
Die ABB-Zwerge sind da... :-)

Geschrieben von MichaW - 27.11.2020 23:26

Protobuilders' Garage Proudly presents,
The Abarth 695SS Competizione addition to Abarth 695SS Assetto Corsa By Speedster63

This mod includes also the Speedster63's original mod, so no extra downloads is needed.

Bought by:

- Speedster63 Original 695SS Assetto Corsa
- CityTea for the Original Assetto Corsa sounds
- Nappe1 for the Competizione variation (Bodystyle, skins and physics).
- Papag21 of Brickyard Legends Team for the wide 10" light alloy rims in Competizione version.

Installation:

- Extract package to your GTL folder.

Notes:

This addition brings new bodystyle to the Speedster63's mod. Skins that came with the original mod were updated with new genstring and will work as they did in old version. User made skins need adding two "1" to the end of the genstring to make them compatible with this extension.

Same template, which I included in the package as well, can be used for making Competizione skins as Assetto Corsa skins.

695SS Competizione was the final works version of 695SS. Differences to Assetto Corsa are huge wheel arches and use of wide lowprofile slicks, lowering the car quite bit.

Performance has been calibrated to match Giannini 650NP Modena.

Have fun :)

Nappe1 signs off,
21st of February, 2020

Protobuilders' Garage Proudly presents,
The Giannini 500TV & Giannini 650NP mod for GT Legends
Based on the Abarth 695SS Assetto Corsa By Speedster63

Installation:

- Extract package to your GTL folder.

Brought to you by:

The Protobuilders Garage and Friends

- Basic Fiat 500 model from Speedster63's Abarth 695SS Assetto Corsa.
- Sounds: Citytea originally made for the Abarth 695SS
- 3D, texture and template modifications and new skins: Nappe1
- low profile 10" rims for 650NP: Papag21 of Brickyard Legends Team
- New suspension (which unfortunately could not made to the first version): Gravin
- Physics: Nappe1
- Skin ideas & support: Suti, Kanadanmajava.
- Physics, car structures and putting everything together: Nappe1

Acknowledgements / Thanks:

- My lovely wife for her patience and support
- Speedster63 for original 695SS
- Simbin AB: for the great game
- Everyone at Protobuilders Garage and Brickyard Legends.

Notes:

car is based on Speedster63's very nice 695SS model and I tried to reach him via email about permission, but without success. However in readme he grants rights to use his work as base for additional modding as long as he is credited so I started the work on that basis. the 850cc cars were small hit in previous online championship, I decided to work with even smaller engine cars. As the Shotaro's Suzuki Fronte Coupe originally belongs to under 500cc class, it needed some down tuned physics variation and of course, real world competition, so I decided to make the smallest racing variation that Fiat 500 had: Giannini 500TV Montecarlo. While doing it, I got idea of updating Speedster63's Abarth by adding 1970-1971 695SS Competizione body style.

Car as short: Fiat 500F (F means front latched doors) with high tune 499cc air cooled two inline outputting around 30 horse power. Car weights around 460 kgs. Giannini was the Abarth's competition in mid 60's and early 70's and while it is mixed up with Abarth sometimes, it really was own make with several Fiat 500 based cars homologated to Group 2 (meaning that at least 1000 identical cars were built)

Abarth is sometimes called as Ferrari of small fiats. I think it is propriate to call Giannini as Lamborghini of small fiats. Their cars are not as refined as Abarth's and their consenstration is more on the raw performance. Plus they did all this with almost one of the tenth of the resources that Abarth had.

I am hoping to add also 590GT Vallelunga as well as the 700R later on.

The Story:

In 1885 Giannini opened as garage, but in 1922 it became part of the Itala's service network and they started to tune and race Itala machinery. The biggest achievement from this period was the class victory in 1927 Mille Miglia. 1930's Giannini expanded their work to smaller cars like Fiat 500 Topolino. In addition to engine modifications, the brake arrangements were also changed. In 1938 Giannini broke a number of world records with a single seat racer powered by one of these 499 cc engines, equipped with a Siata head.

