HighspeedRing
Geschrieben von R8 Gordini - 02.05.2013 23:04

_____

Highspeed Ring 1.6 - a tribute to Gran Turismo

built from scratch for rFactor by Eric Tozer (ennisfargis)

GTL-Version by R8 Gordini courtesy of ennisfargis

Features:

Working Pit-/Startlights
Night Lights
Animated marshals
Full featured GTL AIW from scratch for 36 cars

Credits:

ennisfargis for the scratch build
Betty Swollox for the loading screen template

Special THX:

Dumeklemmer & GTI-Heizer for their helpful support
Greybrad for AIW troubleshooting

Known Issues:

none til now, please report at our forum on
www.altbierbude.de

Welcome to my first ever track for rFactor - the High Speed Ring.
Based on the track from the great Playstation Game - Gran Turismo 4.
This started out as a learning project & I wasn't intending to release it but that has since changed & here it is.
It isn't an exact replica but I did my best try & capture the feel of the GT4 game within reasonable time constraints.

I have to send out a huge thankyou to Brendon Pywell (Piddy) for his excellent Bob's Track Builder program.
http://bobstrackbuilder.net/
Without it I would still be floundering in 3Ds Max & release would still be a long way off.

Thanks also to
- "Krunch" for the Skybox.
- "Chub Pearson" for the "Old UK advertising" xpack.
- "jay_p_666" for the "Great Britain" xpack.
- "Madcowie" for some good advice.
- Everyone at the Racedepartment forums http://forum.racedepartment.com/
for lots of help, advice & encouragement along the way.
- RaceDepartment - http://www.racedepartment.com/
- Race Sim Central - http://www.rscnet.org/
- ISI for rFactor - http://www.rfactor.net/
- Sony for the Playstation
& especially
- Polyphony for the Gran Turismo Series

Thankyou for trying out my track.

This track is intended for private use only.
For use in any commercial projects please contact me first.

Enjoy

Cheers

Eric

V1.50 INSTALLATION

Please delete any previous versions of the HighSpeedRing from your rFactor\GameData\Locations\ folder

Place the Gamedata folder into your "rFactor" folder.
You should end up with a folder structure similar to this:

C:\Program Files\rFactor\GameData\Locations\HighSpeedRing

The track should then appear in your rFactor menus.

New in Version 1.50

- Added Reverse layout
- Added lights in pit area, grandstands & trackside
- Updated Track textures & some others
- Fixed Dodgy AI on pit exit
- Fixed a few other little bugs

Have fun
Tom

==

Re:HighspeedRing
Geschrieben von Geedee - 03.05.2013 00:39
_____

Thank you Tom for the GTL version and to Eric who built the track from scratch. :laugh: ;) :geedee:

==