

Chrysler Crossfire Coupe for Racer 0.5.2 beta 5.2 by TtR

Project start date: 17.1.2004

1st release date: 6.3.2004

Racer homepage: <http://www.racer.nl>

RSC Racer forum: <http://forum.racesimcentral.com/forumdisplay.php?f=111>

WIP thread: <http://forum.racesimcentral.com/showthread.php?t=131618>

Technical data: <http://www.crossfireforum.org/pressreleases/pressrelease0217031.html>

Equipment used:

discreet 3ds max 6

Adobe Photoshop CS

Notepad

hundreds cups of coffee

Credits:

mesh, textures, ini, oil-temp and fuel dials

kmh and rpm dials

driver model

body-shader lines in car.shd, gradient.tga's

window-shader lines in car.shd

betatesting, help, judging, comments

pacejka data, from 360 Modena ini (I made few changes to it)

and special thanks for teaching me how to make shading for textures

TtR

BLo0m

stecki

loungekid

Alex Forbin

Forrest Gump

Mr. Whippy

Engine sound is recorded from Mercedes-Benz CLK320 in Gran Turismo 2.

Everybody else in Racer forum who gave help, comments, motivation... BIG thanks!

Polycounts: (total 9713)

exterior: 3989

interior: 1341

driver: 444

steering wheel: 344

wheels and brakes: 4x900

Texture sizes (32bit TGA, non-Compressed):

1024x1024 body, 512x512 windows

1024x1024

256x256 (jpeg)

256x256

256x256 rim, 128x128 tread

Cameras:

1-driver

2-bonnet

3-bumber

4-behind

5-roof

6-inside

7-back

8-outside1 (front)

9-outside2 (no yaw following)

0-outside3 (back)

How to change colours:

Copy body2.tga and gradient.tga from colour folder you want and replace it in main car folder (Crossfire).

Known bugs:

Steering wheel angle does not work in current (beta 5.2) Racer version, so it does not look right and dials are hard to see. Model is not 100% accurate since I didn't have blueprints when making it. I didn't model inner side of exhausts as in real car (circle). Driver-view camera bounces sometimes. Found more bad spots? Please, contact me and let me know.

Level of detail 'LOD':

I have models ready, perhaps will be released later.

car.ini:

Car can do about 1,08g maximum stable cornering force in Racer. That could be too much, but anyhow, it does have quite a wide tires (225/255), low-profile body and rather good weight distribution (54/46). CG height is set to about 51cm, rc's are guessed as well are all suspension data. Like streetcars usually, it has tendency to under-steer. I haven't driven real Crossfire and I'm not really experienced in ini making so it's hard to say how realistic handling is. If you want traction control to be enabled, just find that line in car.ini and set enable=1. Any feedback is always welcome. ☺

Disclaimer:

You can edit textures and ini for your own use freely. **No releases, no converts to other games, no commercial use without my permission.**

Contact me through RSC by pm.

Have fun, drive safely ☺