Drag Meets 1.5

Drag Meets brings some more life to the San Andreas State by adding various car meetings around the map. In them you will see some people having a good time, and a few drivers taking turns to race each other in straight tracks, known as Drag Races. After each race, the drivers will try to go back to a general meeting area, where they wait for another turn to race again.

Meets

Currently, there are ten Meets scattered around San Andreas:

- **Algonquin Boulevard**: Only available at night, this somewhat small meet is known for its dangerous track. There is traffic to avoid, and the sides of the road are full of dangerous props and walls to smash your car into. Be careful there.

- **LS Airport**: Available on weekends, all day. This enormous meet (up to 30 vehicles are involved) features the largest track, wich covers the entirety of one the southern runways.

- **LS Canals**: A small meet only available at night. Its track is medium-sized, and runs inside the Los Santos Storm Drain.

- **North Yankton**: Another small meet, this time available all day every day. Features one of the shortest tracks, and the most slippery of them all.

- **Paleto Cove**: Medium-sized, available every day. Its track runs over sand and its common to see the drivers do little jumps here and there while racing.

- **Signal Street**: Up to teh vehicles race there, in a fairly short track. Nighttime only, gangs like to settle their disputes there.

- **Palmer-Taylor Power Station**: Night, medium-sized track, and no more than eight participants.

- **Sandy Shores Airfield**: Weekend only, this big meet allows up to 20 drivers to test their rides against the mostly empty runaway. You'll have to avoid planes from time to time!

- **Terminal**: Every day you pass by, you'll see people there. Nice and wide track, but make sure your car has good brakes.

- **Windmill Farm**: Some rednecks decided it would be fun to throw their cars from the top of this hill. Offroad vehicles are common there, as well as spectacular crashes. It takes a special kind of ability to arrive alive to the finish line there.

Drivers

AI drivers in these Meets have two habilities worth noting.

- **Reaction Time**: there is a small delay between the moment the Countdown Girl gives the start and the moment each driver notices it and starts accelerating. This is known as Reaction Time, and the AI now is affected by them.

- **Gear Changing**: each driver benefits from a slight random boost that represents how well they change gears. That boost is only applied while racing, and not present outside of races.

Each driver has it's own reaction time and gear changing ability, and they're consisntent between Meets. If you plan on betting on them (or participating in the Meets yourself) you should start studying your opponents and carefully picking your bets.

If you don't like reaction times or the boost from gear changing, you can disable them on the config file.

Bets

You can bet $200 on any driver while they are preparing to race. To do so, simply approach the driver and press E. Don't worry about the race starting before you can bet on them, they drive pretty slow to their starting postions, and the race won't start until you're out of the starting line.

Bets are a fun way to participate in these Meets and gain some money, if you know what you're doing. If you're going to bet and don't want to let luck decide your money's next owner, take these facts into account.

- Long Drags (like the LS Airport or Sandy Shores Airfield ones) feature really long tracks, allowing for cars to catch up more easily. This means that top-speed is everything here.

- Short drags (Terminal, Signal Street, Power Plant) feature short tracks less than 300m long, and therebefore Reaction Times are more important there.

- Gear Changing abilities can be a decisive factor when two similar vehicles are in the track.

Participating

You can participate in these Meets if you have a car on your own parked in the meeting area. The game will notify you when it's your turn and tell you where your starting point is, either left or right. If you want to race against an specific opponent from the meeting area, approach its vehicle and press E.

Winning these races is, again, not a game of chance. This time you're the one at the wheel, and your reaction time is important. Make sure to be the first to step on the gas, although you shouldn't let your reaction time trick you into confidence. Track lenght, top speeds, even the track terrain is important – some tracks are on sand or grass, and the vehicles' grip, acceleration and top speed are reduced there.

Adding your own cars

If you would like to add your own vehicles to a Meet, spawn one, make sure you were the last one that sat in the driver seat and then enter stealth mode near it. The game will acknowedge what you're trying to do and prompt you to press Jump to confirm your decision.

Then, a new driver will be spawned on that vehicle, with a random Reaction Time and Gear Changing ability. The driver will drive to the meeting area and will be part of the meet until it is disbanded or you leave it.

Adding your own cars (file)

If you want to add new vehicles to the Meets vía file so they always spawn around, go to a meet, stop your car and press space. A new file will be create in /DragMeets/ with all the information about your car. Open DragMeets/Drivers/Drivers.xml and add that information inside the <Drivers> label.

Troubleshooting

Game crashes when I arrive to a Meet: Your game is outdated.

Meets spawn but don't work / Meets don't spawn completely: If you teleported directly to the meet, that's the problem. Teleport somewhere farther than 300m and then drive to the meet. This will allow the game to *actually load* the area where the meet will take place.

If you didn't teleport, but some Meets work and some don't, try to reload the game and drive to the Meet again.

Game doesn't pick me to participate: Make sure you have a car, and it is parked where the other cars are.

Drivers stop in the middle of the race and don't continue until I'm near them: Probably rendering distance. Make sure you have it at max.

Driver got stuck and race doesn't start: Have patience. There's a check that teleports stuck drivers after a while.

Always make sure to have the latest version.

You problem may have been fixed already.