Release: Cooper T73Posted by deepstrike - 2016/11/06 20:49_____________________________________Cooper T73 car add-on for P&G game
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Mod version: 1.0
Date: 30. Okt 2016

2D/3D stuff: BorekS (tibor.stilz@gmail.com)
3D/3D stuff ingame conversion: BorekS
Car physics: deep-strike
Sounds: wolferl, adapted for the car by deep-strike
Special thanks to:
!Dirk for a thorough car physics ingame testing and feedback
GeeDee for cockpit driver related fixes
Looseether for external mirror material reflexion settings and gauge tweaking
Manfred Haupenthal for physic testing in P&G and feedback

Mod car add-on homepage: http://simgarage.nolimit.cz
The Story
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Cooper T73 project was a scratch build initial test mod, designed directly for GT Legends game by SimBin, to check if is yet possible to create and drive satisfactorily an opewheeler car add-on at historic touring car simulator. All the mod work experience has been transformed into F1 LEGENDS RACING mod (http://f1legends.nolimit.cz).
Many people asked if the F1 1964 Copper T73 car will be also released, so we finished it and we are giving the old openwheeler to fans public now :)
Although it is a single car add-on, the mod pack also includes few non Cooper manufacturer related skins in different racing team colors.
To fake better the full grid F1 1964 race feeling, the team cars use different wheel mesh and engine pipe styles / engine covers, but all the cars use same physics and sound set.
In September 2016 we had the idea to make a version for Power & Glory.
In this version, parts from the rFactor version have been used.
A big thank you goes to GFraser1965 for these rFactor parts.
Conversion of these parts and put it all together for P & G by deep-strike.
And here is the result.
We hope you have fun.
For more you can visit this place: http://simgarage.nolimit.cz/rubriky/game-add-ons/cooper-t73
Car add-on skin content
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Cooper T73:
F1 1964 #09 Team Cooper Car Company / Phil Hill
F1 1964 #17 Team Cooper Car Company / John Love
F1 1964 #22 Fabre Urbain / Jean Claude Rudaz
F1 1964 #24 Bob Gerard Racing / John Taylor

Cooper T73@Lotus-BRM:
F1 1964 #02 Lotus-BRM / Peter Revson
Cooper T73@Brabham:
F1 1964 #05 Ian Raby Racing / Ian Raby
Cooper T73@BRM:
F1 1964 #10 Scuderia Centro Sud / Tony Maggs
Cooper T73@BRP:
F1 1964 #11 British Racing Partnership / Trevor Taylor
Cooper T73@Ferrari:
F1 1964 #07 North American Racing Team / Pedro Rodriguez
F1 1964 #21 Scuderia Ferrari SpA SEFAC / Ludovico Scarfiotti
Cooper T73@Honda:
F1 1964 #20 Honda R&D Company / Ronnie Bucknum
Cooper T73@Lotus:
F1 1964 #33 Team Lotus / Moises Solana
Changes to P & G version made by deep-strike:
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 - added new skins
 - added new driverhead styles
 - added new exhaust styles
 - added new engine pipes styles
 - added new wheel styles 
 - added P&G Showroomfloor
 - slightly different physics for P & G
 - new tubus styles made by BorekS

 added Skins:
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 Cooper T73@USAC Lotus-Ford:
 USAC_INDY #92 Team Lotus Ford / Jim Clark
 USAC_INDY #93 Team Lotus Ford / Don Branson
 USAC_INDY #17 Team Lotus Ford / Walt Hansgen
 USAC_INDY #18 Team Lotus Ford / Johnny Rutherford
 USAC_INDY #19 Team Lotus Ford / Gordon Johncock
 USAC_INDY #31 Team Lotus Ford / Dan Gurney
 USAC_INDY #82 Team Lotus Ford / Roger McCluskey

 Cooper T73@USAC Brabham-Ford:
 USAC_INDY #01 Team Brabham Ford / Mario Andretti
 Cooper T73@USAC Coyote-Ford
 USAC_INDY #02 Team Coyote Ford / A.J. Foyt
 Cooper T73@USAC Lola-Ford
 USAC_INDY #43 Team Lola Ford / Bobby Unser
 
 Cooper T73@Xtra-Team Black Racing
 Team- Xtra #82 Team Black Racing / Jackie Lewis
 Team- Xtra #84 Team Black Racing / Tim Mayer
 Team- Xtra #87 Team Black Racing / Luki Botha
 Cooper T73@Xtra-Team BlueDark Racing
 Team- Xtra #85 Team Blue Racing / Alex Blignaut
 Team- Xtra #88 Team BlueDarkt Racing / Dave Charlton