After the world war II and short venture in heavy machinery, Giannini brothers started really consenstrate on competition, in which they had good track recond already from the 20's and 30's. Still based on pre-war Topolino basics, G1 and G2 engines were built, from which Twincam G2 powered "Giaur" took another class victory from 1950 Mille Miglia. During the 1950's the company rapidly expanded it sales by opening several Fiat sale outlets and garages. Though the sales were strong the company ended up in bad financial situation in 1961 and was closed. The Two Brothers disagreed about the direction taken and decided to go seperate ways. Two companies were born from which the Giannini Automobili S.p.A. is the one we are more interested.

In 1961-1963 Domeco Giannini had seen Abarth to sell tuning kit for the "new" Fiat 500 and saw it potential. In 1963 Giannini 500TV was launched as first as kit form and later on as readily built car. Kit itself was quite simple and not that expensive, but it boosted the normal 500 18hp to 27hp. (This might not sound much, but it is was done without boring the cylinders, so just some camshaft, head and carburation work. In nowadays terms, it would be same as there would be kit for Toyota Aygo / Peugeot 107 / Citroen C1 boosting it 72hp to 108hp!)

As these cars were made to race, Gianninis were soon seen eating standard Fiat 500 Sports alive in Italian Championship class under 500cc. In 1966, For the maximum performance you could have "Montecarlo" package, which added even bigger valves, nitrated camshaft, bigger carbs and new exhaust system. This boosted the horsepower up to 35hp. As this version had quite extensive modifications, Giannini 500TV got homologated to group 2, making it at last completely it's own car. And of course as the Abarth had dropped the original 500 Abarth kit and moved on to under 600cc and under 700cc classes (with 595 and 695 models), The 500cc class became Giannini's monopoly.

As the 500TV sold very well, Giannini decided to challenge Abarth also in 600cc class with Giannini 590GT and soon after that also in 700cc class with 650NP. Unlike Abarth, Giannini made their bigger engines with smaller bore and shorter stroke, making them rev higher and as a result the amount of power was also bigger. Both of them get eventually homologated and also factory works kits: for 590GT it was called "Vallelunga" and for 650NP "Modena". While 500TV kept the 500cc class crown for itself easily, 590GT and 650NP were extensively developed due neck to neck competition against Abarth. The last batch of under 700cc Gianninis had newer block from Fiat 126 with fuel injection, big disc brakes and much stronger gearbox. This all was possible thanks to homologating 650NP in 1969 to Group 2 and the very liberal group 2 rules in early 70's. These last cars were labelled as Giannini 700R.

The Different variations in this mod:

Giannini 500TV Montecarlo:

The works car as on it's peak just before the 500cc class was dropped.

Real world skins:

- #4 driven by Antonio Ghini in 1968.
- #30 is Italian Class Champion in 1966. Driven by: Maurizio Zanetti
- #222 driven by Luca Cordero di Montezemolo in Vallelunga 1968
- #34 real world skin, but unknown driver & event.
- a lots of individual gear ratios to fiddle to get every single bit of torque out of that tiny engine.

Giannini 650NP Modena:

The works car in early 70's. Before the Fiat 126 mechanics were put in place.

Real world skins:

- #24 Historic racing skin with unknown driver.
- #174, #214 Fictional skins.
- lots of stuff to tune in setup to keep the small car flying thru corners.

Skinning & Modding:

- Template included for both cars.
- Genstring options:
 - Pos 1= Driver (01 - 10)
 - Pos 2= Driver (01 - 10)
 - Pos 3= Front Bumper (1= Bumper front 2= Bumper front & Plate 3= NO Bumper front)
 - Pos 4= Rear Bumper (1= Bumper rear 2= Bumper rear & Plate 3= NO Bumper rear)
 - Pos 5= SoftTop (1= SoftTop plastic 2= SoftTop paint)
 - Pos 6= Exhaust (1= one Pipe 2= two Pipe)
 - Pos 7= WHEELS (1= Black hubcab wheels for 500TV and 4 blade black light alloy wheels 650NP. Hopefully more options in future.)
 - Pos 8= Rollcage (1= YES 2= NO)
 - Pos 9= Race Upgrade (1= YES 2= NO)
 - Pos 10= GIANNINI MODEL (2= 650NP 3 = 500TV)
 - Pos 11= BODY ADDITIONS (1= normal 2= chrome doorsteps 3 = chrome side strips 4 = 2+3 combined)

Conversion to other games:

Permission needed from ALL AUTHORS and when granted, original authors must be mentioned.

Version History:

- 1.0: 21. Feb, 2020: First release version.

Nappe1 Signs off,
21st of February, 2020.

