10th-anniversary-patch
Geschrieben von Christian Dauger - 08.10.2019 10:56

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Hallo !

Maybe you have already talked about it?

Have you tested this?

Is it valid to participate here?;)

https://www.racedepartment.com/downloads/gt-legends-10th-anniversary-patch.26203/

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Aw: 10th-anniversary-patch
Geschrieben von Classicracer2 - 08.10.2019 18:50

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It seems to be really interesting! Haven't tried it yet and I am a bit frightend, that my System isn't capable to handle sich vast improvements.
Maybe someone (finacially) much wealthier than me, have sonne experience or confidence to try this.

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Aw: 10th-anniversary-patch
Geschrieben von Christian Dauger - 29.10.2019 09:10

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Hallo !
no other answer? :unsure:

And this one, is it compatible here ?

https://www.racedepartment.com/threads/gt-legends-hq-mods-collection.154990/

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Aw: 10th-anniversary-patch
Geschrieben von CY33 - 29.10.2019 10:25

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There are lots of different types of small mods and fixes in this collection. So there can not be a general yes or no if its going to work with ABB and the low guard. Basically there is nothing wrong with all the improved or changed textures, beside that some of them are ridiculously big and then it is up to your computer: do you have the power and are you willing to accept loss of performance for a texture, that you do not really see anyways.
With all the tweaks in the physics and other fixes in the 'non textures' department: will probably produce problems, if they are not distributed by ABB and everybody uses them. That is also true if the performance of a car does not become better, but also if just a bug is fixed (for example a fixed speedo in der Mercedes Cockpit)

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Aw: 10th-anniversary-patch
Geschrieben von rdjango - 29.10.2019 13:18

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Hi,

the hq-mod seems to be compatible because it only mods the "look and feel" of gtl. I use some of it hdr skies p.e. looks very good - if your graphic card has enough power you can try it all. But you should make a backup of the original gtl-files before.

rdjango

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Aw: 10th-anniversary-patch
Geschrieben von Christian Dauger - 29.10.2019 13:22

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rdjango schrieb:
Hi,

the hq-mod seems to be compatible because it only mods the "look and feel" of gtl. I use some of it hdr skies p.e. looks very good - if your graphic card has enough power you can try it all. But you should make a backup of the original gtl-files before.

rdjango

Ok, I will test while going on servers ... I would see ...

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