Mantorp Park 1969

Geschrieben von derDumeklemmer - 06.12.2014 15:57

Mantorp Park 1969 V1.0 for GT-Legends

GTL Scratch build by CY-33 and derDumeklemmer

INTRODUCTION

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Mantorp Park is located in south-central Sweden, on the outskirts of Linköping, directly alongside the E4 motorway, which runs from Stockholm to Jonköping. Financed by BP Sweden and opened in 1969 when Swedish stars like Ronnie Peterson and Gunnar Nilsson were in their ascendancy, it had all the ingredients of success. Large crowds were always likely to be drawn in. The 4.1 km course was designed by Lars Olof Larsson with design input from Joakim Bonnier and featured a long main straight which also doubled as a drag strip (and also an emergency runway). Fairly flat in elevation, it nonetheless had a good collection of corners.

International racing came in 1971, with a popular home victory for Ronnie Peterson in the European F2 race. Formula 2 continued until 1974, when the championship transferred the Swedish leg to Karlskoga. In its place, Mantorp held a round of the European Touring Car Championship, won by Dieter Glemser and Jochen Mass. The following year saw the debut of European Formula 3, with local ace Conny Anderson taking pole, only for Gianfranco Brancatelli to take the victory.

In 1981 the circuit was reconstructed and two new short courses were created, while a new section by passing the Rome Curve at the top of the circuit was introduced, reducing the lap distance to 3.1km. A chicane was added to slow speeds onto the drag strip straight following a fatal accident in the 1970s.

Untill today the circuit is used in this layout and represents (together with Anderstorp) the most important Swedish racetrack. Alongside the STCC and club racingcomes a strong calendar of events, including drifting, a GT endurance event and a meeting for historic racers. (thanks to www.racingcircuits.info for these informations!)

The ground surface was modeled on realistic isoline model, based on a topographic map of the contemporary area. Naming the track "1969" can't be seen as a precise date - it track combines various features from the early times of Mantorp Park, as the footage made it possible. The choose to name it after its opening year.

We hope you enjoy driving our virtual version of this part of racing history with us.

FEATURES:

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- Working Start-/PitIn-/Pitoutlights
- Animated marshals
- Full featured GTL AIW for 36 cars
- Full Nightlightning

CREDITS:

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- GTL version: CY-33 and derDumeklemmer
- derDumeklemmer: AIW, gMotor2 Game Integration, Ground Model Mapping, Loading Screen& TrackIcol
- CY-33: 3D Models, Track building, Textures(+Simbin), Mappings
- Luigi: TV Cams
- Virtua_LM: photo flashes
- B8man: Beta testing
SPECIAL THANKS:
Dave Noonan for 3dSimEd&Trkmaker ISI for rFactor, the Gmotor2 engine and the documentation about SimBin for all the great SIMs The Blender foundation for Blender project
our girlfriends & wifes for their patience and understanding.
KNOWN ISSUES:
- none
ADDITIONAL NOTES ====================================
We're offering the result of all our working hours free of charge, but we ask for one single fee from the user
Pls. give a little respect to all these working hours spent by everybody involved in this version:
This project is a "take it as it is, or leave it"-release. Pls. see EULA for more detailed information.
VERSION-HISTORY:
2014-12-06, V1.0: - GTL final version

Aw: Mantorp Park 1969 Geschrieben von bundy328 - 06.12.2014 16:34

Pls. feel free to report BUGs in the bulletin board of altbierbude.de

Leider wirft der Autoupdater einen Fehler aus: 'DB enthält falschen Hash: ID 1962, "Mantorp69_GTL_v1_0.7z".'
Aw: Mantorp Park 1969 Geschrieben von derDumeklemmer - 06.12.2014 16:38
Hi,
bundy328 schrieb: Danke fýr die neue Strecke.
Leider wirft der Autoupdater einen Fehler aus:
'DB enthält falschen Hash: ID 1962, "Mantorp69_GTL_v1_0.7z".'
ich vermute Du hast sie schon heruntergeladen als sie gerade noch hochlud bitte einfach nochmal probieren.
Gruß,
Uwe
Aw: Mantorp Park 1969 Geschrieben von bundy328 - 06.12.2014 21:16
Jau, das war's wohl. 2. Versuch ohne Probleme