Protobuilders Proudly present;
The 1970 Mini 850
version 1.2

Installation:

- Delete "1970 Mini 850" folder from Gamedata\Teams\TC-76\ if it exists.
- Extract to your GTL main folder.
- Select Mini Cooper S or GTC-TC-76 from classes menu to select car.
- Do not use version 1.0 car setups or you'll lose the superior handling of the new physics.

Brought to you by:

Nappe1

Acknowledgements:

- Simbin AB: for the original Mini model
- Sharpo: for the wide arches and wheel sets
- James_1: for the nobumpers bumper style.

Thanks:

- Whoops for TC-65 skins, which unfortunately were left for next version as this car is part of the upcoming online championships.
- Gravin and Ga2jo for support Protobuilders. (Ga2jo we miss you, where are you?)

Differences to original Austin Mini Cooper S:

- Complete Standalone (G)TC-76 class with wide arches bodystyle.
- Complete new, Authentic physics. A mixture of early Mini Seven racers and late FIA group 2 physics of 850cc Mini.
- Engine is low on power, but has quite lot low end torque, as the 848cc BMC A-series was
- Authentic 4-speed short ratio racing gearbox with real world selection of final gears. (lot's of them)
- Uses (G)TC-76 spec tyres, so lots of grip to optimize driving line.
- two authentic Longman 850cc Mini Seven racing skins (#51 and #55)
- One (#6) fictional skin to memory of F1 Venue Championship season 2009 and The REAL Mod.
- Mod cars features extra class tags SIM_TC76 and SIM_ETCC1970 for those who want to build own single player championship.

Mini was found more than just small people carrier quite soon after it was shown public. 850cc powered car found its way soon to Rallies and Track. Quite soon was also found that single cam bearing engine tuning potential was greatly reduced due cam being so sensitive to higher rpms. As soon as Cooper model was launched, 850cc version was slowly but surely being forgotten from racing even though it ran in different class than it's bigger brothers. However in 1961, just before the Cooper model got momentum, John Whitmore won BSCC in 850cc Mini showing that even with its limitations, Car had potential. In 1966 Mini Seven racing class was introduced to cheap way to get in touring car racing. Car was cheap to buy and in certain limits also rather cheap to tune for racing. Entries for international races for 850cc Minis were scarce, but when the new Group 2 regulations arrived, ETCC start lists show few entries for Group 2 Minis in below 850cc class. Horst Garthe (Germany) even won Zandvoort ETCC race 850cc class from the front of whole fleet of Abarth 850TC Corsas which were technologically superior.

In early 70's Mini Seven racers usually used 970S block with extremely short stroke. As S-blocks featured more cam bearings and being stroked down to 850cc, allowed these machines use very high rpms. However this mod features a normal 848cc block developed to the max and so the maximum rpm is rather low. However the suspension has been modified to ones used in Mini Seven racing.

If you ever wondered what made the Original mini so exciting in eyes of John Cooper or Ralph Broad, Take this baby up to JCRR's splendid St. Roch with very low final gear... After that you figure out the answer. :)

Conversion to other games:

- Due this mod using so many author additions, permission wise conversion is close to impossible.

Next version includes:

- TC-65 variant, which would compete with possible 850cc version of Imp.

Modding information:

- Original Mini templates can be used, just use same naming for dds files as the cars included in this package.
- Genstring works just like in Original Mini with following changes:
 1. ONLY sharpo's widearched bodystyles, bodystyle letters: u,v,w,x,y same order as their non widearch counterparts in original mini, eg. 1=u, 2=v, 3=w and so on and so forth.
NO original Mini bodystyles!
 2. sharpo's wider wheel styles: u,v,w,x,y
"u" = silver painted.
"v" = black painted centre with polished rim.
"w" = silver painted centre with highly polished rim.
"x" = red painted centre with alloy rim.
"y" = black painted.

NO original Mini wheelstyles!

3. James_1's No Bumpers bumperstyle is as style "n".

Version History:

- 1.0: 1st April, 2018: First release version.

- 1.2: 8th of April, 2018: Complete fix for the physics; previous version had wrong tyre file and correct one needed a lot of work to all the other physics.

1st of April, 2018
Nappe1 Signs out.

=====

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von CasparGTL - 28.11.2020 00:59

Wow.....

