AMS 1.1 & Brit Pack

Geschrieben von Ecky - 22.10.2016 08:57

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AMS hat die Version 1.1 erreicht. Dazugekommen ist auch das Brit Pack.

Release Note

Brit Pack bei Steam(17.99â,¬ danach 19.99â,¬)

Season Pass(27.99â,¬ inkl. Zugang zur Beta)

GruÃŸ
Ecky

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Aw: AMS 1.1 & Brit Pack

Geschrieben von DFAlex - 22.10.2016 11:28

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Moin,
Danke, da muss ich gleich mal gucken!

VLG
Alex

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AMS 1.2 & Formula Truck DLC

Geschrieben von winkie - 27.12.2016 20:47

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{youtube}N-1oDPciQD0{/youtube}

http://forum.reizastudios.com/attachments/ams-2016-12-27-18-01-02-90-jpg.1197/

http://forum.reizastudios.com/threads/automobilista-v1-2-0-formula-truck-dlc-released.1840/

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Aw: AMS 1.2 & Formula Truck DLC

Geschrieben von DFAlex - 28.12.2016 20:50

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Moin,
Geilomat!
F Truck...Hammer!

VLG
Alex

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Aw: AMS 1.2 & Formula Truck DLC

Geschrieben von aelbler271 - 29.12.2016 09:14

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Hi mal angetestet,

hab leider gleich einen Bug.
AMS verliert die Schaltsignale und ohne Schalten zu kÃ¶nnen nicht so toll.
Das Spiel hat fÃ¼r mich eine Optik wie vor 10 Jahren, werde nicht warm damit.

GruÃŸ
Aelbler271

Aw: AMS v1.3 & Adelaide Trackpack DLC

Geschrieben von winkie - 27.02.2017 20:48

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{youtube}esv4FpWgEAw{/youtube}

Below is the Changelog for v1.3.0:

Content

Cars

　　Added ARC Camaro Series

Tracks

　　Added Adelaide street circuit (historic 1988, modern & Supertruck layouts) (AVAILABLE ONLY FOR ADELAIDE OR SEASON PASS OWNERS)

Features & Fixes

　　Added option to customize number of AI opponents per class in race weekend
　　Implemented audio reverb (static for now) & added option to customize reverb level from audio menu
　　Added new sound effect filters & altered doppler effect
　　Expanded audio options & reprofiled volume sliders
　　Added diesel exhaust smoke emission to Formula Trucks
　　Added F-Truck mid-race full course yellow option to RULES menu (may be used for other series as well) *
　　Race menu tweaks & other minor UI adjustments
　　DynHUD: Fixed Delta widget functionality occasionally not resetting when switching to another track in TT mode
　　Added function for track state deterioration while track is not used from one day to another and from one session to another (may vary from track to track)
　　Fixed bug with DRS counter causing DRS to be available before lap 3; Fixed DRS being available during and after safety car period; DRS can now also be deactivated by pressing DRS button
　　Added (AI) label to AI cars in multiplayer
　　Cars now default to ideal tire pressure & temperature, warmed up brakes at the start of Time Trial mode
　　updated engine wear / reliability values in various cars
　　Adjusted yellow flag / parc ferme / start procedure rules for several series
　　Raised AI speed behind safety car
　　Fixed bug with track state not resetting correctly when race or weekend is restarted
　　Added new engine wear / blow-up functions **
　　Adjusted marbles spacing offline to reduce FFB rattling
　　Added dynamic road shader for road surface dust (currently implemented at Adelaide, Oulton, Caldwell, Brands, Jacarepagua Historic and Montreal Historic, VIR, Kansai, Imola)
　　Interlagos: Eased off cut detection at T11 exit and inside S/F straight
　　Added low downforce aero packages to F-Classic, F-V12, F-V10, F-Reiza & F-Extreme
　　Slightly increased downshift protection in cars with semi-automatic boxes
　　Adjusted AI brake power / grip usage for all cars
　　Removed incorrectly enabled launch control from engines in several series
　　Fixed overdone dynamic tire wear texture
　　Supertruck: Raised camber and suspension damping for default setup; Adjusted tire textures
　　Boxer Cup: Completely revised physics with addition of helper springs
　　SuperV8: fixed uv mapping issue on carbody
　　F-Trainer: Minor tire model adjustments
　　F-Vintage: Minor tire model adjustments; Adjusted tire LOD settings
　　F-Retro: Minor tire model adjustments; Fixed black polys on one of the LODs of the Copersucar model
　　F-Classic: Minor tire model adjustments; Fixed textures error on low player and opponent settings
　　F-V12: Minor tire model adjustments; Softened front suspension range & default settings
　　F-V10: Minor tire model adjustments; Fixed black polys on one of the LODs; Fine tuned external sound samples

