
90 percent grip

Posted by midlander - 2015/08/26 21:14

the practise server 4 zandvoort why 90 percent grip and only 2 mercs... its not realy sim racing if the server is messing with grip levels...and making it un realistic...its a shame.....

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Aw: 90 percent grip

Posted by Viso - 2015/08/27 01:44

midlander schrieb:

the practise server 4 zandvoort why 90 percent grip and only 2 mercs... its not realy sim racing if the server is messing with grip levels...and making it un realistic...its a shame.....

:woohoo: did you know that 100% Grip is unrealistic? If you go to a Track ther wont never be so much Grip. The only chance where you probably find 98% or 99% is after a F1 Weekend or any Championship wich has Training and Slicks. But they have to achieve this Grip Level to. There is nothing 100% in Real.

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Aw: 90 percent grip

Posted by Broekie - 2015/08/27 12:15

The standard grip value (and what Kunos calls realistic)on track is 95%...

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Aw: 90 percent grip

Posted by Andy S. - 2015/08/27 15:33

But after raining there is much sand and dirt on the tracksurface.
So you have extremly less grip.

In my opinion we should drive not only with 100%, that is nice for hotlapping but definitely not realistic.
Another aspect is, that a visitor at the race track can't see the way in which the Pros are correcting the steering wheel. It looks only from outside that they are driving on rails, in reality they have to play with pedals an steering wheel.

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Aw: 90 percent grip

Posted by Wolf_A - 2015/08/27 15:51

Hi folks

But after raining there is much sand and dirt on the tracksurface.

So you have extremly less grip. I wondered yesterday why 90%? But this is true. In Zandvoort is always sand on the track. That makes it more slippery than other tracks!!!

After all 90% is more realistic (in Zandvoort)!

Have fun :)

Wolfgang (Wolf_A)

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Aw: 90 percent grip

Posted by Viso - 2015/08/27 16:59

Wolf_A schrieb:

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After all 90% is more realistic (in Zandvoort)!
Have fun :)
Wolfgang (Wolf_A)

Good Aspect Wolf. I think what supports those 90% aswell is that we are Driving old Car's. I think the Tarmac wasnt that good in those Days :)

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Re:90 percent grip

Posted by midlander - 2015/08/27 21:24

lol..... not convinced..but sum good statements..... the grip level is the level that you get90 percent is less than the grip level that you get so ...not realistic....gtr2 a very good sim ...u carnt change the grip level i live 20klm from zandvoort i now about the sandon a dry day when your tyres are up to temp the grip shouldnt be set by anything but the game.....after all i recon cunos are good at wot they do and if they thought the sim had to much grip they would call 90 ...100 so..

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Aw: Re:90 percent grip

Posted by Deutschmaschine - 2015/08/27 23:27

The good thing - everyone has to deal with this low grip level. So the only thing to complain about is a lack of the ability to drive in these difficult conditions. Take it as a challenge!

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Aw: Re:90 percent grip

Posted by Viso - 2015/08/28 12:02

midlander schrieb:

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hÃÃÃÃÃ :S? You think each Track has the same Grip? That you can set the Grip on diffrent settings is because there is Diffrent conditions in Real Life. And its a feature. As one Guy sayd in the comments. Kunos says 95% is realistic. Wich is a simple answer because they cant tell you wich Settings is perfect for every Track.

At least 100% are unrealistic at all. Deutschmaschine's Statement is hard but it seems i have to agree.

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Aw: 90 percent grip

Posted by m03nY - 2015/08/28 13:42

Maybe you need to overthink your approach to the game. Assuming that you can just jump in and push the car to the limit is purely arcade style and not possible in sim racing, which ac claims to be. Server 8 is a practice server for monday events, which means you get to the raw track and have to gain grip first, therefore the 90%. Over time and a fairly amount of laps, there will be more grip available due to many drivers burning rubber on the track. Also hotlapping on this server might be possible but i guess the purpose of this server is to give everybody a chance to get to know the car/track combo and prepare for monday, so we dont have as many crashes and cars/drivers out of control. Just get a couple of slow laps in first and get used to it and youll see grip wont matter anymore.
See you on track, cheers

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Re:90 persent grip

Posted by midlander - 2015/08/28 18:11

my take on the grip levels is that all tracks have different grip levels thats normal....but i figured that cunos would work that out track by track 100 persent on one track will be diferent to 100 persent on a different track..... and just to let u now ive been driving sims for years and pilsbier on a wednesday for seven years or there about so ime not just a hot lapper ...i like a good race..

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Aw: 90 persent grip

Posted by Andy S. - 2015/08/28 19:48

Of course the maximum Grip level depends on the surface of the track.

But 100% is the absolute maximum.

In reality you are reaching this condition rarely.

Only on a complete race weekend (at least some hours) with dry conditions and not to much sand in the air and after one short term of rain the additional grip is evaporated.

That is the reason why the session start with 100% is nice for hotlapping but definitely not realistic.

It is easy to drive fast at best conditions.

But you need good skills to compete with changeable and complicated conditions.

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Re:Aw: 90 persent grip

Posted by midlander - 2015/08/29 14:13

you shouldent presuume and assume anything about someone you dont now.....hope to see you on track...

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