
Release Chevrolet Impala SS 1965

Geschrieben von H1TM4N - 19.10.2016 19:40

Chevrolet Impala SS 1965 for GT Legends by Team21& altbierbude.de (04.08.2016)

Physic: Deep-Strike

Sound: Wolferl

Model, textures und templates: CY-33

Redesigned in 1965, the fourth Impala set an all-time industry annual sales record of more than 1 million units in the U.S.. All new full-size Chevrolets eschewed the "X" frame for a full-width perimeter frame, a new body which featured curved, frameless side glass (for pillarless models), sharper angled windshield with newly reshaped vent windows, and redesigned full-coil suspension.

1965 Super Sport exteriors differed only slightly from regular Impalas. Rocker panel trim was deleted. "Super Sport" scripts replaced the "Impala SS" badges. A total of 243,114 Impala SS coupes and convertibles were built for 1965 (Text from Wikipedia.com).

It has been well documented that the 1965 spat between NASCAR president Bill France, Chrysler and Ford resulted in a lackluster season. Ford dominated, even racking up 32 consecutive victories; most Mopar drivers defected to other series and fan attendance plummeted. Lost in the story is Chevrolet. Despite widespread rumors that it would make a return to racing after aligning itself with the misinterpreted AMA ban on motorsports, the division remained grounded: no factory-backed racing. But that didn't stop a few pioneering racers from giving the brand their best effort, including Tom Hunter and Roy Mayne. Tom purchased the cheapest Chevy Impala SS off the Hunter Chevrolet showroom floor and, with Roy, began its conversion by removing the 283-cu.in. engine, automatic transmission, rear differential and most of the interior; they sold the unwanted parts back to the dealership. The next step was to reinforce the frame and install a roll cage. Tom struck a deal with driver Rex White that provided the differential, axles and six-lug wheels and hubs, and suspension from Rex's '63 Impala to complete the build. Finally, two engines were assembled for racing: a 409-cu.in. plant for use on the short tracks, and a 427 for the superspeedways. In reality, the 427 was a 396 with an overbore that made use of a stroker crankshaft. This type of engine use arrangement was common among the few Chevy teams due to the 409's lack of big track durability.

Hand-lettered and still sporting its factory Evening Orchid paint and 283 emblems, the car's first outing came at Atlanta International Raceway--race 25 of the season. Roy qualified 28th in a field of 42 and managed to drive the Chevy to 16th at the checkers, 22 laps off the pace. The team then headed to Daytona for the Firecracker 400. After starting 27th on the grid, Roy pushed the Chevy to a solid sixth-place finish; although, in all likelihood, it helped when only 14 of the 40 starters were running at the end of the 160-lap contest. (Text by Matthew Litwin in the August, 2011 issue of Hemmings Muscle Machines)

The 1965 season was clearly dominated by the Ford Galaxie winning 48 of the 55 races and Ned Jarrett claiming his second champion title. It took until July 1966, when Bobby Allison won the first race at Oxford Plains Speedway in a '65 Chevy. Two more victories followed that year and three more in 1967, all by Allison.

For Installation extract the Chevrolet_Impala65_V1.0.rar file in your GT-legends mainfolder and answer questions to overwrite with "yes" - no original Files will be overwritten.

If manual Installation is required drag the folders out of the *.rar file to the following paths:

Folder Chevrolet Impala 1965 to /GTL/GameData/Teams/GTC-65

Folder Chevrolet_Impala to /GTL/GameData/Sounds

Folder Talent to /GTL/GameData

Installation on your own risk, no liability by the creators.

It is not permitted to change, to convert or to re-use files without express consent of the creators. Please respect our work!

New Skins are welcomed - please download the templates separately! We are curious what you gonna paint and hope you gonna show screenshots and videos on forums!

If you'd like to host the car on your page please inquire first
(PM on altbierbude.de or nogripracing, Username: CY-33).

Copy this car only including this Readme.

Thanks and Credits:

Physic: Deep-Strike

Sound: Wolferl

Model, textures und templates: CY-33

Thanks for the superb work and the good collaboration!

