
Isle of man - public betatest

Geschrieben von derDumeklemmer - 05.01.2013 13:52

Dear all,

finally a dream will come true for our longtrack-lovers the isle of man!

MotorFX created a brand new work still with its roots based on the older 15 mile version for GPL of the IOM track, where used the path line to create smoother track build.
so it has totally new road mesh work consisting of / newModels especially some famous landmarks/ new Trees/ new shadows/ textures/ including quite a lot of infields
the AI/ animated marshals/ rain reflections were made to suit this new version only

IOM is a huuuuuge meshwork, there are a lot of objects which could be a possible source for problems.

It's nearly impossible in my eyes for a single human to test everything with such a long track to make sure all BUGs getting sorted.

So MotorFX agreed to my suggestion to have public betatesting at Altbierbude in advance of the final release.

Now it's up to you all out there to have IOM as good as possible!

Pls. have as much testing miles as possible on this great track and post any issues here.

The download is not served by our autoupdater since it's a betatest, not a final version yet.

You'll find the betaversion here: >> [click me](#)

=====

Aw: Isle of man - public betatest

Geschrieben von stomper91 - 05.01.2013 14:41

for me , as a great fan of the IOM- Tourist trophy races, a dream comes true, thank you! cant wait to test it

Greetings and sorry for my bad english
Stomper

=====

Aw: Isle of man - public betatest

Geschrieben von Harald Arry - 05.01.2013 14:59

Hello, hello,

no chance to test:

first contact - Title of Track "3" in the lobby
loading online - GTL crashed

Title of track in Single Player [/]
Title of track in car-selection-window (Profi etc.) /7Ã¼/mÃ¼%U/

GTL crashed again

Harald

=====

Aw: Isle of man - public betatest

Geschrieben von derDumeklemmer - 05.01.2013 15:02

Hi Harald,
Harald Arry schrieb:

no chance to test:

first contact - Title of Track "3" in the lobby
loading online - GTL crashed

you were to quick this time ;-)

The first download file was inclomplete, pls. re-download & re-install current file from server.

cheers,
Uwe

=====

Aw: Isle of man - public betatest

Geschrieben von derDumeklemmer - 05.01.2013 15:34

Hi,

Dumeklemmer schrieb:
PLS NOTICE:

=====

This thread is in english language since this is MotorFX's native language, pls. respect this and post in english language only!

GreenHellRacer schrieb:
So die erste Runde gedreht...

Wahnsinn sag ich nur!!! Meinen Respekt, wunderbare Strecke! ...

we like to give feedback to MotorFX, his native language is English!

Posting delete due to German language, pls. re-post in English language.

cheers,
Uwe

=====

Aw: Isle of man - public betatest

Geschrieben von derDumeklemmer - 05.01.2013 15:51

Hi Ken,

found a first issue...

Kadett-B has fuel for two laps only ;-)

Fuel in AIW needs to be as follows:

FuelUse = 297111.351564

best regards,
Uwe

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Aw: Isle of man - public betatest

Geschrieben von Moorhuhn - 05.01.2013 16:08

Hi Ken,

great looking track and really fast to drive...

But found two issues so far:

- * shadows beneath other cars are flickering
- * when turning on the light, there's a flickering effect, too.

This occurs not directly after start, but after ~1km...

Thanks for your work!
Georg

Edith: Hardware is Radeon 6700 series, if this helps.

=====

Re:Isle of man - public betatest

Geschrieben von Geedee - 05.01.2013 16:57

This is marvellous news as it is such a great track to drive if you have ever had a copy of the original and converted for your own use!B)

I so look forward to trying this new version and can only say... MotorFX, you are my hero!!! :woohoo: :dance:

Unfortunately I will only be able to do limited testing at the moment due to my health but I hope to give some feed back anywoo.;)

Gee :geedee:

=====

Aw: Isle of man - public betatest

Geschrieben von Kalle_1260 - 05.01.2013 18:13

Dear Sir,
a big "Thank you " for doing such a great job.
Really, a Dream came true!!!!

