LeMans Classic Mod Geschrieben von Byrdland - 26.05.2016 18:05 _____________________________________ Wenn ich das hier richtig interpretiere, http://www.altbierbude.de/component/option,com_fireboard/Itemid,99/func,view/catid,34/id,90512/lang,de/#90512 dann soll BorekS's LeMans Classic Mod wohl kompatibel zu Power & Glory werden. Das wÃ¤re natÃ¼rlich ein echter BrÃ¼ller! :woohoo: == Aw: LeMans Classic Mod Geschrieben von dongarlits - 27.05.2016 01:46 _____________________________________ Hallo, ich lese das so...im Moment wird darÃ¼ber diskutiert und daran gearbeitet. Aber es hÃ¶rt sich nach einem Bestreben und der Vollendung an. KÃ¶nnte schon was werden.:cheer: == Aw: LeMans Classic Mod Geschrieben von deepstrike - 27.05.2016 09:03 _____________________________________ Ihr habt das richtig gesehen.;) Borek und ich arbeiten seit 3 Jahren an der Mod. Und wie auch im Beitrag auf GrÃ¼n zu lesen ist, hat sich seit dem Anfang doch schon einiges getan. Im Moment arbeiten wird an der Fertigstellung der GTL-Version. Es sind noch viele viele "Kleinigkeiten" an der Grafik und der Physik zu machen, was leider noch Zeit benÃ¶tigt. :(In der Zwischenzeit haben wir Kontakt zum GTLW-Team, die den Power&Glory-Mod gemacht haben. Sie haben uns ihre UnterstÃ¼tzung zugesagt die Mod in P&G einzubinden.:) Und die Autos die in dem Beitrag zu sehen sind, ist die Basisversion von dem LMC-Mod. In Planung sind noch weiter Fahrzeuge aus der Zeit. Aber dazu spÃ¤ter mehr. ;) == Aw: LeMans Classic Mod Geschrieben von BorekS - 25.03.2019 12:04 _____________________________________ hi guys, relating to the very very sad thing with deep-strike I was some time away from sim stuff development. rest in piece, Carsten. well, in a few latest weeks Ive touched the Le Mans Classics stuff anyway, primary to repack the current bonus car list, for the PnG version. here is, how it would look at the game menu: Part 1. https://i.servimg.com/u/f22/18/03/83/54/gtr2_210.jpg https://i.servimg.com/u/f22/18/03/83/54/gtr2_211.jpg https://i.servimg.com/u/f22/18/03/83/54/gtr2_212.jpg == Aw: LeMans Classic Mod Geschrieben von BorekS - 25.03.2019 12:05 _____________________________________ Part 2. https://i.servimg.com/u/f22/18/03/83/54/gtr2_213.jpg https://i.servimg.com/u/f22/18/03/83/54/gtr2_214.jpg https://i.servimg.com/u/f22/18/03/83/54/gtr2_215.jpg == Aw: LeMans Classic Mod Geschrieben von BorekS - 25.03.2019 12:05 _____________________________________ Part 3. https://i.servimg.com/u/f22/18/03/83/54/gtr2_217.jpg https://i.servimg.com/u/f22/18/03/83/54/gtr2_216.jpg == Aw: LeMans Classic Mod Geschrieben von BorekS - 25.03.2019 12:09 _____________________________________ so, these above are all bonus cars Ive started to bother by past ever. below is some new stuff attempts from latest weeks. my idea is just to fill the missing 1967 season starting grid with the bonus cars we dont have available as 3d models ever - as far as I know. all such LMC mod bonus cars would be just AI cars, not regular full vehicle add-ons. note, the cars are modelled without blueprints, just by photos and may not be accurate too much. https://i.servimg.com/u/f22/18/03/83/54/cdsp6616.jpg https://i.servimg.com/u/f22/18/03/83/54/cdsp6617.jpg https://i.servimg.com/u/f22/18/03/83/54/cdsp6618.jpg https://i.servimg.com/u/f22/18/03/83/54/11_36510.jpg https://i.servimg.com/u/f22/18/03/83/54/10_36510.jpg https://i.servimg.com/u/f22/18/03/83/54/09_36510.jpg == Aw: LeMans Classic Mod Geschrieben von Byrdland - 25.03.2019 12:21 _____________________________________ :woohoo: Can't wait. Thanks for your work. Would you marry me? :lol: Borris == Aw: LeMans Classic Mod Geschrieben von BorekS - 25.03.2019 14:29 _____________________________________ lol! I have to ask my wife first ;) well, I wouldnt take this screenshot presentation as any sure future release thing, however, many