understeer and oversteer Posted by ****JB**** - 2021/02/26 17:22 Hi all, do understeer and oversteer have to be set differently for each car, or is it a global tuning? :huh: Aw: understeer and oversteer Posted by Bordi - 2021/02/26 18:38 Hi, Do you use the sliders in the race menu? We do not use these controllers. We use the setup in the garage. We even have the option of installing an extended setup under Tweaks in the autoupdater. This means that there are even more setting options in the setup for the vehicle. You can then adjust shock absorbers, springs and much more precisely. However, these settings are changed again by using the slider. Therefore these sliders are not used. areetings Bordi Aw: understeer and oversteer Posted by rdjango - 2021/02/26 20:47 Hi, you need to set it individual for each car and perhaps for better performance for tracks. Better but complicated way is the setup like Bordi explained. rdjango Edit means: In the autoupdater you can find setup db where all setups are listed which are online in the folder of the tracks.

Aw: understeer and oversteer

Posted by ****JB**** - 2021/02/26 21:46

""We even have the option of installing an extended setup under Tweaks in the autoupdater."" It is installed, I have page1 and page 2. Extended menu installed from the autoupdate.

"" Do you use the sliders in the race menu? ""

Yes I use it because it still changes a lot of behavior of the car I find.

Thank you.

Aw: understeer and oversteer

Posted by Silent Hunter - 2021/02/27 00:22

Hi JB,

i recommend to set the car with the setup menu too but to answer you first question, yes you have to be set differently for each car because what the car has to offer is different.

cheers:cheer:

Aw: understeer and oversteer Posted by Bordi - 2021/02/27 09:41
but to answer you first question I was so amazed at the use of the sliders that I forgot about the first question. :blush: Bordi
Edit sagt: Danke rdjango und Silent Hunter B)
Aw: understeer and oversteer Posted by ****JB**** - 2021/02/27 14:25
Thank you. See you.B)