=====

Aw: Isle of man - public betatest

Geschrieben von Thomas Beck - 05.01.2013 18:25

Thanks a lot!!
Very great Track!
Cheers Thomas

=====

Aw: Isle of man - public betatest

Geschrieben von Steuerbernd60 - 05.01.2013 18:37

Woher kriege ich die Strecke ????

=====

Aw: Isle of man - public betatest

Geschrieben von B8man - 05.01.2013 18:44

Reading is not only a Premier League football club:P

derDumeklemmer schrieb:

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Aw: Isle of man - public betatest

Geschrieben von Steuerbernd60 - 05.01.2013 18:54

Danke f  r den Lesehinweis.

Aber : die Version st  rzt beim laden ab!?

=====

Aw: Isle of man - public betatest

Geschrieben von julifix - 05.01.2013 19:16

:woohoo: :woohoo: :woohoo: :woohoo: :woohoo: :woohoo: :woohoo: :woohoo: :woohoo: :woohoo:

Nur mal kurz angestestet :

Ja wie stark ist das denn :woohoo:

DANKE und hoffentlich bald die Endg  ltige.
DANKE

=====

Aw: Isle of man - public betatest

Geschrieben von Moorhuhn - 05.01.2013 19:19

Steuerbernd60 schrieb:

Danke f  r den Lesehinweis.

Aber : die Version st  rzt beim laden ab!?

Short question: You have unpacked the file to the correct folder?

File is .7z, so you'll need 7zip to unpack, then put all to GTL/GameData/locations and it should work.

=====

Aw: Isle of man - public betatest

Geschrieben von frankes - 05.01.2013 19:32

Hi Guys

I have been to the IOM in 2007 with my sidecar - bike. I had the chance to ride a few lap's.
It was very nice, that the road was closed in one direction, so I could drive as fast as I wanted

I was just driving two laps in GTL very slowly to see all the detail's and sign's.
Driving the two round's gave me a heebie-jeebies because the whole track reminded me of my trip.
But there are also some things which aren't totally similar to the real track especially the straights which are much shorter. In my opinion this was a good decision because otherwise the fullspeed passage would be just too long.
The passage I enjoyed the most was the Ballaugh Bridge hump. Other places which are very well done are for example Bray Hill, Glen Helen and Gooseneck.
The buildings are illustrated in a realistic way especially Sarah's Cottage, the Hotel by Sulby Straight, Creg-ny-Baa and what impressed me most was the fact that they mentioned the Snaefell Mountain Railway which crosses the road by Bungalow.
Of course in reality the track is much more rough and full of road holes.
All in all I have to say that the track is very well done and maybe I can take it as an animation to go back to the Isle of Man this year.

Best regards, Frank

=====

Aw: Isle of man - public betatest

Geschrieben von DfAlex - 05.01.2013 21:03

Hello all,
this is a very nice track! THX!
I tried it for the 3rd time, 2 offline and one at Server #5. 2 times ended at nirvana, because I missed the braking point and the car got catapulted high in to the air and over walls, fences or buildings, maybe there should be a "magic" wall to hold you on the surface....but that's just my personal opinion....

~hm...the Mazda RX3 Gr.2 has a range from one lap too...

THX and please go on with your great work!

regards
Alex

=====

Aw: Isle of man - public betatest

Geschrieben von J.Lange - 05.01.2013 21:38

Looks like a candidate for the ETCC or ATCC, really well done. Not like a public betawoohoo:

Thx for your fine work

Greet's
Jens

=====

Re:Isle of man - public betatest

Geschrieben von Geedee - 05.01.2013 22:22

My initial impressions of driving the track are that the FPS is very good and the detail of the track is so much better because of the higher resolution which makes reading the road signs so much easier.

So far I have only found 3 problems and 2 of these have already been mentioned.