=====

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von 73mcclure - 28.11.2020 01:17

:(wie soll ich mit 1,94 da reinpassen:unsure:
gefaltete grÃ¼sse,jo

=====

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von Bordi - 28.11.2020 09:56

73mcclure schreibt:
wie soll ich mit 1,94 da reinpassen
gefaltete grÃ¼sse,jo

Nimmst'e Einen mit Faltdach :evil:

=====

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von 73mcclure - 28.11.2020 11:04

:lol: :lol: :lol:

=====

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von CasparGTL - 28.11.2020 11:11

73mcclure schrieb:
:(wie soll ich mit 1,94 da reinpassen:unsure:
gefaltete grÃ¼sse,jo Das passt, erstaunlich aber es passt! Der 500 und 600 sind um 4 einsitzende her designed,
unglaublich aber es passt.
Sehr seht cleveres Design.
Ich fahre mit 1,92 mit dir mit! :)

=====

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von CasparGTL - 28.11.2020 12:06

WWieder ein fantastischer MOd!!!

Der Mini ist viel einfacher zu fahren als der original GTL Mini TC65! Das Heck kommt nicht rum beim Bremsen. Die Abarths und Gianini sind auch sehr sehr schön und da muss man Km/h behalten wie verrückt!

Nur ein paar Runden trainiert aber der Mini scheint deutlich schneller zu sein aber das macht nichts. :)

Kampf der Zwerge!

=====

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von senninho - 28.11.2020 12:12

Tolle Fahrzeuge! Machen echt Spaß.

Werden die beim Event am 03.12. zur Auswahl stehen?

=====

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von droker - 28.11.2020 13:39

Werden die beim Event am 03.12. zur Auswahl stehen?

Hi, Servus,

am 3.12. noch nicht,
aber sie laufen sich schon warm für ein bald kommendes Event ;-)

Gruß, Andi

=====

Re: Die ABB-Zwerge sind da... :-)

Geschrieben von Moller - 28.11.2020 15:41

Schöne Karren! :)

"Installation:

- Extrahieren Sie das Paket in den GTL-Ordner "(!?) :side:
Wird Autoupdate installiert oder muss es manuell erfolgen?

=====

Aw: Re: Die ABB-Zwerge sind da... :-)

Geschrieben von MichaW - 28.11.2020 15:48

Moller schrieb:

Schöne Karren! :)

"Installation:

- Extrahieren Sie das Paket in den GTL-Ordner "(!?) :side:
Wird Autoupdate installiert oder muss es manuell erfolgen?

Autoupdater will do everything for you my friend

Glück auf!

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von MoeZee - 28.11.2020 19:57

Rally China anyone...B)

=====

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von CasparGTL - 28.11.2020 23:33

MoeZee schrieb:

Rally China anyone...B):lol: :woohoo:

=====

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von Gerald Forte - 29.11.2020 01:34

Die Zwerge sind einfach nur super :-)

=====

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von BjÄ¶rn GER - 29.11.2020 02:28

Kann ich mich nur anschlieÄ¶en tolle Autos Merci!!!!

gruÄ¶ BjÄ¶rn

=====

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von Bordi - 29.11.2020 10:38

Hallo meine Lieben,

vor lauter Aufregung habe ich ganz vergessen mich fÄ¶r die Arbeit im backend zu bedanken.

Ich kann mich nurnoch den Vorrednern anschlieÄ¶en:

Feine Sache, DANKE B)

=====

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von xKRISx - 29.11.2020 11:03

Ebenfalls ein DankeschÄ¶n an die Macher und die, die diese knuffigen Teile hier zum Laufen gebracht haben. Mit den Strecken die im Moment auf dem Server sind und genug Dampf auf der Kette haben die Autos einen extremen Spassfaktor.

GruÄ¶,
Kris

=====

Re:Die ABB-Zwerge sind da... :-)

Geschrieben von Nappe1 - 17.01.2021 17:54

Hi,
At first, sorry about writing english.
What I gathered from the comments, you seemed to like these additions. :) Thank you for your kind words. It is really nice to see that people truly enjoy your work. :)

As for the Mini, there's direct competitor for it:
<https://www.racedepartment.com/downloads/the-1970-abarth-850tc-corsa-by-protobuilders.22667/>

And I can cooperate with MichaW to make the 500cc version of Shotaros Suzuki Fronte Coupe available as well, if you are interested? :)

I have not released it yet, though it has been run as part of the car set used in last year's NoGrip Legacy Historic Touring Car Championship at UKGTL / Simracing.org. (And all of these cars, except the Speedster's original Abarth of course, have been built for that championships. That makes them so close together.) :)

And yes, Mini 850 is easier drive than the original Mini or any of my other Mini variants because it has less power and it has TC-76 slicks as tyres.

yours,
Lasse 'Nappe1' Kärkkäinen

P.S. I would love to do TC-70 version of NSU TT. Not sure though from whom to ask permissions for making set of skins with alternate physics...