of the depicted cars could be offered as optional AI enhancement at least. the matter is to do even one single car in all the aspects may take a very long time. == Aw: LeMans Classic Mod Geschrieben von BorekS - 26.03.2019 09:26 _____________________________________ ok, the Peugeot got some texture mapping and a test skin. https://i22.servimg.com/u/f22/18/03/83/54/cdsp6619.jpg == Aw: LeMans Classic Mod Geschrieben von MichaW - 26.03.2019 18:27 _____________________________________ BorekS schrieb: so, these above are all bonus cars Ive started to bother by past ever. all such LMC mod bonus cars would be just AI cars, not regular full vehicles Ohh, what a pity... and again Carsten is missing us all terribly. :(GlÃ¼ck auf! == Aw: LeMans Classic Mod Geschrieben von BorekS - 29.03.2019 15:08 _____________________________________ yes. deep-strike set the physics and sound modding a very high level by my meaning and he was also a great guy. as I am very sceptic the LMC bonus cars would be ever made same level as the original mod in all aspects, I am just offering the simpler solution. however I am allone in the development now and I dont care too much about the physics even for the AI. its not my part of modding skill. ok, a small sneak-peak of the another 1967 missing car attached. early wip: https://i.servimg.com/u/f22/18/03/83/54/costin14.jpg https://i.servimg.com/u/f22/18/03/83/54/costin15.jpg == Aw: LeMans Classic Mod Geschrieben von BorekS - 01.04.2019 09:28 _____________________________________ and here the Costin-Nathan first time ingame, untextured. https://i.servimg.com/u/f22/18/03/83/54/costin12.png https://i.servimg.com/u/f22/18/03/83/54/costin11.png https://i.servimg.com/u/f22/18/03/83/54/costin10.png a little Le Mans trip... https://i.servimg.com/u/f22/18/03/83/54/costin13.png https://i.servimg.com/u/f22/18/03/83/54/costin17.jpg == Aw: LeMans Classic Mod Geschrieben von BorekS - 01.04.2019 09:29 _____________________________________ did also some small progress on the 365 P2 today. reshaped fenders (again) and a few small adds made, actual stage below. https://i.servimg.com/u/f22/18/03/83/54/f365_c11.jpg https://i.servimg.com/u/f22/18/03/83/54/f365_c10.jpg == Aw: LeMans Classic Mod Geschrieben von BorekS - 01.04.2019 09:30 _____________________________________ ah, almost forgot to put the Peugeot showroomed, here: https://i.servimg.com/u/f22/18/03/83/54/cdsp6621.jpg https://i.servimg.com/u/f22/18/03/83/54/cdsp6623.jpg https://i.servimg.com/u/f22/18/03/83/54/cdsp6622.jpg == Aw: LeMans Classic Mod Geschrieben von BorekS - 03.04.2019 11:42 _____________________________________ ok, the Abarth 1300 OT is slowly getting the virtual shape too :) https://i.servimg.com/u/f22/18/03/83/54/abarth14.jpg https://i.servimg.com/u/f22/18/03/83/54/abarth15.jpg https://i.servimg.com/u/f22/18/03/83/54/abarth16.jpg == Aw: LeMans Classic Mod Geschrieben von BlaubÃ¤r - 03.04.2019 12:09 _____________________________________ great:woohoo: , you are very busy. regards Klaus == LeMans Classic Mod Geschrieben von Byrdland - 03.04.2019 13:45 _____________________________________ Holy Moly, what a beauty - even without any decals! Borris :cheer: == Aw: LeMans Classic Mod Geschrieben von BorekS - 08.04.2019 09:13 _____________________________________ ok, lets put more wip images. 