 Cooper T73@Xtra-Team BlueLight Racing
 Team- Xtra #86 Team BlueLight Racing / John Rhodes
 Team- Xtra #98 Team BlueLight Racing / Jim Hall
 
Cooper T73@Xtra-Team GreenDark Racing
 Team- Xtra #90 Team GreenDark Racing / Innes Ireland
 Team- Xtra #95 Team GreenDark Racing / Tony Shelly
 Cooper T73@Xtra-Team GreenLight Racing
 Team-Xtra #92 Team GreenLight Racing / Vic Wilson 
 Team-Xtra #99 Team GreenLight Racing / Nino Vaccarella
 Cooper T73@Xtra-Team Orange Racing
 Team- Xtra #91 Team Orange Racing / Piers Courage 
 Team- Xtra #96 Team Orange Racing / Gary Hocking

 Cooper T73@Xtra-Team Red Racing
 Team- Xtra #83 Team Red Racing / Bernard Collomb
 Team- Xtra #89 Team Red Racing / Frank Gardner
 Cooper T73@Xtra-Team Silver Racing
 Team-Xtra #93 Team Silver Racing / Heinz Schiller
 Team-Xtra #94 Team Silver Racing / Gunter Seiffert
 Cooper T73@Xtra-Team Yellow Racing
 Team- Xtra #97 Team Yellow Racing / Rodger Ward 
 Cooper T73@Xtra-Team Zero Zero
 Team- Xtra #00 Team Zero Zero / Maurice Trintignant
 
INSTALLATION
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Copy the Gamedata folder to your P&G installation folder, letting it overwrite.
PLR file - make Wheels Visible In Cockpit="1"
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Next you need to edit your .PLR file.
Player name is the name you use to drive in P&G and the file is found in UserData\\.PLR
i.e if your P&G driver name is Speedy then the file you need to edit is UserData\speedy\speedy.PLR

You need to make sure that this file contains this line, found in the section :
Wheels Visible In Cockpit="1"
Tip: Use Notepad to edit the file.
This will tell P&G to show the front wheels when in cockpit view, which is of course the only way to drive an F1 mod ;)
If Wheels Visible In Cockpit="0" then just change the 0 to 1 
Run game and select from menu a "F1 Cooper T73" item...
Up/Down, Forward/Back cockpit adjustment
-------------------------------------------
You may need to adjust the driver position up or down and/or forward or back when changing to different cars.
To achieve this you dont have to search or map any special keys for it, just use mouse:
Push a RIGHT mouse button and with the pushed button move the mouse forwards, backwards, left or right... thats the whole trick :) 

Note: if you need to reset the cockpit adjustment, you can edit the .PLR file.
Find Seat Adjustment rows and set it to zero, like this:
Seat Adjustment Aft="0.00000"
Seat Adjustment Up="0.00000"
Known F1 Cooper T73 mod issues / bugs
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* not optimal animated driver arms and legs at virtual cockpit
* some texture transparency issues
Good luck and Enjoy!
BorekS and team
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Property and restrictions:
The package is property of the creator/development members. 
It is protected by the copyright agreements and the laws for protection of intellectual property.
Any offence against these rights can result in civil or criminal charges.

It is not allowed release/distribute this package with any changes without permissions.
It is not allowed rip/convert mesh parts of this package and/or use such mesh parts in other game/3D format without permissions.
It is not allowed to be profited commercially from this stuff.
It is allowed to create new skins, distributed separately (as a new Cooper t73 team standalone car slots / skin packs etc.).============================================================================Aw: Release: Cooper T73Posted by DFAlex - 2016/11/07 00:20_____________________________________Wo ist der Like button?
Tausend Dank!
Grandios!

VLG
Alex============================================================================Aw: Release: Cooper T73Posted by rdjango - 2016/11/07 17:52_____________________________________DA ist er ja der OW-Mod,

super und danke.
GruÃŸ
rdjango============================================================================Aw: Release: Cooper T73Posted by xxsraser - 2016/11/07 20:06_____________________________________Hi
Scher toll, will ich auch.

Im Autoupdater hab ich ihn gesehen, aber im Spiel find ich ihn nicht.
Wo liegt der Fehler??
Michael============================================================================Aw: Release: Cooper T73Posted by MichaW - 2016/11/07 20:56_____________________________________Du kommst auch nicht auf den Goodwood Server?
Die Klasse F1 64 ist auch nicht da?

GlÃ¼ck auf!============================================================================Aw: Release: Cooper T73Posted by xxsraser - 2016/11/07 21:23_____________________________________Tja, zu blÃ¶d
hab die Dateien in den falschen Ordner kopiert:whistle: 
LÃ¤uft alles 

Danke============================================================================
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