1â€¦ Flickering shadows under the cars.

2â€¦ Flickering road etc, when headlights are on.

3.. and not important. The side sign on the "Ballacrairie Hotel"™ is in reverse. This is at the left of the right hand corner at Ballacrairie.

None of these problems have spoilt my immersion into this wonderful track, but if they can be fixed then it is a an extra bonus.

For the size of the track and the problems found so far I would say that MotorFX has done a superb job. Even the AI cars are very fast.

Amazing work.

Gee

=====

Re: Isle of man - public betatest

Geschrieben von MoeZee - 06.01.2013 02:02

This is a tough but very fun track to race!!
Very well done!!!

The Alfa Junior GTA has 2 laps when tanks are full but can do the 3 laps when the blinking red light on the dash comes on about 5-7km before finish.

There is a flag pole with a red flag hanging in mid air over the main grand stand/pits area at start/finish.

There is this one corner where just before you enter the corner there is a sign says "waterworks."
The wall on the very left side that follows the right handed corner, shouldn't that wall be flushed and smooth around that corner?
There is a bit of a hole in the middle of it and if you run into it, it just stops you dead.

Noticed the flickering shadows when no headlights are on and flickering roads, shadows etc.. when headlights are on.

Only one time did the countdown to start the race went as planned but it didn't give the green lights and the "GO" signal. it just stayed on red lights.

=====

Aw: Isle of man - public betatest

Geschrieben von DonPanoz - 06.01.2013 16:27

Ich möchte zunächst nur folgendes dazu sagen: Ein Traum wird wahr. Das ist eine der wichtigen Strecken für die LM55 und ich bin sehr dankbar dafür. Die Strecke ist abgesehen von einigen trickreichen Passagen recht flüssig zu fahren, das Ambiente stimmig. Es gibt sicher noch ein paar kleine Schwächen, aber bei meinen ersten Ausflügen habe ich darauf noch nicht geachtet.

Ganz herzlichen Dank für dieses Werk.

=====

Aw: Isle of man - public betatest

Geschrieben von J.Lange - 06.01.2013 17:05

DonPanoz schrieb:

Ich möchte zunächst nur folgendes dazu sagen: Ein Traum wird wahr. Das ist eine der wichtigen Strecken für die LM55 und ich bin sehr dankbar dafür. Die Strecke ist abgesehen von einigen trickreichen Passagen recht flüssig zu fahren, das Ambiente stimmig. Es gibt sicher noch ein paar kleine Schwächen, aber bei meinen ersten Ausflügen habe

ich darauf noch nicht geachtet.

Ganz herzlichen Dank f  r dieses Werk.

I first want to only say this: A dream come true. This is one of the major routes for the LM55 and I am very grateful. The route is to go with a few tricky passages quite fluid, harmonious ambiance. There are probably even a few small flaws, but in my first trips I made sure not to.

Thank you very much for this.

...before he get  s disabled...:whistle:

=====

Aw: Isle of man - public betatest

Geschrieben von rdjango - 06.01.2013 17:11

Hello Don,

please translate it in english - otherwise it will be deleted by the BOSS :P

Well its a wonderful track, but very hard for me ;) - so I crashed several times over the border. And its very hard to get back to the road, you have to drive longtime along the street to find a little gap in the border. Sometimes its impossible - there is a crossing road, but no chance to enter because of the nirwana ...

Cheers and thank you

rdjango

=====

Aw: Isle of man - public betatest

Geschrieben von Moorhuhn - 06.01.2013 20:25

Hi,

another minor issue:

when coming down the start-finish straight, where the box enters, there is a cut-off mountain at the left side and the great tribune seems to hover over the ground.

And the track is *very* addictive! :)

Georg

=====

Aw: Isle of man - public betatest

Geschrieben von derDumeklemmer - 06.01.2013 23:30

Hi,
rdjango schrieb:
Hello Don,

please translate it in english - otherwise it will be deleted by the BOSS :P

I don't think that Bruce Springsteen will take care about our postings. :woohoo:

But pls. respect that we're giving Feedback to MotorFX who's native language is English.

