Talent \".rcd\" files for addon cars

Posted by monzaq3 - 2021/11/14 11:32

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Hello! Did anyone try to customize the parameters of bot drivers that are attached to mod cars? I would like to change their AI skills and their names (some of them are displayed with incomplete abbreviations). The names of mod drivers can be edited in .CAR files that are included in each archive, but there are no fields to change their skills and name abbreviations.

Speaking about default GTL bot drivers, all their parameters can be changed in .RCD talent files (GTL/GameData/Talent). Do such files exist for the drivers of addon cars? Or is it possible to create them?

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