
A Modern (2021) GT Legends Review

Geschrieben von Duleto - 19.06.2021 18:43

{youtube}u1Aaqaw4SB4{/youtube}

Hello, as i am driving GT Legends almost every day in the past 13-14 months, as this includes online racing, i decide to make a modern review of the game 16 years after it's release. A lot has been change since 2005 and in this video i will talk about the negatives and the positives in one of the most legendary sim racing games and a sim we all adore.

As i speak about few negatives it's goint to be interesting if we can deal with them and remove them from our game.

Maybe in the future we can make the game even better?

I will be happy to start a discussion here.

=====

Aw: A Modern (2021) GT Legends Review

Geschrieben von rdjango - 19.06.2021 20:38

Hi Dimitar,

interesting promotion-video B) thx

If you want diskuss the negatives here I think it will be the best you write them down here so that we can read what you mean.

P.e. the cut-system cannot be changed because its coded in the game. But bad cuts in some tracks can perhaps changed by the author or other specialists.

Reinhold

=====

Re:A Modern (2021) GT Legends Review

Geschrieben von byagm - 19.06.2021 21:16

NICE

https://www.sciencemag.org/sites/default/files/styles/article_main_large/public/images/sn-applause.jpg

=====

Re:Aw: A Modern (2021) GT Legends Review

Geschrieben von Duleto - 19.06.2021 22:42

rdjango wrote:

Hi Dimitar,

interesting promotion-video B) thx

If you want diskuss the negatives here I think it will be the best you write them down here so that we can read what you mean.

P.e. the cut-system cannot be changed because its coded in the game. But bad cuts in some tracks can perhaps changed by the author or other specialists.

Reinhold

- Als. This can be easily seen when you go for the Cup Challenge and try to beat the game. They are very fast for a couple of laps, and then, suddenly slow down by 5 seconds. They have a lot of grip when they are just around you, especially on the outside, and very soft on inside. They are very fast at some circuit and slow, a lot slower actually, at others.

But i didn't test with the 10 year anniversary patch as there we have changed AIs, maybe they are better with the patch?

- As you said, unfortunately it looks like we can't change the anti-cut system
- The graphics are not great for 2021, but this is not a problem for us i think, as we look more to the physics
- We don't have rain
- The damage, at least in the default cars is very low and there is no tire puncture because of wearing
- maybe not everyone will like the unlocking system, but as we know this can be easily "fixed"
- The kurbug - part of ISImotor physics engine though
- Maybe there are even more problems, but not too serious in my opinion.

=====

Aw: A Modern (2021) GT Legends Review

Geschrieben von CasparGTL - 19.06.2021 23:12

Great review and promo! Thanks mate.

The regular tracks we run are regularly revised when there are ridiculous cuts. That is awesome!
Also other 'bugs' like the catching spikes at Baku are sent to Derdumeklemmer, our track sp specialist. He's a busy man but things get better on a regular basis. I suggest you send him a PM when you find unreal cuts and such.

I hope your video lures more drivers into trying GTL and joining ABB!

=====

Aw: A Modern (2021) GT Legends Review

Geschrieben von rdjango - 20.06.2021 01:07

Hi Dimitar,

AI: not interesting because we are allways online :woohoo: - especially the mods - most cars here - are not optimized for AI. The carreer only works correct without mods.

Graphics: you are right the polys are very low, so a circle is not a circle. Otherwise there are the hq-mods p.e. skies that make a better look and feel.

damage: very different - some cars very low, others to high imo p.e. F1 67 and LMC. Maybe thats more like reality so you have to drive very carefully with them. For the mods the modder decides about it . B)

cu

Reinhold

=====

Aw: A Modern (2021) GT Legends Review

Geschrieben von Gregory - 20.06.2021 09:39

Sehr schönes Video, leider reicht mein Englisch nicht aus um die Kommentare zu verfolgen.

LG Gregory

=====

Aw: A Modern (2021) GT Legends Review

Geschrieben von diki - 21.06.2021 09:10

Hi Dimitar,
First of all, thank you for your effort to make this really good video!

I have some information regarding the cut warnings, as Reinhold already mentioned.

The cut-warning system in GTL has 2 components and is not as restricted as you said/wrote.

1. the internal logic coded in GTL, which is simple good and no need to change anything - my opinion.
2. track reference information for the cut lines within EACH single track. And this information can be modified. But only for these tracks, where the 'track owner' allows changes!

Normally a 'real' unexpected and not logic cut situation will be fixed.

But I observed, that just these cuts will be informed in the forum to be changed, immediately!!!

I have never seen any information in the forum, when the training freaks searched and found a short cut WITHOUT getting a cut warning! Watch A1 or Watkins Glen replays.