So pls. post in English laguage only. :whistle:

cheers,
Uwe

=====

Re:Aw: Isle of man - public betatest

Geschrieben von MoeZee - 07.01.2013 04:38

I don't think that Bruce Springsteen will take care about our postings.

Oh yes he can B)

"Tramps like us, baby, we were born to run"

The Boss has spoken. :woohoo:

=====

Aw: Re:Aw: Isle of man - public betatest

Geschrieben von !Dirk - 07.01.2013 16:29

ok so far, but there are strange vertical lines hanging like strings from the trees on the track and on the asphalt also continues as slightly greyish Line

regards !Dirk

=====

Aw: Re:Aw: Isle of man - public betatest

Geschrieben von R8 Gordini - 07.01.2013 17:10

Hi Ken,

thanks for bringing this great track to GTL.

...but there are strange vertical lines hanging like strings from the trees...There's a glitch with texture t4.dds, alpha channel has a 1px frame which isn't black - so the border of texture is visible ingame.

AIW issues:

Garage Pos 1/1

TeamIndex=0

GarPos=(0,9.708,-0.180,-10.986)This position is slightly behind XFINISH (view from grid pos). Can cause trouble racing online.

GridIndex=36 to GridIndex=103 are not necessary for GTL because of 36 cars max. and no existing pacecar.

The pitlane would be capable of 6 additional garage spots for 36 drivers.

Pit locations are in the middle of the pitlane, a better place would be on the right side.

XFINISH and other X*.GMT's have GMT tags unusual for GTL. Check on original tracks.

This is what I recognized so far.

Cheers
Tom

=====

Aw: Re:Aw: Isle of man - public betatest

Geschrieben von carl_II - 08.01.2013 17:04

MotorFX,

Deepest kudos

Just saw a vid by a friend lapping it with what he said was a sweaty scalp by lap three.

One tad more realistic and you'd need a prescription (and a divorce lawyer).

* Small note from what I saw: certain corners seem not damaging enough when one hits the wall. This could induce some of the rogue drivers to bang them without serious damage during quali to "improve" their time.

My eternal question with long tracks: is there a shortcut to immediately start a timed lap in free practice or does one have to go round once first?

Looking forward to "going there" soon as I'm back from winter break.

* I'd like to correct that. I finally got around to practicing the track and I've twice slid perfectly along a wall; it slowed me enough to regret it and the second time I even lost a position. The corners are fine as they are.

=====

Aw: Re:Aw: Isle of man - public betatest

Geschrieben von !Dirk - 13.01.2013 15:31

this is what happens when the betatest is over :)

hope that someone covers a turboevent here, when Isle of Man is released V 1.0

till then i found a video 4 u guys which take you your breath away :)

enjoy happy sunday. thats what racing is all about...

!Dirk

http://www.youtube.com/watch?v=Ph0SjLC_lqk

you will find more of those stuff here:

<http://www.youtube.com/user/lockk9>

=====

Aw: Re:Aw: Isle of man - public betatest

Geschrieben von J.Lange - 13.01.2013 16:30

Wow,brutal speed,but i like it more on four wheel's
They don't fall over as easy as a bike;)

Greet's Jens:whistle:

Edith say's typing error:dry:

=====

Aw: Re:Aw: Isle of man - public betatest

Geschrieben von Stemann - 13.01.2013 19:57

Hey,

Bin grade am Testen was der kadett hergibt und Ich muss sagen. Hammergeile Strecke:woohoo:.

