
Salzburgring

Geschrieben von derDumeklemmer - 11.11.2013 18:35

Salzburgring

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This amazing virtual version of Salzburgring was build from scratch for rF by COM8.

Pls. find his original documentation inside this archive and support him at: <http://www.com8-rennsim.de.vu/>

As a big offer to all of us GTL lovers he gave me permission to convert his wonderfull tracks to GTL.

A very BIG "Thank you so much" for this kind offer!

- My biggest respect for his fantastic work -

Pls. give a little respect to all these working hours all of us spend for free for your entertainment!

This project is a "œtake it as it is, or leave it"•-release, pls. see EULA for more detailed information.

WHAT WIKIPEDIA MENTIONS ABOUT SALZBURGRING

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The race track was first opened in 1968.

Lying in a narrow, alpine valley, it has a rather simple layout, with two long straights plus the sweeping and fast "Fahrerlagerkurve" ("paddock turn") at the bottom, and the narrow "Nockstein-Kehre" on the top.

In spite of its simple layout, it garnered a fearsome reputation for the high speeds reached on the straights and the "Fahrerlagerkurve".

Michael Doohan describes the section between 7 and 10 as his all time favorite piece of racetrack, likening it to "threading a motorcycle through the eye of a needle at 180mph whilst banging fairings with your competitors with armco barriers on each side".

He continues "Sure it was fast and dangerous, but also enourmous fun.

To me it's what motorcycle racing is all about".

FEATURES:

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- Working Pit-/Startlights
- animated marshals and spectators
- Full featured GTL AIW from scratch for 36 cars
- Nighlights

CREDITS:

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- COM8 for his wonderfull scratch build
- CY-33 for Austria map

SPECIAL THANKS:

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- DutchDevil for getting me started in conversion issues
 - MotorfX and Greybrad for their kind AIW guidance
 - my lovely wife for all her patience and understanding.
- ..and all the guys I'm in contact due to conversion issues.

KNOWN ISSUES:

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- It's a bit hard on FPS due to the amount of details.
If you're having FPS issues pls. reduce shadow quality and/or
remove animated marshals (salzburgring.ani)

Have fun,
der Dumeklemmer

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Aw: Salzburgring

Geschrieben von R8 Gordini - 11.11.2013 19:06

Sehr schöne Strecke, ein echtes Highlight.
Vielen Dank!

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Aw: Salzburgring

Geschrieben von deepstrike - 11.11.2013 19:40

Tolle Strecke, macht richtig Spaß dort zu fahren. :)

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Aw: Salzburgring

Geschrieben von UweLaenger - 12.11.2013 08:47

ja, auch ich finde die Strecke sehr schön.

Eine Anmerkung gibt es aber doch, wenn die Tonnen in der Shikane erst mal weg sind, geht die Runden-Zeit deutlich nach unten. (man kann sehr gut über die Curbs, ja fast gerade durch)
Eigentlich schade den nur die ganz mutigen werden dort belohnt.

Gruß UweLaenger

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Aw: Salzburgring

Geschrieben von BONG - 24.12.2013 13:50

Sehr schöne Strecke. ..auch was für Anfänger wie mich!!
Die hilft um schneller zu werden!! Danke mehr davon:)

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