

AC 1.12 Changelog !!Warning!!

Geschrieben von DiRTyDRiVER - 14.02.2017 15:18

1.12

- WARNING: this update resets assetto_corsa.ini, we advise to check values for gyro, free camera etc
- WARNUNG: Dieses Update setzt assetto_corsa.ini zurück, wir empfehlen die Werte für Gyro, freie Kamera usw
- New Audi Sport quattro S1 E2 group B rally car
- New Highlands track in four layouts
- Removed on screen Fuel Indicator for cars except the player's one
- Fixed Setup Tab sorting
- Added online Timed Races (with and without additional lap)
- Added online ResultScreen time
- Tweaked all the system apps regarding Timed Races
- Fixed online pit crew locations
- Added pressure meter color on Tire App (based on compound ideal pressure)
- Updated minimum pressures and optimum pressures for various cars
- New v10 tyre wear algorithms more sensitive to load for all cars
- Graining is now reducing when driving in good temperature conditions
- New and updated V10 street, semislick, vintage, and race slicks tyres for all cars. A total of 151 cars updated.
- Updates for cars that already had V10 tyres as well.
- Updated chassis balance and inertias for all 151 available cars.
- Updated engine coast braking for street cars
- Updated antiroll bars for Porsche 911 GT3 Cup car as per suggestion of Porsche that asymmetrical antiroll bar settings are not advised, so now settings are back to 7 in setup screen.
- Updated rear wing aero for Porsche 911 GT3 Cup to allow for lower rear wing at high speed tracks like Monza
- Added rear vertical fin for Lotus 98T
- Updated Brake fade for
 - Shelby Cobra
 - Lamborghini Miura
 - Alfa Romeo GTA
 - Abarth 595
 - Ford Escort RS
 - Ford GT40
 - Lotus 25
 - Lotus 49
 - Maserati 250F 6C and 12C
 - Lotus 72D
 - Ferrari 312T
 - Ferrari F40
- Fixed penalty detection
- Online cut reporting (Throttle Cut disabling)
- Added acServerManager 1.12.0
- Added timed race management
- Added result screen management
- Track with 2 pits are allowed
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- Pitstop: Suspension repair will automatically fix body too
- Added Tyre compound on race_out.json and server result
- Fixed Gt3 AI crashing at Nordschleife
- Added DigitalLed Tyre lock/slip script
- implemented in the latest Porsche racing cars, GT3 Cup, GT3 R and 919 Hybrid 2016
- Added Decimals to DigitalItem Fuel script
- Added local velocity to Shared Memory
- FF_SKIP_STEPS now defaults to 0. Wheels with problematic FF can have it set back to 1 if necessary
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optional parameter in controls.ini

- Added Fanatec leds support (system/cfg/fanatec.ini)
- Added Pitstop to Qualify session
- Tweaked confusing "Drive through penalty" message
- Fixed Pitstop times for Porsche race cars
- Tweaked M4 Akrapovic engine volume
- Fixed Porsche 911 GT3 RS coast volume

Update v 1.12 feat. FREE Highlands

Geschrieben von B1ackbird - 14.02.2017 15:22

Update v 1.12 feat. FREE Highlands track and Audi Sport Quattro S1 E2 OUT NOW on Steam!

{youtube}Tfmf3lSoab0{/youtube}

<https://www.youtube.com/watch?v=Tfmf3lSoab0>

Assetto Corsa v1.12 update available!

Featuring all-new FREE bonus content, including the Audi Sport quattro S1 E2, as well as our home made Highlands track! The perfect track doesn't exist. That's why we created one.

AUDI QUATTRO S1 E2

Introduced back in 1984, the Audi Sport quattro S1 E2 revolutionized rallying. Just like the other manufacturers, Audi used the lenient homologation requirements to create a new rally car. All the car maker needed for homologation was a production run of a mere 200 cars.