overlap
    Superkart: Minor tire model adjustments; Reduced aero yaw sensitivity
    SuperV8: Minor tire model adjustments; reduced default roll bar setting a click on both ends
    Karts: Further AI performance tuning

* The mid-race full course yellow is a rule from F-Truck - it triggers a 2-lap safety car period after the leader completes half race distance (provided the total distance is equal or more than 10 laps / 15 minutes).

** The new engine reliability functions will demand extra care during gear shifts, specially for older engines. Upshifting without lifting in cars without powershift and bouncing off the rev limiter will accelerate engine wear and may eventually lead to failures if practiced over a longer race distance; a very aggressive downshift may lead to an instant blow-up.

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Aw: AMS v1.4 & Hockenheim DLC
Geschrieben von winkie - 27.05.2017 10:02
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{youtube}chSHNOwQYOg{/youtube}

CONTENT

    Added Hockenheimring (1977, 1988, 2001 and 2016, along with extra modern layouts - the Rallycross layout will be added shortly) (AVAILABLE ONLY FOR HOCKENHEIM OR SEASON PASS OWNERS)

    Added F-Ultimate series

FEATURES

    Added Custom Season Tool (available as a launch option on Steam) *

GENERAL

    Fixed bug with AA setting not saving in AMS Config

    Downscaled series icons in main menu series selection by 20% & changed layout from 3 x 7 to 3 x 8;

    Added new Main Menu ordering parameter to SRS files & re-ordered positions for F-Ultimate & Lancer Cup Series

    Various minor UI fixes & adjustments
    Adjusted orientation rate in all cockpit cameras to better absorb track oscillations vs the horizon

    Updated all helmet shaders to be same as the one used for car paint

    Fixed bug in roadnoise replay saving (fixing potential CTD)

    Added new driver model & new customized suits & gloves to all vehicles

    Added configuration option to all vehicles for visible driver arms in cockpit view **

    Fixed bug with radio spotter announcing final lap one lap ahead of time in timed races

    Fixed error in fog logic which could cause fog to appear in cockpit

    Added function to discard next lap in Time Trial mode if track limits are abused in the preceding lap

    Fixed bug that could cause FFB to be lost if instant replay command was hit during a multiplayer event

    Globally increased lowest LOD from 500 meters to 600m

AUDIO

   All audio files resampled to 44.1kHz (decreasing files size / cpu / memory usage)
   increased max simultaneous sounds from 32 to 64

   polished loops and pops in several audio files

   Introduced advanced audio filters for external cameras

   Added cockpit muffling for closed cockpit cars

   Opponents volume setting is no longer effective for trackside cameras (all cars same volume)

   Enhanced replay of surface sounds (roadnoise, dirt, curbs)

   Added new options to Audio menu for master volume, trackside volume, Audio PostFX levels & button to restore
default audio settings

   Minor adjustments to audio samples on Ultima Race, F-V12, F-Trainer

   Reset volume multipliers on all cameras to address volume inconsistencies

AI

   Added function to stop AI from refuelling during pitstops in all series where that is forbidden - only series that allow AI
to refuel now are StockV8, SuperV8, F-V12, F-V10, Metalmoro, Boxer Cup & All Cars / Tracks; for custom long distance
events with any of the other series where AI would need to refuel, user should run All Cars / Tracks; likewise for proper
AI race strategy with non-refuelling series running close to their default full distance, user should use the respective
series instead of All Cars / Tracks

