

STARTECH Crossfire V8 6.1 for Racer 0.5.2

Project start date: 17.1.2004

Release date: 4.4.2004

Shader and variants update: 20.10.2004

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

RSC Racer forum: <http://forum.rscnet.org/forumdisplay.php?f=111>

WIP thread: <http://forum.rscnet.org/showthread.php?t=131618>

More info: <http://www.startech.de/p13e.htm>

Equipment used:

discreet 3ds max 6

Adobe Photoshop CS

Notepad

uncounted cups of coffee

Credits:

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

kmh and rpm dials

driver model (<http://stecki.racesimcentral.com>)

fresnelwip9.tga

betatesting, help, judging, comments

TtR

BLo0m

stecki

Angel 'O Death

Forrest Gump

Engine sound is recorded from Gran Turismo 2.

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

Polycounts: (total 8710)

exterior: 4132

interior: 1236

driver: 444

steering wheel: 354

wheels and brakes: 4x636

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 body-st.tga from raven_variants folder or just use Raven!

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 proper blueprints. Driver-view camera bounces sometimes. Under-body and exhaust are not textured properly. Rearview-mirror guy has sunglasses, actual driver doesn't.

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 ☺

Tarmo 'TtR' Ronkainen