1967 Matra MS630, no textures yet. https://i.servimg.com/u/f22/18/03/83/54/matra_13.jpg https://i.servimg.com/u/f22/18/03/83/54/matra_14.jpg https://i.servimg.com/u/f22/18/03/83/54/matra_15.jpg https://i.servimg.com/u/f22/18/03/83/54/matra_16.jpg https://i.servimg.com/u/f22/18/03/83/54/matra_17.jpg https://i.servimg.com/u/f22/18/03/83/54/matra_19.jpg https://i.servimg.com/u/f22/18/03/83/54/matra_18.jpg == Aw: LeMans Classic Mod Geschrieben von BorekS - 08.04.2019 09:15 _____________________________________ Ive ported the Abarth into game too. again, no body texture and simple wheel mesh, just to have the car placeholder and to check the mesh with emaps. https://i.servimg.com/u/f22/18/03/83/54/abarth17.jpg https://i.servimg.com/u/f22/18/03/83/54/abarth19.jpg https://i.servimg.com/u/f22/18/03/83/54/abarth18.jpg https://i.servimg.com/u/f22/18/03/83/54/abarth20.jpg == Aw: LeMans Classic Mod Geschrieben von BorekS - 12.04.2019 14:21 _____________________________________ ok, finally the A210 got some publicable update stage aswell. as usually, untextured yet. presents the RookieOfTheMans model (very) overhauled. still wip. https://i.servimg.com/u/f22/18/03/83/54/a210_e10.jpg https://i.servimg.com/u/f22/18/03/83/54/a210_e11.jpg == Aw: LeMans Classic Mod Geschrieben von MichaW - 12.04.2019 18:26 _____________________________________ Beautiful cars, too bad that there is nobody there anymore who could build physics for it...:) GlÃ¼ck auf! == Aw: LeMans Classic Mod Geschrieben von BorekS - 16.04.2019 09:55 _____________________________________ yes, its sad. well, meanwhile the bonus cars are planned as the AI placeholders at least. ok, the A210 first ingame tests, still untextured vehicle, just a decal layer. https://i.servimg.com/u/f22/18/03/83/54/a210_e12.jpg https://i.servimg.com/u/f22/18/03/83/54/a210_e14.jpg https://i.servimg.com/u/f22/18/03/83/54/a210_e13.jpg == Aw: LeMans Classic Mod Geschrieben von CY33 - 24.04.2019 20:12 _____________________________________ Awesome! How do you have no problems with the Normals at those tailfins and rear wheel arches? I could never make a round car like this, fantastic! == Aw: LeMans Classic Mod Geschrieben von BorekS - 25.04.2019 10:10 _____________________________________ glad you like it ;) ah, I thought I am the only one who is having such Normals problems to make it all decently looking ;) its not ideal at this car too, but the screenshots are just taken to not let such issues too much noticable, lol :) well, I am usually dettaching the model parts into various standalone object parts where the surface / material is set flat or smooth. then it is merged back. but the related surface parts arent welded the common vertices that way. my favorite mesh smooth normal level is 80 for a very smooth surface rendering. however the objects set less then 60 usually dont need the surface parts to be dettached. depends on the current mesh shape anyway. == Aw: LeMans Classic Mod Geschrieben von BorekS - 25.04.2019 10:17 _____________________________________ ok, this time something textured: the CD SP66 progress. updated skins and some mesh part. @CY33: here you can notice the bad normal shading on the tail fins. its because its unwelded single object yet. the back fin part should be fixed. https://i.servimg.com/u/f22/18/03/83/54/cdsp6624.jpg https://i.servimg.com/u/f22/18/03/83/54/cdsp6625.jpg https://i.servimg.com/u/f22/18/03/83/54/cdsp6626.jpg == Aw: LeMans Classic Mod Geschrieben von CasparGTL - 30.04.2019 22:20 _____________________________________ very nice!! Geschrieben von BorekS - 02.05.2019 09:33 thanks :) some news: I am in contact with whoochoo, who did the complete 1967 season Le Mans sportscars mod for rF2. the cars are mockups derived from the ISI Howston G4 vehicle model, but each car type is own physics. if you dont know whats the whoochoos mod, check the link below for a deeper info, images and videos: https://forum.studio-397.com/index.php?threads/howston-g4-modded-1967-endurance-racing-proto-sports-gt.46937/ ok, the physics table at least: https://i.servimg.com/u/f22/18/03/83/54/xssqk110.jpg Ive got green to use the woochoos F2 vehicle physics sources for our cars. in hands of some GTL/GTR2/rF1 physic maker it could be a great start. the rF2 mod file structure doesnt differs somehow deeper from what we know from the older ISI/gMotor2 based games as