   Added function for AI to partially lift off the throttle when receiving a blue flag - their cooperation is now a function of
"Courtesy" value in driver RCD files, and thus will vary from driver to driver and from series to series; they will generally
be equally cooperative in practice / quali, in races they will be more cooperative in high profile series compared to smaller
/ historical ones

   Added function for AI to coast to the pits after checkered flag (rather than racing on at full speed)

   Added function for AI to slightly lift during in and out laps in practice / quali

   Added function for AI to lift back to the pits when car has substantial aerodynamic damage

   Added function to prevent AI from lurching to the side on starts & generally improved their composure through the first
corner

   Adjusted AI awareness to get them to hesitate less when trying to overtake another car in a straight (very minor
adjustment for now to avoid side effects)

   Revised AI tire wear functions & added custom pit thresholds for every tire compound in every car to minimise issues
with AI needlessly stopping for tires

   Added AI function to stop them from pitting for tires in last 10 minutes of a race - even if they cross their tire wear
threshold they will soldier on for the remaining distance rather than doing a costly late-race pitstop

   Customized AI throttle functions at race start to a realistic behavior for each series
   Changed AI reaction time to green lights so it´s no longer instantaneous but within a more human range of 0.1s-1.0s

   Added new TireManagement & AIStartSkill to driver RCD files - the lower the first value, the more the AI will wear its
tires; the lower the 2nd value the more chance AI driver will bog down at the start

   Globally upscaled Composure, Aggression, Crash & MinimumRacingSkill in driver talent files

   Doubled max AI to AI collision rate from 40 to 80 (needs setting from PLR file)

   Adjusted base Safety Car speeds for various series to more compatible levels

Added a randomization function to Opponent filter gizmo when running a multiclass event with a specific class count (where before it would just load the same cars for each class in team order)

Added config overrides to search correct driver talent folders (fixing bug with drivers present in multiple series occasionally loading the wrong file and misperforming as a result) ***

Upscaled AI aggression ranges (max setting is now double what it was before, with lower settings adjusted to suit)

Various AI physics adjustments to improve their racing ability and line adherence
Generally increased AI reaction to front tire slip

Adjusted AI brake performance for all cars

Adjusted AI fuel strategy so they donÂ´t pit on the very first lap it gets on low fuel range

Updated AI performance ranges for several tracks

Adjusted AI spring / damper multipliers on stiffer cars to further reduce AI jittering over sawtooth curbs

PHYSICS

Revised tire wear functions for several cars

Revised fuel consumption & estimates for several cars

Globally raised undertray friction to minimise advantages of unrealistically low setups in some cars

Adjusted default setups for low downforce configs in Formula cars

Reduced default suspension packer settings in several cars

Added speed limiter to MCR2000, Ultima GTR Race

Adjusted engine wear / reliability ranges on soem cars

CONTENT UPDATES & FIXES

Added new 2017 GP layouts to Interlagos, Montreal, Kansai, Spielberg & Hockenheim featuring updated tire compound rules & DRS zones

Roughened up flat curbs at Taruma, Londrina
Spielberg: Fixed fuel use range causing excessive fuel consumption for player & AI

Oulton: Adjusted AI line through chicane so AI donÂ´t clip high curb

Brasilia: Fixed cars going into the pits in rolling starts

StockV8: Corrected max opponents; Corrected & added missing talent files: fixed LCD laptime info

Montana: Fixed max opponents

F-V12: Adjusted ride height ranges, increased rake in default setup

Mini: Fixed auto-shifting bug; minor adjustment to external sound loops

Boxer Cup: Updated rear brake light; Updated cockpit materials & textures; added configuration option to install / remove rear view camera display

Karts: Updated skin alphas to suit latest car shader

F-Vee: Adjusted AI performance

ARC Camaro: Fixed reflection bug in cockpit gauges

F-Vintage: Adjusted longitudinal CoF for front tires; tweaked AI performance

F-Extreme: Completely revised drivetrain physics including new ERS throttle map; revised default setup; Updated V6 Hybrid engine sounds

F-V10: Adjusted TC sound

F3: Reduced aero loss in draft

SuperV8: Fixed pit timings to realistic values

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