
Assetto Corsa V1.6

Geschrieben von McStinger - 22.05.2016 16:26

WeiÃ nicht, ob das auf der SBB ggf schon an anderer Stelle gepostet wurde (auf die Schnelle hier nicht gesehen), deshalb kurz:

AC 1.6.0 verfÃ¼gbar!

changelog:

- Oculus Rift SDK 1.3 (WIP Pre Alpha)
- Fixed self shadowing on tyres
- Fixed wrong log output
- Dynamic controllers for turbo boost
- Added RPMS input to dynamic controllers
- Implementation of Scalable Apps
- Fixed replay Interface
- Fixed setup info screen
- Fixed race non progression when player is not moving
- Improved MP collision system
- Improved AI fuel handling
- Fixed Hotlap Mode unlocking achievement through not valid laps
- Fixed deltaT for renderAudio
- Bodywork and horn volumes uses engineVolume
- Bodywork's smoothvalue use a different alpha
- Added analogic placeholder for car modellers
- Added option to draw driver's label on focused car (system\cfg\name_displayer.ini -> DRAW_FOCUSED CAR)
- Fixed CameraCar bad nearplane when forcing camera mode change (see exiting from replay)
- Implementation of Chat App (system\cfg\chat_app.ini)
- SharedMemory: Moved AirTemp/RoadTemp from Static to Physics, old values in static are deprecated
- Timing use also the hour/minutes format
- Fixed GoToPits Cheat to start from the pits.
- Added 4 Wheel Steer systems (Nissan Skyline , Mazda RX7)
- acServerManager : storing Driver data also save the current model/skin, so through drag&drop the saved skin can be used on a new slot)
- Added flags indications for completed session in leaderboards
- F9 overlay leaderboard is now avoiding red colours for better differentiation of opponent proximity indicators
- Added new SIMULATION_VALUE parameter. Increase the number to increase simulation value. Defaults to 0 for obvious reasons
- Engine performance is now dependent on air density/temperature
- New AWD transmission code, still WIP (Nissan Skyline & Alfa 155)
- Fixed pitstop window not appearing when AI retired some car
- Experimental heating corrections on semislick tyres for Lotus 2-11, Exige Scura, Exige 240 and S3, Lotus Elise SC, KTM X-Bow, Mazda MX5 ND, Toyota AE86 Tuned and Drift
- BOP for GT3 cars
- Improved Mercedes AMG GT3 data

1.6.1

- Fixed Oculus Rift rendering

Man(n) beachte u.a. den Punkt: "- Added new SIMULATION_VALUE parameter" ;)

Quelle:

<http://www.assettocorsa.net/forum/index.php?threads/assetto-corsa-v1-6-available.32819/>

Aw: Assetto Corsa V1.6.3

Geschrieben von Gerri - 26.05.2016 17:57

1.6.3

- Lamborghini HuracÃ;n rear ligths updated to latest racing specs
- Fixed random bug causing a wrong position in the system message at the end of a race
- Fixed pit limiter "clutch cheat"
- Added new skins for Supra mkIV Tuned

- Added localAngularVelocity and finalFF to shared memory (physics rate)
- acServer : fixed sync message spam
- Corrected Traction_Control.lut files. Initial value must start with 0. Traction control levels are functional again.
- Additional model updates on the Nissan R34 Skyline GTR
- Shelby Cobra model updates
- New Mazda RX-7 Tuned sounds

Aw: Assetto Corsa V1.6

Geschrieben von Meraculix - 26.05.2016 20:02

hi jungs,

mÃ¼ssen die server eben runterfahren um das neue update drauf zu machen.

kann paar minuten dauern..

grÃ¼sse

sollte jetzt wieder funzen :)

viel spaÃŸ...

Aw: Assetto Corsa V1.6

Geschrieben von MoToX][T5 - 26.05.2016 20:13

Server 3 geht leider nicht

Aw: Assetto Corsa V1.6

Geschrieben von Meraculix - 26.05.2016 20:24

komisch ??

bin gerade eine runde gefahren :S

versuch es nochmal bin noch drauf...

Assetto Corsa v1.14.4

Geschrieben von B1ackbird - 23.06.2017 15:05

Assetto Corsa Update v1.14.4 Changelog

- Improved Ferrari 312T and Lotus 72D AI
- Renamed CPU line in Render Stats app "MAIN_T" as "Main thread" to avoid confusions
- Corrected Mercedes C9 front tyre wear
- Corrected Glickenhaus SCG003 setup dampers slider numbering
- Improved live axle simulation
- Updated live axle physics for Alfa Romeo GTA, Ford Escort RS, Maserati 250F 6cyl & 12cyl, Toyota AE86 stock, drift & tuned. Old setups might need to be tweaked again.
- Added seconds in timeline when replay length is over 1 hour
- Fixed Delta Graph script on McLaren P1 GTR
- Real-life racing liveries added for the Maserati MC12 GT1

{youtube}yqoBrO7vy5E&t=1s{/youtube}

=====