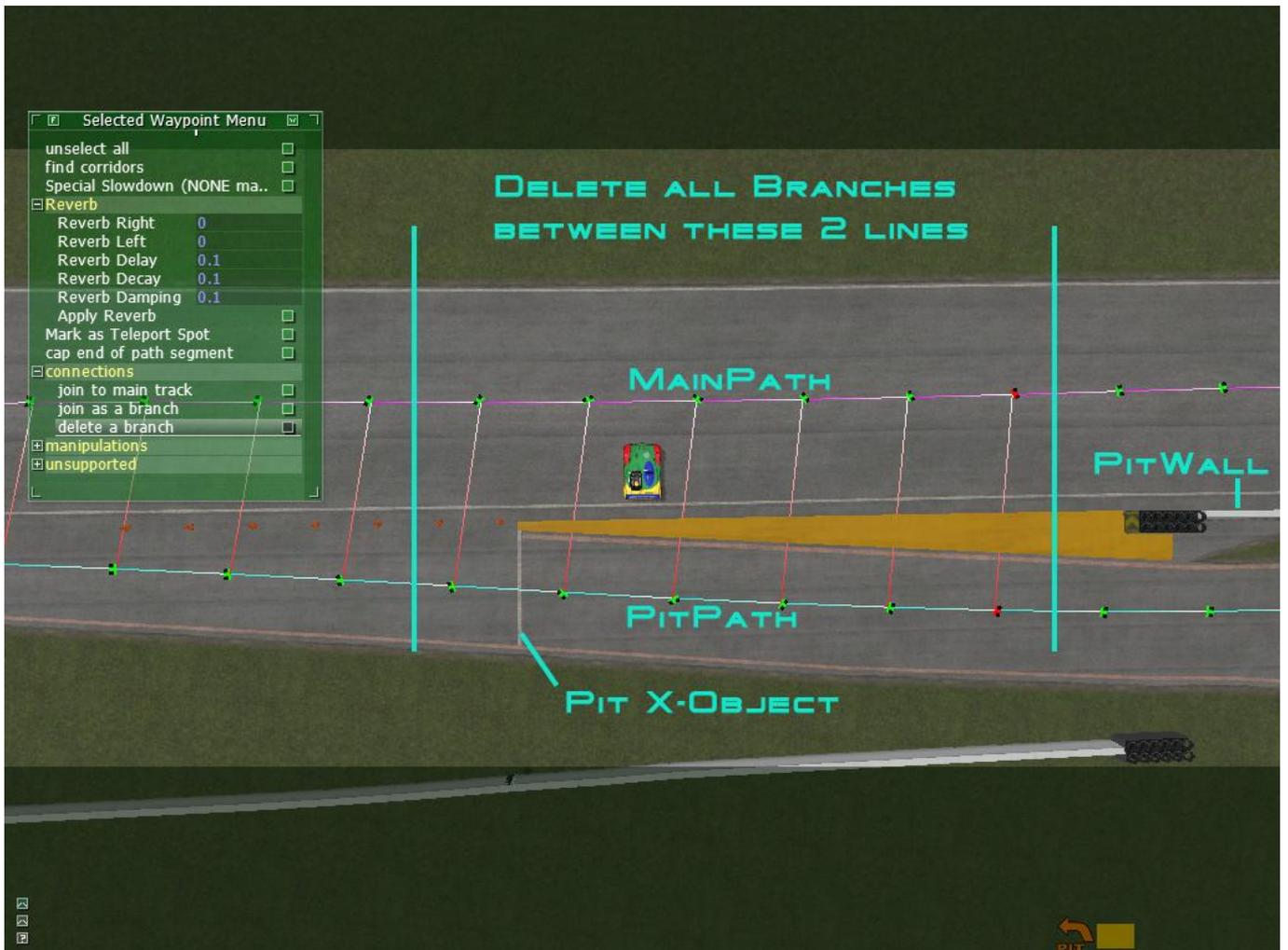
And nor do the red lines from the main path with the pitpath.

The corridors are separated now.

