# 1970 BMW 1600 TI / BMW 2002 TI

Geschrieben von derDumeklemmer - 18.03.2022 21:11

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Legacy of Brickyard Legends presents
   1970 BMW 1600 TI / BMW 2002 TI
  Version 1.0

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Installation:
- Extract package to your GTL folder.

Authors:
- Original non-released BMW 1602 gr2 mod: Brickyard Legends Team
  - 3D model, static textures, structures: Papag21
  - physics: Greg7, Gravin, Nappe1
- Suspension physics: Gravin
- Engine and other physics: Nappe1
- modifications to make it 1970 1600TI / 2002 TI: Nappe1
- Templates: Nappe1
- 1970 BMW 1600 TI skins:
  - Toto: #11, #47, #60, #61 (1970 real world skins)
  - Suti: #12, #220 (1970â€™s real world skins)
  - Nappe1: #313 (fantasy skin)
- 1970 BMW 2002 TI skins:
  - Suti: #8 (1970â€™s real world skin)
  - Nappe1: #314, #79 (fantasy skins)

Altbierbude version additions & beta testing:
- Taffy
- MichaelE39
- bordi
- rdjango
- janosch
- Manfred Haupenthal
- frankes
- Blitzbote
- droker
- Holger_B
- MichaW

Thanks:
- My wife. Lots of understanding and patience.
- Soczew and Greg7 for support and handling the permissions.
- Ney Dias for support.
- â€œGTL reisinkiâ€• -whats app group members.
- BMW Club of Finland for the excellent web pages and info.
- MichaW for Altbierbude version management.
- Everyone who was/is part of the brickyard legends team.

The Story:
BMW 1600 TI was dual carburated group 2 homologation model of 1600-2. TI version was manufactured from September 1967 to December 1968. The release of 2002 model in January 1968 started the coundown for the 1600 TI as 2002 being single carburated could pass the US emission tests while 1600 TI with itâ€™s dual carbs could not. 2002 TI was dual carburated group 2 homologation model of 2002 and it was manufactured from September 1968 to April 1971.

In 1971 BMW did major overhaul to all 02-series cars. 1500-2 and 1600-2 were renamed to 1502 and 1602 and as the same time the group 2 rules were changed drastically, need of homologation specials was reduced quite bit. Rules now allowed homologation of modification kits, in which manufacturer needed to show that at least 100 kits has been produced. This ment that there was no need anymore building 1000 units of car with different carburation or injection system, but just making 100 units of modification kit to change standard car full fill the requirements. 1602 became as good base for race car as 1600TI and 2002 as good as 2002TI, making them obsolete. BMW however did 2002 Tii as

replacement to 2002 TImeventhough there was no need for such car in terms of motorsport.

This mod presents both cars in 1970 performance. 1600 TI, though being dead as dodo in terms of production, showed itâ€™s full potential by winning the ETCC Division 2 Championship. Cars running in ETCC were tuned and ran by Alpina. 1970 was a bit â€œmiddle dropâ€• for the 2002 TI as it had glorious days in 1969 under Group 5 rules and while the 1970 Group 2 rules were said to be close to previous yearsâ€™ Group 5, there were few major differences. One of them being that Induction had to be same as in production model. And BMWâ€™s Group 5 success was based on 2002 TI with turbo on it. So no turbo for 2002 ment that the tuning of the engine had to be done completely different way and while 2002 TI had some success in 1970, the major effort went that year to 1600 TI and 2600 CS which were ran with great success.

Production 2002 Turbo versio did follow 3 years later but oil crisis cut the wings from the project almost instantly.

Notes:
In December 2017 when I was working on with new online championship cars, BYL had BMW 1602 and 2002 in works. As my car set was set to earlier than 1971, I did alternative physics for simulating 1600 TI using the same 3D model and structure as the BYLâ€™s mod, so that when BYL releases their mod, I can use it with changed physics (and set of new skins) to my series. It would been okayish although the 3D model incorporated newer eblems. However the BYLâ€™s mod got stuck due several different reasons and stayed a stand still until 2021. As there was now couple of guys finializing unfinished mods with Papag21â€™s permission, I decided to give a go to make the changes to 3D model to also look like 1600 TI. Even though the changes were not that big, there was a lot of work as I wanted to make the templates for the skinners and these were very first templates I have ever done. The original templates were long lost so making high quality skins would been too hard. In late phase I was asked for include also 2002TI, which I did in itâ€™s 1970 spec.

Skinning & Modding:
You can find templates, genstring and skinning guide (pdf) under the templates folder. :)

Conversion to other games:
Permission needed from ALL AUTHORS and when granted, original authors must be mentioned.

Version History:
- 1.0: March, 2022: First release version.

So, here they are. At last. The 2002TI skin #79 is dedicated to our cat â€œKasteâ€•. She passed away 2 weeks before the release.
Nappe1 Signs off,
13th of March, 2022.