Kann man schÃ¶n flÃ¼ssig Fahren. Manche Kurve sehn Easy aus Sind aber am Ausgang richtig Gemein, zack da hast da ma ein StÃ¼ck mauer Rausgucken am Kurvenausgang, und Rums. Aber wenn man weis wo die Stellen sind kann ja nix schief gehn. Also wie gesagt Strecke ist der Hammer echt Steck viel Detail drinne einfach Top. Kadett leistungsmÃ¤ssig zwar etwas schwach fÃ¼r die Vollgasabschnitte aber zum testen gehts, kann man die umgebung etwas betrachten :lol:.

So muss weiter testen. brumm Mfg Sascha

=====

Aw: Isle of man - public betatest

Geschrieben von Wolf_A - 18.01.2013 17:00

Hi

Many thanks to "MotorFX" for the conversion of the Isle of man to GTL. I have waited a long time for this. Also, thanks to Jim Pearson for the permissions.

I know the Isle of Man from my GLP times, and it is one of my favorite tracks along with Dundrod and Clermont Ferrand. Once one is familiar with this track, they can drive it very fluidly. Especially with the vehicles from the TC-65 class, they provide great fun to drive.

I did not discover any large errors, barring that the AI vehicles often suddenly stop because run out of gas too soon. On some spots, the center lane lines are not in the middle, but are either more right or left. Also, some walls or trees (barriers) on the sides are not solid, rather one can just go through them (with luck :whistle:).

I'm looking forward to many kilometers/miles on the Isle of Man!!

Schoene Gruesse aus North Carolina
Wolfgang Auer (Wolf_A)

"Edith" sagt mir das Jim Pearson noch an der Original 37 3/4 mile Strecke arbeitet.
<http://jrpearson.homestead.com/LatestNews.html>
Allerdings fuer GPL!!!

=====

Aw: Isle of man - public betatest

Geschrieben von Nepomuk - 24.01.2013 15:08

I'm also looking forward to this great track - However I never did any beta testing yet.

Can I install the track to my normal altbierbude folder without causing any trouble or should I wait until its finally included?

Thanks :woohoo:

=====

Aw: Isle of man - public betatest

Geschrieben von derDumeklemmer - 24.01.2013 17:13

Hi Nepomuk,

yes you can ;-)

cheers,
Uwe

Re:Aw: Isle of man - public betatest

Geschrieben von carl_II - 24.01.2013 18:34

Just had my first opportunity for testing the track, unfortunately offline.

No one know a short-cut to start a timed lap immediately in free practice?

The HUD keeps going off so I need to quit at the start and re-activate it in the game options. Does that also happen online? Online this would mean either quitting or driving without the HUD. I don't notice this on other tracks or would it have to do with the car?

I used an Alpine 110. The track is just so perfect for this car. Gets me into a really nice flow each time.

tx, guys, keep on truckin'.

Edit: I noticed that the HUD goes off only if I fiddle with a setting on the pre-race grid.

=====

Re:Aw: Isle of man - public betatest

Geschrieben von Nepomuk - 25.01.2013 14:29

Perfect, its working, neat track, thank you!

=====

Aw: Isle of man - public betatest

Geschrieben von herakles - 17.03.2013 15:28

When will it be published on ABB(if ever)?

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Aw: Isle of man - public betatest

Geschrieben von derDumeklemmer - 17.03.2013 16:22

....it will be published after Ken's official release.

Cheers,
Uwe

=====

Re:Isle of man - public betatest

Geschrieben von freakyjurre - 17.03.2013 19:56

hello guys,

i'm pretty new here.. could someone tell me where to find the file for tis track..
i think i'm blind or something..

thanks allot!

edit:
i was blind, found it:)
thanks for making this track!

Re:Isle of man - public betatest

Geschrieben von RRrumbLE - 07.04.2013 11:16

I haven't found a single bug yet.

How did you do that? :cheer:

The whole circuit is fantastic. What an achievement! I always figured the best I could hope for was to someday watch race cars scream around on the TT circuit rather than just bikes & trikes. Now I can hop on any time I feel like it!

Thank you a thousand times over, Motor. It's a knockout.

