
Engine Health

Geschrieben von ****JB**** - 24.03.2021 17:05

Hello.

How do we get the display: Engine Health with XD Tools.

thank you B)

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Aw: Engine Health

Geschrieben von dikl - 24.03.2021 18:11

Hi JB,

I just checked the xd.ini in the GTL game folder.

My version is XD v2.1.12 and engine health is always visible.

Please check, which version you are using.

Regards

dikl

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Re:Engine Health

Geschrieben von ****JB**** - 24.03.2021 21:30

Hello and thank you for your response.

My version is indeed 2.1.12.

Is there a line in the XD.ini file dedicated to this parameter and if so, what is it called?

Thanks for the help.

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Aw: Re:Engine Health

Geschrieben von MichaW - 24.03.2021 22:19

The display on the top left, in the middle of the car roof, that is the engine durability in percent.

Glück auf!

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Aw: Re:Engine Health

Geschrieben von dikl - 25.03.2021 17:56

****JB**** schrieb:

...Is there a line in the XD.ini file dedicated to this parameter and if so, what is it called?

Thanks for the help.

Hi JB,

I could not find a specific line or parameter.

Watch my XD.ini content below.

And as MichaW wrote, the value is on the roof...

I try to make a picture.

Regards

dikl

XD.ini:

```
;-----  
; XD v2.1.12  
;-----  
; by Yako (yako@vitumo.de)
```

; www.vitumo.de
; -----

; 1 = Enabled (default), 0 = Disabled
Enabled=1

; 0 = Show all info in one small overlay window (Use on/off key to cycle through views)
; 1 = Set to 1 if you are using the original In-Game-HUD (default)
; 2 = Use this if you are not going to use the In-Game-HUD
Mode=1

; 0 = No transparency at all
; 1 = Semi transparent HUD (default)
; 2 = Full transparent
Transparency=1

; MotecHud visibility
; 0 = Hidden
; 1 = Visible
ShowMotec=1

; Standings-table visibility
; 0 = Hidden
; 1 = Visible
ShowStandings=1

; SessionInfo visibility
; 0 = Hidden
; 1 = Visible
ShowSessionInfo=1

; Delta-time calculation to your best lap and last lap
; 0 = Disabled (default)
; 1 = To best lap only
; 2 = To last lap only
; 3 = Combine 1 and 2
ShowDeltaTime=3

; MoTeC HUD postion:
; Default: X = auto, Y = auto
MotecPosX=auto
MotecPosY=auto

; Standings HUD postion:
; Default: X = auto, Y = auto
StandingsPosX=auto
StandingsPosY=auto

; Session-Info HUD postion:
; Default: X = auto, Y = auto
SessionPosX=auto
SessionPosY=auto

; 0 = Cycle from liters last lap to prediction every 10 secs (default)
; 1 = Show only liters last lap & average
; 2 = Show only estimated laps based on last lap and average
; option is valid only when general HUD-Mode is not 0
FuelMode=0

; Standings-Mode in race session
; 0 = Gaps are updated only 3 times during a lap
; 1 = Show realtime gaps refreshing every second (default)
StandingsMode=1

; How many players to display in the standings? (Default: 13)

StandingsPlayersVisible=22

; 0 = Show full player names

; 1 = Show short names like the name indicator floating over the cars when on track (default)

StandingsPlayerNames=1

; Highlight player with fastest lap in race (Default: disabled)

HighlightPlayerWithFastestLap=0

; 0 = Imperial

; 1 = Metric (default)

MeasurementUnits=1

; Refresh rate (in ms) default: 250

RefreshRate=250

; MoTeC HUD Scale

; Note: Only the MoTeC-Display can manually be scaled.

; Everything else is scaled automatically according to your screen resolution

; If the MoTeC display is set to tab-mode, the other info is also scaled (Session-Info/Standings)

; Value given in percentage

; 100(%) Scale = 1024x768 = 1:1 = No Transformation

; 0 = Disable scaling

Scale=100

; Key to switch on/off

; Possible keyboard layouts:

; For DE: <http://www.vitumo.de/files/XD/keyStroke.de.txt>

; For EN: <http://www.vitumo.de/files/XD/keyStroke.en.txt>

; Default: 220 = Circumflex Symbol (Next to the '1' key on main-field)

; For English Keyboard layout please insert 192 here (the '"' key), or the key is mapped to the backslash-key

ToggleKey=220

; Show tyre pressure

; 0 = Disabled

; 1 = Enabled (default)

TyrePressure=1

; Show tyre wear also in numbers

; 0 = Disabled

; 1 = Enabled (default)

ShowTyreWearInNumbers=1

; Tyre color behaviour

; 0 = Triple color, of each tyre segment (in, mid, out)

; 1 = Single color, computed from average temperature across the tyre (default)

SingleTyreColor=1

; Show MoTeC-Data from the run before for x seconds

; 0 = Disabled (default)

MotecHistory=0

; Data-Logging

; Logged data is stored as tab-delimited .CSV file per session.

; If the specified directory doesn't exist it will be created

; Interval given in seconds, default: 60

; Change value to -1 if data should be logged once per lap

LoggingOutputDirectory=

LoggingInterval=60

LogTrackTemperature=0

LogTyreWear=0

LogTyreTemperature=0

LogTyrePressure=0

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Re:Engine Health

Geschrieben von ****JB**** - 25.03.2021 21:29

ok guys, if The display on the top left, in the middle of the car roof,its exactly the same, its ok for me .
Thx for youre help cu :.)

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Aw: Engine Health

Geschrieben von Bordi - 25.03.2021 23:27

Some more Informations about motorhealth:
Often times you will see less than 100% right at the beginning.
Just press ESC again and start again.
Health then changes.
Important for long-distance races and cars with fragile engines

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Aw: Engine Health

Geschrieben von Blutsdete - 07.04.2021 11:18

Suche Zugpferd fÃ¼r Lemans,

zahle weing, schiebe aber auch gern mal fÃ¼r Dich.

GrÃ¼Ãe

Toyota Dete

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