Blomqvist's spectacular, sideways driving style suited the Sport quattro perfectly. By flicking the tail out, the Swede overcame the natural understeer of the nose-heavy Audi. He won five of the twelve rounds and was crowned the 1984 World Champion. Mikkola and Roehrl also won a round, which was enough to clinch the constructor's trophy.

HIGHLANDS LAYOUTS

The perfect track doesn't exist.

That's why we created one.

Highlands - The original layout, 8152 meters long, filled with fast flowing path with curves and several jumps.

Highlands Long - An extension of the original layout, 12191 meters long and has all the characteristics of the original layout. This layout features some slower curves, a fast series of left and right turns, after a passage between rocks and the distinctive 3km long "Cabhag straight"

Highlands Drift - A configuration born to create long powerslides with supercars and hypercars. At 5167 meters long, this layout features long, flat and smooth curves, perfect for holding a constant power slide. The "tower 1b", guards the surroundings at the top of the hill.

Highlands Short - The shortest configuration, only 1714 meters, but based entirely inside the city. Incredibly intense and requires the concentration of a pro.

All four layouts share the same starting positions and pit lane, as well as the first corner and final 2 corners.

FIXES INCLUDE

- * Improved and updated V10 tyre model for all cars available
- * Improved and updated cars handling and chassis balance and inertia for all cars available
- * Brake fade for all vintage cars
- * Improved tyre wear and tyre graining algorithms taking more into account the load operation for each tyre.
- * General bug fixes and corrections and improvements all around.
- * Fanatec Leds and display now supported

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Aw: Update v 1.12 feat. FREE Highlands

Geschrieben von _CHRIS_AT_ - 14.02.2017 16:40

Wann gibt's den ersten Event? :)

Die Kiste ist echt verschÃ¶rft....

gerade angetestet und direkt verliebt

=====

Aw: AC 1.12 Changelog !!Warning!!

Geschrieben von RoadRunner - 14.02.2017 16:51

Woahhh

Ganz groÃes Kino, das wÃ¼rde sogar dem Walter gefallen:woohoo:

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Aw: AC 1.12 Changelog !!Warning!!

Geschrieben von DiRTyDRIVER - 14.02.2017 17:19

Die Strecke Highlands in Long & Original Layout und den Rally Car auf Server 3 zum Testen.

viel Spass

gruÃ

dirtY

=====

Aw: AC 1.12 Changelog !!Warning!!

Geschrieben von Bernd - 14.02.2017 17:53

DiRTyDRiVER schrieb:

Die Strecke Highlands in Long & Original Layout und den Rally Car auf Server 3 zum Testen.

viel Spass

gruÃŸ

dirtY

Ich kann auf server 3 kein Auto auswÃ¤hlen, haben andere auch das Problem , oder liegt der Fehler bei mir?

=====

Aw: AC 1.12 Changelog !!Warning!!

Geschrieben von DiRTyDRiVER - 14.02.2017 18:33

Hi

lag nicht an dir jetzt funzt

gruÃŸ

Bernd schrieb:

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viel Spass

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Aw: AC 1.12 Changelog !!Warning!!

Geschrieben von Cruise - 14.02.2017 19:27

Was macht dieses online cut reporting?

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Aw: AC 1.12 Changelog !!Warning!!

Geschrieben von Seelenkrank - 14.02.2017 20:57

vermutlich eine nachricht hinterlassen im chat zb fÃ¼r jeden ersichtlich wenn wieder jemand die strecke "erweitert".
imho so wie die apps die hier einige von anderen ligen anhaben.

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Aw: AC 1.12 Changelog !!Warning!!

Geschrieben von Marko3000 - 14.02.2017 21:43

Der Audi ist ja mal echt der Hammer:woohoo: War damals richtig enttÃ¶uscht, als der S1 angekÃ¼ndigt wurde, und dann nur der langweilige StraÃŸen S1 folgte. Aber der group B ist echt der Wahnsinn!! Bin schon den ganzen abend sÃ¤mtliche hillclimb strecken hochgefahren aber es gibt eine wortwÃ¼rtlich SpaÃŸbremse...und zwar hat die Handbremse keine Funktion was bei kehren oft sehr nervig ist:S
WeiÃŸ jemand warum das so ist, oder ob das ein bug ist oder was man dagegen machen kann?