=====

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von Giancarlo Torretta - 17.01.2021 18:05

:woohoo: You did that ? AWESOME , thank you:)

my five cents to your questions:

Yes!
Yes!
Yes!
Yes!
Yes!

:lol: :dance:

=====

Aw: Re:Die ABB-Zwerge sind da... :-)

Geschrieben von MichaW - 17.01.2021 19:05

Nappe1 schrieb:

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Lasse 'Nappe1' K  rkk  inen

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Hello Nappel,

I completely missed the 850 Abarth at Racedepartment, thanks for the tip. I'll finish it as a competitor for the 850 Mini. For the Shotaro Suzuki, let's talk about it again via PM. I had originally planned to use it, but it was either too fast or too slow, I can't remember which of the two, and in my opinion it didn't fit visually with the other cars, too much plastic. But as I said, we can look at the car together again

About the NSU, I have no idea who of the creators is still available at all. If it's just about the skins, those are from: Big Ron (the one with BR), Mental Gear (MG), Hubert-Racing (HU), Cooky (CO).
But how to reach someone there, no idea. f in doubt, I would simply do.

Gl  ck auf!

=====

Re:Aw: Re:Die ABB-Zwerge sind da... :-)

Geschrieben von Nappe1 - 19.01.2021 09:15

MichaW wrote:
Nappe1 schrieb:

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Glück auf!

Sounds good. :)

I am right now starting to rewamp NGHTC Championship plan for this year (season start / deadline is 15th of March) and there's chance some new cars for the small classes. I would like to do Steyr-Puch 500S as well as the TR II. Time will show if I have enough time.

And yes, I understand Suzuki being "too plastic", it is actually bit too new for early 1970's championship... Not to mention that it was not homologated to any class. (but that's only problematic if you are purist like me. :D)

But we can take a look in PMs variations I have made. They differ quite bit from Shotaro's original.

If I have time to make the 1970 NSU TT and/or NSU TTS, I will post them here for validation before possible public release and I will only release them if it's accepted here. (And of course if any of original authors denies releasing my versions then it will not happen, of course.)

=====

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von CasparGTL - 19.01.2021 11:15

Great work! Thanks!!!

The fun in small cars is tremendous at ABB.

=====

Aw: Re:Aw: Re:Die ABB-Zwerge sind da... :-)

Geschrieben von Blutsdete - 19.01.2021 11:16

Nappe1 schrieb:

MichaW wrote:

Nappe1 schrieb:

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It would be very, very nice, if you could do this.

Many thx :)

Regards

Dete

=====

Aw: Re:Aw: Re:Die ABB-Zwerge sind da... :-)

Geschrieben von CasparGTL - 19.01.2021 13:02

Blutsdete schrieb:

Nappe1 schrieb:

MichaW wrote:

Nappe1 schrieb:

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Many thx :)

Regards
Dete

Kann dein Herz das haben?:)

=====

Aw: Re:Aw: Re:Die ABB-Zwerge sind da... :-)

Geschrieben von MichaW - 19.01.2021 16:39

Nappe1 schrieb:

MichaW wrote:

Nappe1 schrieb:

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Hello Nappe1, the 850 Abarth comes on Friday and then has directly on Sunday his first event against the Mini 850. As for the Shotaro cars, please send me a link for your versions, I'm really curious. :P

Glück auf!

=====

Aw: Re:Aw: Re:Die ABB-Zwerge sind da... :-)

Geschrieben von nytefly - 22.01.2021 23:32

Nachabend,

soeben habe ich den Zuwachs in der Zwergenklasse entdeckt und sofort beim GTL - Händler erstanden :lol:. Dabei ist mir aufgefallen, daß der 850 TC einen ähnlichen Motorsound wie der 1000 TCR hat, was auch logisch ist, weil beide aus dem 600er Fiat entwickelt wurden. Da ich die Abarths in meiner Jugend oft erlebt habe (bin 22 km vom Nürburgring geboren), komme ich mit dem Ingamesound nicht so ganz klar. Der 1000 TCR ist doch im Basis - GTL enthalten, also von Simbin, oder liege ich da falsch?