the rF1, GTR2, GTL, Race07, GSCE or AMS. for my mods, as the F1 LEGENDS RACING 2 I also using EXACTLY same physical files for all the other conversions. I mean the physics made for the GTL/GTR2 mod is same file what runs the cars in the rFactor and Automoblista mod conversion. what I am trying to say is the physics for a possible 1967 LMC mod is basically done / prepared :) == Aw: LeMans Classic Mod Geschrieben von BorekS - 02.05.2019 09:36 _____________________________________ there is a logical wish to port the LMC 1967 bonus cars into rF2. so I am learning how to... my very first blood attached. CD SP66, textured: https://i.servimg.com/u/f22/18/03/83/54/grab_010.jpg https://i.servimg.com/u/f22/18/03/83/54/grab_012.jpg https://i.servimg.com/u/f22/18/03/83/54/grab_011.jpg A210 untextured yet, just a decal mesh layer: https://i.servimg.com/u/f22/18/03/83/54/20190511.jpg https://i.servimg.com/u/f22/18/03/83/54/20190512.jpg https://i.servimg.com/u/f22/18/03/83/54/20190510.jpg == Aw: LeMans Classic Mod Geschrieben von BorekS - 02.05.2019 09:39 _____________________________________ when talking about conversions, here is a small test how would look our car in AC, the unfinished Matra MS630. our MS630 wip in AC, a quick test. https://i.servimg.com/u/f22/18/03/83/54/screen14.jpg https://i.servimg.com/u/f22/18/03/83/54/screen15.jpg https://i.servimg.com/u/f22/18/03/83/54/screen16.jpg == Aw: LeMans Classic Mod Geschrieben von BorekS - 03.06.2019 09:46 _____________________________________ ok no more project progress images here, however for such stuff you can visit the Simgarage News or Racing.fr LMC thread Geschrieben von MichaW - 03.06.2019 12:29 Hi, Borek, do not be angry, that so little or no reaction(s) come. As an addon for the AI it is just not the same. And I can only speak for myself, it only makes me sad every time I see new photos and know that they will never be provided with physics again... All the best GlÃ¼ck auf! == Aw: LeMans Classic Mod Geschrieben von BorekS - 03.06.2019 14:12 _____________________________________ hi MichaW, I am not angry, I would even wonder for more comments here as I am posting non-GTL/GTR2 progresss images only ;) the AI physics idea seems is a history. or could be, at least. the "proper" GTL/GTR2 or rF1 physics could be derived from the whoochoos rF2 1967 Le Mans mod as Ive mentioned. each car type here is own physics. for a semi-experienced GTL/GTR2 physics maker it should be achievable, I suppose. latest weeks I was sticky with rF2 modding learning and actually my goal is to replace the woochoos vehicle mockups with the real shaped cars. == Aw: LeMans Classic Mod Geschrieben von MichaW - 03.06.2019 21:13 _____________________________________ Hello, Borek, that would be a fine thing, of course, if the new cars could get physics after all...let's hope... GlÃ¼ck auf! == Aw: LeMans Classic Mod Geschrieben von BorekS - 10.06.2019 09:36 _____________________________________ a five days back I sent a PM (at F1C and EVO site) to the one and only guy who ever offered any GTR2/GTL physics LMC mod project future support. his (nick)name is WHIPCRACKER. needs to note I never got such official offer personally, just got such announcement info by NEChris (at RaceDepartment site). well, no response up today. == Aw: LeMans Classic Mod Geschrieben von MichaW - 10.06.2019 12:28 _____________________________________ BorekS schrieb: a five days back I sent a PM (at F1C and EVO site) to the one and only guy who ever offered any GTR2/GTL physics LMC mod project future support. his (nick)name is WHIPCRACKER. needs to note I never got such official offer personally, just got such announcement info by NEChris (at RaceDepartment site). well, no response up today. :(:(:(let's hope he is still active... GlÃ¼ck auf! ==
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