Aw: AC 1.12 Changelog !!Warning!!

Geschrieben von tabis - 14.02.2017 23:17

Aristotelis schrieb:

No handbrake at all. Central diff can't open when handbrake is pulled, so even if you can put a hydraulic handbrake, strong enough, then it would lock all 4 wheels... so no handbrake. Scandinavian flick is your friend.

Oder "Walter" Flick ;)

<http://www.assectocorsa.net/forum/index.php?threads/the-official-news-from-the-social-networks-thread.35257/page-430#post-830600>

=====

Aw: AC 1.12 Changelog !!Warning!!

Geschrieben von little jo - 15.02.2017 06:19

Hallo,

ich benötige Hilfe!!!

Ich verstehe den Warnhinweis nicht! :blush: Liegt wahrscheinlich an meinem Alter.:unsure:

Was habe ich zu beachten?

Danke und Grüße

LJ

=====

Aw: AC 1.12 Changelog !!Warning!!

Geschrieben von DiRTyDRIVER - 15.02.2017 09:20

Hi

Falls man selbstständig in der Datei assetto_corsa.ini etwas geändert haben sollte, sollte man diese Datei sichern, indem man sie irgendwo hin kopiert. Bevor das Update aufgespielt wird.

Datei findet man hier ...:\Steam\SteamApps\common\assetocorsa\system\cfg

grüß

diRTy

little jo schrieb:

Hallo,

ich benötige Hilfe!!!

Ich verstehe den Warnhinweis nicht! :blush: Liegt wahrscheinlich an meinem Alter.:unsure:

Was habe ich zu beachten?

Danke und Grüße

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Geschrieben von eSKaeS - 15.02.2017 11:36

Also nur interessant für diejenigen die in der ini Dev Apps, FreeCam und/oder Gyro FFB aktiviert hatten. Das muss nun nochmal gemacht werden ;)

Aw: AC 1.12 Changelog !!Warning!!

Geschrieben von little jo - 15.02.2017 18:59

Danke f  r die Antworten.
Freut mich zu h  ren das ich nicht betroffen bin.

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Aw: AC 1.12 Changelog !!Warning!!

Geschrieben von little jo - 15.02.2017 19:02

Sorry, noch eine Frage. :blush:
Wird AC 1.12 automatisch installiert?
Oder muss ich selber aktiv werden?

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Aw: AC 1.12 Changelog !!Warning!!

Geschrieben von little jo - 15.02.2017 19:08

Wird wohl automatisch installiert.
Die Highlands sind bei mir drauf.

=====

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tabis schrieb:

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Oder "Walter" Flick ;)

<http://www.assetocorsa.net/forum/index.php?threads/the-official-news-from-the-social-networks-thread.35257/page-430#post-830600>

Geht:

<https://img1.picload.org/image/rowlwogr/drift.gif>

(Bild anklicken)

:woohoo:

=====

Aw: AC 1.12 Changelog !!Warning!!

Geschrieben von DiRTyDRiVER - 17.02.2017 16:55

1.12.1

- skin template added for the new Audi Sport quattro S1 E2
- Fixed Ferrari LaFerrari erratic aero behavior on Highland high speed jumps
- Fixed shadows caster on grass at highlands long
- Tweaked city surface ffb effects at highlands, long and drift
- Fixed mirrors UV on Audi Sport quattro S1 E2
- Fixed Lotus 98T yellow tyre wear indicator on new tyres.
- Updated Lotus 98T performance envelope by tyres, diffuser and front wing ride height sensitivity and other changes.
- Fixed Tatuus FA01 tyre compound wear

-
- Updated acServer with a fix for bookmark registration mode
 - Added IGNORE_RESULT_TELEPORT in system/cfg/options.ini to avoid teleport to pit at the end of each online session.
 - Updated walls on highlands track in order not to use them as advantage

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