Beta Tests: dikl, ddd55 and Manfred Haupenthal

Pic collection and background infos: www.nascarimpala.com, LeGhoul for #46 Stickers

Additional thanks to the racingfr.com, the altbierbude.de and the nogripracing.com teams - without their forums the exchange of ideas would not be possible and the GT- Legends creators who gave us a unique basis for our add ons by their fine piece of software.

Thanks to all of you!

Have fun with the Impala and many good races
from Team21
/CY-33

VERSION-HISTORY:

2016-08-04, V1.0:
- GTL final version

ALTBIERBUDEN VERSION: YOU NEED THE ABB CARCLASSES TO RUN THIS MOD

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Aw: Release Chevrolet Impala SS 1965

Geschrieben von DerOlf - 19.10.2016 20:16

Cooler Kiste ... hab ich mich drauf gefreut, seit ich ihn in der letzten Carclass entdeckt habe ;)

Danke :)

GrÃ¼Ãe
Olaf

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Aw: Release Chevrolet Impala SS 1965

Geschrieben von delamontagne - 19.10.2016 20:21

Thanks for these cool cars. This is going to be lots of fun.B) :woohoo:
keep up the good work

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Aw: Release Chevrolet Impala SS 1965

Geschrieben von rdjango - 20.10.2016 01:06

Hallo,

wie erwartet das stÃ¼rrische Biest - aber macht groÃen Spass.

Danke

rdjango

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Aw: Release Chevrolet Impala SS 1965

Geschrieben von Steve Settanta - 20.10.2016 09:02

Wonderful work as usual guys!!! ;)

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Re:Aw: Release Chevrolet Impala SS 1965

Geschrieben von Geedee - 20.10.2016 16:53

Thank you very much for your hard work and a great car Olaf and Team 21 guys!! B) ;)

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Aw: Re:Aw: Release Chevrolet Impala SS 1965

Geschrieben von UZ Racer - 21.10.2016 01:15

Verdammt geile Kiste, easy to learn hard to master, der arsch schwimmt bei der leistung und dem getriebe weg
(katastrophal bei buckligen pisten), und nach vorne schiebt der weg. also Boss VS impala, oder so wÃ¤re echt verdammt
lustig, ich freu mich schon darauf ein ordentliches grundsetup zu basteln

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Aw: Release Chevrolet Impala SS 1965

Geschrieben von CY33 - 23.10.2016 12:55

Thanks everyone!
Bedankt iedereen!
Danke an alle!

Ich hoffe er wird viel gefahren und bleibt SpaÃ zu machen. Bin auch gespannt auf Skins, Bilder oder Videos!

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Aw: Release Chevrolet Impala SS 1965

Geschrieben von rdjango - 28.10.2016 12:07

Hallo Uwe,

der Impala ist wirklich ein starker Mod - aber nicht wirklich klassenlos ;) - könnte es sein das er in der SIM_GTC65.gdb oder so fehlt? In der Auswertung steht Klasse "unknown" .

Viele Grüße

rdjango

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Aw: Release Chevrolet Impala SS 1965

Geschrieben von dikl - 28.10.2016 22:53

Hallo rdjango aka. R...

die einzelnen Server-Auswertungen werden mit dem AutoSimAnalyzer gemacht. Hier gibt es eine Konfigurationsdatei, die nicht automatisch mit den ABB Car Classes verknüpft ist.

Es ist immer etwas Handarbeit nötig, wenn es neu Autos auf der 'grünsten' aller Buden gibt.

Wird die Tage glattgezogen...

Wenn allgemeines Interesse an der Konfigurations-Datei besteht, kann ich sie auch gerne im Forum zur Verfügung stellen.

Schöne Grüße

dikl

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Aw: Release Chevrolet Impala SS 1965

Geschrieben von rdjango - 29.10.2016 23:28

Hallo dikl,

alles klar, wollte nur ne Rückmeldung geben, wusste ja nicht ob es nur noch nicht eingetragen ist oder übersehen wurde ;) .Ist mir klar das da viel Handarbeit nötig ist, deshalb hatte ich mir die gdb auch angesehen.

Ihr macht nen tollen Job,

DANKE

Viele Grüße

Reinhold aka rdjango

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