This information will be kept as an advantage for the race....

Not fair against the driver without time for practice and not fair against the gentleman drivers, which follow the unspoken rule, the track is BETWEEN the white lines - my opinion!

Regards,
diki

=====

Aw: A Modern (2021) GT Legends Review

Geschrieben von Blutsdete - 21.06.2021 11:17

diki schrieb:

I have never seen any information in the forum, when the training freaks searched and found a short cut WITHOUT getting a cut warning! Watch A1 or Watkins Glen replays.

This information will be kept as an advantage for the race....

Regards,
diki

Hi diki,

eventually you do not read all posts.

Watch my post 5 month ago (january) in the

GTL Allgemein Forum.

Los Funes - Cutmöglichkeiten

Before Osorpio found the fault, there have been some drivers with the following informations:

Don't use the cut if you're a fair driver

We have the track since 9 years and never had a problem there

2 wheels on the track are okay

bla bla, bla bla

Do you think, anyone said thank you ?

..but i ll post it again, when i find such cuts.

..and hope that others do the same B)

Regards
Dete

btw: nice video, Dimi - thank you

=====

Aw: A Modern (2021) GT Legends Review

Geschrieben von DerOlf - 22.06.2021 13:19

Hi Dimitar,
Nice vid. There is only one thing, i'd like to commend.

At one point, you are talking about curbs, and the fact, that some of these tend to make your car flip if you drive on them. That is only likely to happen, if you enter that curb way to fast ... especially the one seen in the Vid.

Its an inside-curb, and the car has a huge amount of sideways energy, when entering that curb ... some cars do flip at that point ... others don't.

In my opinion, this is rather a driving flaw than a flaw in the games physics.

Try not to ram over a curb in a 1960s touring car ... those are not groundeffect monsters, that will stick to the street like glue.

In the street legal version some of these cars even tend to flip upon entering a drift.

And naturally they will flip aswell if entering a curb of more than 10cm height while travelling at high speed.

They are simply not built for reckless driving.

=====

Aw: A Modern (2021) GT Legends Review

Geschrieben von rdjango - 22.06.2021 14:10

Hello,

DerOlf schrieb:
Hi Dimitar,

At one point, you are talking about curbs, and the fact, that some of these tend to make your car flip if you drive on them. That is only likely to happen, if you enter that curb way to fast ... especially the one seen in the Vid.

Its an inside-curb, and the car has a huge amount of sideways energy, when entering that curb ... some cars do flip at that point ... others don't.

In my opinion, this is rather a driving flaw than a flaw in the games physics.

Try not to ram over a curb in a 1960s touring car ... those are not groundeffect monsters, that will stick to the street like glue.

In the street legal version some of these cars even tend to flip upon entering a drift.

And naturally they will flip aswell if entering a curb of more than 10cm height while travelling at high speed.

They are simply not built for reckless driving.

Very good description !!! B)

Its the driving-style. So most tracks should be corrected to make it harder for cutters :P like AC or IR do :whistle:

A little setup changing sometimes helps: more distance to the ground and the car will not immediatly turn around but less grip may happen.

Reinhold

=====

Aw: A Modern (2021) GT Legends Review

Geschrieben von Duleto - 22.06.2021 15:14

Thanks for the reply's guys. But i am still not sure this will happen like that in real life. These cars are very heavy and i can't think that they will flip just because the kerb is a little bit higher.

Another example: 1:01:45 - <https://www.youtube.com/watch?v=MRVZ5RHTyz4&list=PLiox7olYeH2gJDn-8ch4EAYA4nCkVmpjF&index=5>

PS: And back in my Formula 1 days this happened to me on one of the first corners on Suzuka with rFactor 1. So we can be sure hat there's something wrong here with ISImotor engine.

=====

Re:Aw: A Modern (2021) GT Legends Review

Geschrieben von CasparGTL - 22.06.2021 16:50

Duleto wrote:

Thanks for the reply's guys. But i am still not sure this will happen like that in real life. These cars are very heavy and i can't think that they will flip just because the kerb is a little bit higher.

But.....what happened to me is that I completely underestimated the speed at which I run the curb. Then it becomes very logical that a TC or GTC car flips as you can see in many old clips in real racing too. :)
But maybe GTL does a bit much, I tend to agree.

=====

Re:Aw: A Modern (2021) GT Legends Review

Geschrieben von CasparGTL - 22.06.2021 16:59

Duleto wrote:

Another example: 1:01:45 - <https://www.youtube.com/watch?v=MRVZ5RHTyz4&list=PLiox7olYeH2gJDn-8ch4EAYA4nCkVmpjF&index=5>

Mate, I think you ran up the earth shoulders and not just the curb. That will flip you for sure!

=====