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# Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von CasparGTL - 18.03.2022 21:17

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:kiss: :kiss: :kiss: :kiss: :kiss:

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# Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von MichaW - 19.03.2022 12:02

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Und? Wie gefallen euch die neuen BMWs? Steckt ne Menge Arbeit von Lasse drin, er wÃ¼rde sich bestimmt Ã¼ber RÃ¼ckmeldungen freuen...;)

GlÃ¼ck auf!

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# Aw: 1970 BMW 1600 TI / BMW 2002 TI

Geschrieben von rdjango - 19.03.2022 12:38
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Moin,

sehr schöne Autos, schon im Standardsetup sehr gut zu fahren. Optisch auch gut gelungen und da es ein Template gibt dürfen wir auf weitere schöne Karossen hoffen :)

Ganz herzlichen Dank an Lasse/Nappe1

:) :) :)

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## Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von helmet - 19.03.2022 15:03
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Ich hab grad den 1600er getestet.

Sehr schönes Auto. :woohoo:
Ist schon mit dem Standard-Setup sehr gut fahrbar.

Vielen Dank, Lasse.

VG Helmut

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## Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von Linus64 - 19.03.2022 15:36
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Sehr schönes Auto.:)

   Danke dafür. :)

   Gruss Wiege

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## Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von Bordi - 19.03.2022 17:36
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...
Sehr schönes Auto.
Ist schon mit dem Standard-Setup sehr gut fahrbar.
...Der 1600TI scheint ein richtig schönes Auto für Rookies zu sein. B)

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## Re:Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von Monello1964 - 19.03.2022 19:47
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Hallo,
warum ist es nicht erschwinglich?

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## Aw: Re:Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von MichaW - 19.03.2022 20:21
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Hiho,

ich verstehe nicht? Was meinst du?

Glück auf!

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## Aw: Re:Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von MichaelE39 - 19.03.2022 20:31

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Hi Nappe,

sehr schöne Arbeit.:)

Fahrzeuge sind gut zu handlen, macht Spass damit zu fahren.

Vielen Dank.:woohoo:

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## Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von xKRISx - 20.03.2022 00:23

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Tolle Autos, danke dafür

Gruß,
Kris

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## Re:1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von Nappe1 - 20.03.2022 11:35

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Vielen Dank für Ihre netten Kommentare. :)


These cars, especially the 1600 TI was fun to work with and I learned quite few new things like making the templates. I am not biggest fan of BMW but I do have a soft spot to 1600TI and when you start making a mod, you have to throw your personal preferences to side and do the car as good as possible objectively.

I have plans to make 1.2 version with DucFreak sounds and few additional skins, but I have the online championship(s) to run and also 1970 Nürburgring (Nordschleife, Südschleife, Betonschleife and Gesamtstrecke) in works that has to be continued, so we will see when the 1.2 version happens. :)

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## Re:Aw: Re:Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von Monello1964 - 20.03.2022 12:41

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Not avalaible to buy it

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## Re:Aw: Re:Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von Monello1964 - 20.03.2022 12:49

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not avalaible to buy :( http://www.altbierbude.de/images/fbfiles/images/1970BMW1600TI.jpg

The same for 2002

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# Re:Aw: Re:Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von byagm - 20.03.2022 13:41
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In the autoupdater tweaks you must activate "unlock" all cars (maybe you need to create a new profile in the game (then delete your and you can create your again).

Anyway you can participate on thursday and sunday races and earn credits ;) ;) ;)

Nappe, great cars, grats for the work!!

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# Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von Bordi - 20.03.2022 15:54
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To unlock all cars you can create the file "TG2001.dyn" in your GTL mainfolder.
then save and delete the folder with your driver name in the userdata folder.
start gtl and create a new driver with the same name as your old driver name.
Exit gtl and copy the saved *.plr file and the settings folder to the new driver folder in userdata and overwrite the existing one.

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# Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von rdjango - 20.03.2022 18:25
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Hello,

have a look at your credits - with 0 credits you can't buy any car :lol: If you drive a race online until the end you will get some credits.

Reinhold

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# Aw: Re:Aw: Re:Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von MichaW - 20.03.2022 19:30
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Monello1964 schrieb:
not avalaible to buy :( http://www.altbierbude.de/images/fbfiles/images/1970BMW1600TI.jpg

The same for 2002

Hello, if you don't play the cups in singleplayer, then you can still try the following: You create in the updater or via editor in the GTL directory the file TG2001.DYN. Do not save it with the extension txt if you do it with the editor, but as DYN file. After that, go to your GTL directory, then Userdata, then your driver name. In this folder you delete these files: Career.blt cupstats.stc garage.gar and Monello.gal
Then restart the game and see if it works.

Glück auf!

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# Re:Aw: Re:Aw: Re:Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von Monello1964 - 20.03.2022 20:07

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Thank you very much, it works.:)

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## Aw: Re:Aw: Re:Aw: Re:Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von MichaW - 20.03.2022 20:22
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Good News :) Have fun with the new cars.

Glück auf!

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## Aw: 1970 BMW 1600 TI / BMW 2002 TI
Geschrieben von [DTR]_sHaGGy - 21.03.2022 09:06
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These cars are really fun to drive, congratulations to the development team!!

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