Nun, langer Rede kurzer Sinn: Der Abarth von Simbin klingt wie ein Sechszylinder, oder, in Berücksichtigung des kleinen Hubraumes, eher wie ein Dreizylinder. Um ganz sicherzugehen, habe ich nochmal im Netz nachgeschaut und habe in meiner Erinnerung richtig gelegen: Sowohl der 850er als auch der 100er Abarth hatten Vierzylinder-Motoren, wie auch der Basis-Fiat 600.

Von daher verstehe ich nicht, wie der Soundentwickler bei Simbin einen solchen Fehler machen konnte.

Wenn ich im Netz auch nur irgend etwas über Soundmodding gefunden hätte, würde ich sagen, je nachdem, wie schwierig das ist, würde ich versuchen, dem Abarth einen angemessenen Sound zu "bauen". Durch den Umgang mit Musik habe ich etwas Erfahrung im Umgang mit wave-Dateien und deren Bearbeitung, aber ich befürchte, es geht weit mehr dazu: huh:

Vielleicht kann mir jemand sagen, wo ich Informationen über Soundmodding bekommen kann, das wäre schön. So, und, da es hier um die ABB Zwerge geht, ich finde sie echt bombig gelungen und auch so herausfordernd, daß ich schon einige Male online auf der Strecke war. Das sind richtige kleine Renngranaten! Nicht unbedingt für Le Mans, aber für z.B. Strecken wie Cadwell Park Spitze!

Daher ein großes "Danke!" an die Schöpfer dieser Fahrzeuge. :)

Dann mal noch ein schönes Wochenende!

LG Achim (nytefly)

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Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von rdjango - 23.01.2021 14:56

Moin Achim,

schaust du mal hier

http://www.altbierbude.de/component/option,com_remository/Itemid,26/func,fileinfo/id,432/lang,de/

Gruß

Reinhold

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Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von CasparGTL - 23.01.2021 17:45

Duc's Sounds sind super .
Aber Ich habe 1x in einen Abarth TC1000 gesessen und der klingt doch anders.
SEHR laut und hart.

https://www.youtube.com/watch?v=fK_iuQWcUSo&t=288s

<https://www.youtube.com/watch?v=fr8rx9xuWdU>

<https://www.youtube.com/watch?v=WDuRrDqUg74&t=349s>

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von nytefly - 23.01.2021 21:13

Hi,

bin gerade nach Hause gekommen und hab sofort ins Forum geschaut. Danke an Reinhold für den Link und an Caspar für die Videolinks. Ja, so hatte ich den Sound noch im Ohr. Klein, giftig und laut.
Ich habe die Sounddatei entpackt und weiß trotz des Readme nicht ganz genau, in welchen GTL - Ordner das gehört.
Wenn ich es, wie lt. Readme verstanden, in den GTL - Installationsordner packe, ist es wohl nicht am richtigen Platz.
Gehört der komplette Inhalt der entpackten Datei nicht in den Ordner "Sounds", der ein Ordner innerhalb der "Game Data" ist? Versteht mich bitte nicht falsch, ich möchte mir nur nicht durch eine falsche Kleinigkeit meine saubere ABB - Installation zerschneiden. Die enthaltene Wavedatei konnte ich mir schon anhören, echt super, jetzt passt es!

Gruß Achim

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von nytefly - 23.01.2021 21:22

Uups,

sehe gerade, nach dem entpacken ist eine Komponente eine Anwendung. Die will aber auch einen Ordner wissen.

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von rdjango - 23.01.2021 21:29

Moin,

das Hauptverzeichnis will er haben also z.B. D:\GTL.

Dann sind sie beim TC65 Abarth und die Dateien müsstest du dann zu den anderen Teams kopieren

ABARTHOUNDS.AUD

erkennbar am Erstellungsdatum 19.02.2007

Die alten vorsichtshalber vorher kopieren.

Viel Spaß

Reinhold

Aw: Die ABB-Zwerge sind da... :-)

Geschrieben von nytefly - 23.01.2021 21:57

Vielen Dank !

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