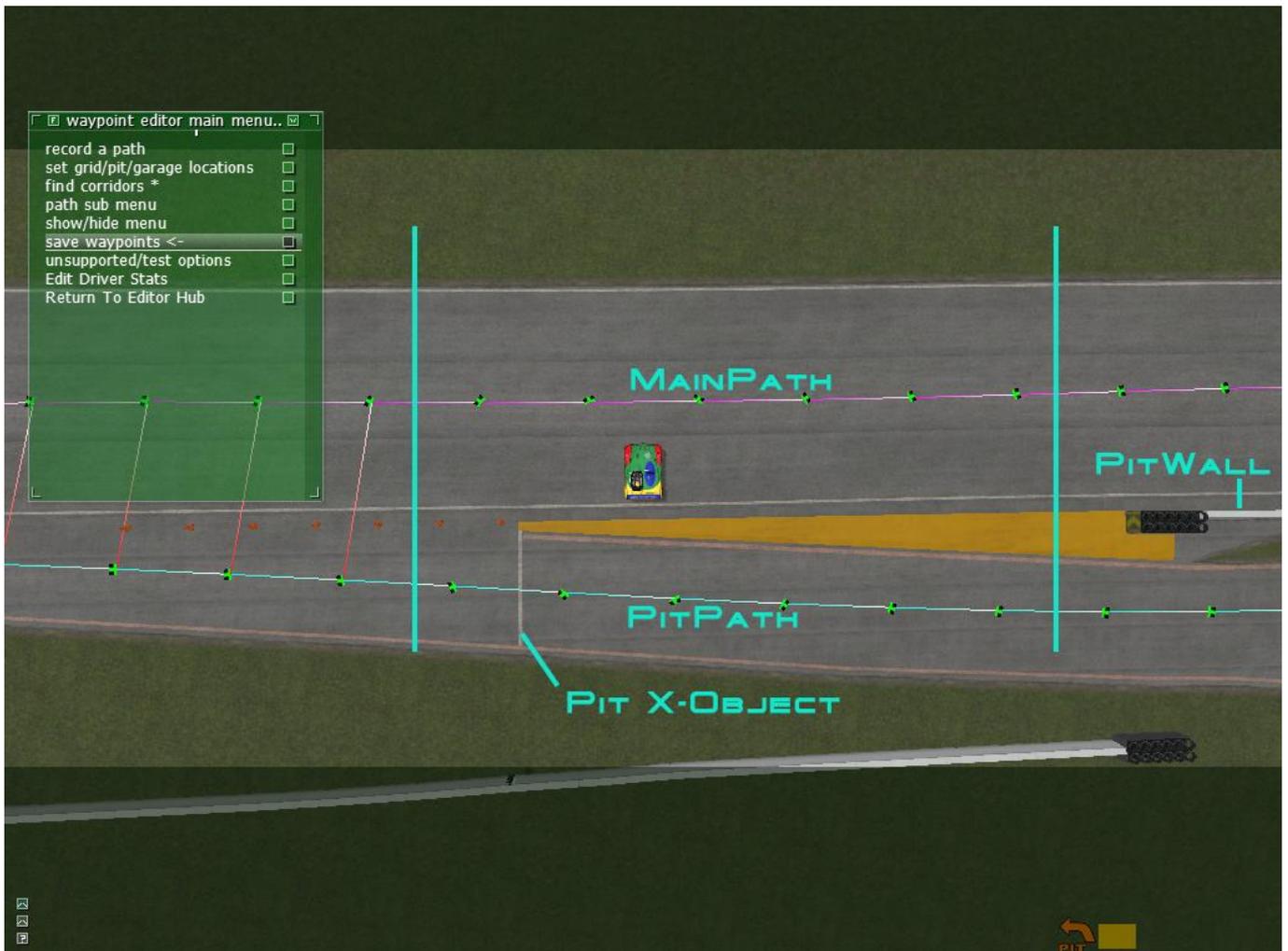
And as an additional editing and to be on the safer side, i would also suggest to delete some waypoint-connections, inside of the same area, which are not needed.

Just mark the 2 waypoints where you want to delete the connection and click “delete a branch“ in the menu then. Repeat this until all unneeded connections are deleted.

That is how it looks before you edit it:



And that is how it has to look after the editing:



What is **very important** is, that you save waypoints now, leave the track to the menu, load it again and again click "save waypoints", to make your changes take affect.

I hope this was helpful

Chris (redapg)