And another thousand thanks to AltB and DerDumeklemmer for hosting the beta and making it available for all of us to experience.

=====

Re:Isle of man - public betatest

Geschrieben von Greybrad - 08.04.2013 02:03

Great track and it looks even better now.

I've only found one problem, the track surface has a small gap on the right just up from the Ramsey hairpin creating a small step. Looks like one corner of a face needs moving up slightly to close the gap.

=====

Re:Isle of man - public betatest

Geschrieben von herakles - 30.06.2013 10:55

Any news regarding the release of this overwhelming track?

I want it, I want it, I want it! :woohoo:

Herakles

=====

Aw: Isle of man - public betatest

Geschrieben von SpoiledAngel - 04.09.2013 14:06

Der Dumeklemmer schreibt: Testing will take place on our Gameserver5 since our test server (gamserver6) is occupied by ETCC training. Quelle: 1. Beitrag

Wenn Du diese Strecke gerne testen möchtest:
Du wirst sie momentan auf dem Long Track Server #4 wiederfinden.

If You would like to try this track:
you will find it again currently on the Long Track Server #4

Edit:
Download Isle of man public-beta

=====

Aw: Isle of man - public betatest

Geschrieben von DerOlf - 14.07.2014 17:09

Hello,

i've been recently testing this track ... and I like it.

I didn't mention any issues yet.:cheer:

I did not yet manage to complete a single lap aswell.:dry:

I drove only the BMW 2800CS because I wanted to learn how to drive the corners before trying with other vehicles.

It feels almost like my first few hundred lap-attempts on the targa florio - with a few differences.

1. having to complete a lap of over 24km before timing even starts really sucks.

Maybe this (little) flaw could be extinguished by moving the start/finish some way up the track (just like it is on the Targa Florio, or the NOS Tourist).

2. Its rather easy to get off the Track - but its fairly impossible to get back on again.

Maybe you should add some gaps?

I mean, there are various crossings. but once you're outside the Track (jumped over a wall or something like that) there is no way to get back - except returning to the pits. All the Streets are surrounded by Wall-like Barriers (the Main Track AND any crossing Street), and these Walls continue until the maps end.

I guess it won't happen very often once i got used to that track - but thats a while away from now. at the moment this is simply killing my fun on Manx after experiencing this "no chance" a few times. It's a little frustrating for a beginner - but i guess thats because the ManX TT isn't a "Beginners-Race" at all.

This is not mainly a Tracks flaw but due to my little knowledge of the Track - which is just a matter of time (as I hope).

I appreciate the work done on this Track, its very nice and I hope beta-phase will end soon so we can race this wonderful Track on ABB.

Greetz

Olaf

=====

Aw: Isle of man - public betatest

Geschrieben von Ditsky - 08.05.2017 21:35

Howdy))

I definatly would like to try this track too but I dont get it:(
the download link above:

Download Isle of man public-beta

didnt work without permission...

would you like to share this track with me...
than it would be all great:)

Thanks!

Ditsky http://www.altbierbude.de/images/fbfiles/images/MANX_TT_CIRCUIT.gif

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Aw: Isle of man - public betatest

Geschrieben von MichaW - 08.05.2017 22:10

Hiho,

here --> <http://www.mediafire.com/file/2uwdt3gnvvt3fk3/IsleOfManX.rar>

GlÃ¼ck auf!

EDITH sacht: working now: <http://www.altbierbude.de/betatest>

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Aw: Isle of man - public betatest

Geschrieben von Ditsky - 09.05.2017 00:32

:woohoo: vielen Dank!!

...dat ging jetzt aber richtig flott :cheer:

....und gleich wird getestet! :dance:

bis denne http://www.altbierbude.de/images/fbfiles/images/FRANCE_GP.jpg

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Aw: Isle of man - public betatest

Geschrieben von bran - 12.11.2017 17:41

This is awesome. Thanks for the link!

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