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☐ /ovg/ - magnificent edition **Anonymous** 10/16/24(Wed)16:24:44 No.28047118

Welcome to the Auto Vidya General, the thread for discussion of racing and driving games. Join the series. It's free.

Previous thread [>>28020246](#) → #

>Wiki  
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<https://docs.google.com/spreadsheets/d/1uLKMbKwweUZ3QvFeNs8UeycZbDyo0McxGj7T6uTaTNo>

>Check the doc for the latest league info, we're racing GT3 in VKOVT3E, the premiere GT3 simulator for PC on Saturdays  
[https://docs.google.com/spreadsheets/d/1vLVjNh8r6o\\_KYUFHf7Hcp8ZaYS5IsEZwFvTeu\\_K\\_c1Q](https://docs.google.com/spreadsheets/d/1vLVjNh8r6o_KYUFHf7Hcp8ZaYS5IsEZwFvTeu_K_c1Q)

>> ☐ **Anonymous** 10/16/24(Wed)16:54:55 No.28047158  
File: [bunta.png](#) (716 KB, 1200x866)



I have spent more on my diy wheel project than i would pay for an used G27 with pedals and a shifter.  
And it is still not reliably operational.  
Do i give a fuck?

>> ☐ **Anonymous** 10/16/24(Wed)16:59:27 No.28047164

[>>28047109 → #](#)

Thanks

[>>28045824 → #](#)

fearless revolution 13842 - search in google/ddg/whatever Works, bought a few cars.

>>



**Anonymous** 10/16/24(Wed)17:35:02 No.28047213

[>>28047158 #](#)

What did you do?

>>



**Anonymous** 10/16/24(Wed)20:46:34 No.28047528

File: [Forza Horizon 3 Screensho\(....\).png](#) (3.05 MB, 1920x1080)



[>>28047164 #](#)

Got it working, it's NotAvailableInAutoshow=. You have to search for the string and change the value from a 0 to 1

>>



**Anonymous** 10/16/24(Wed)22:22:34 No.28047733

What racing game would make me the most racist?

>>



**Anonymous** 10/16/24(Wed)22:23:12 No.28047736

[>>28047733 #](#)

iracing

>>



**Anonymous** 10/17/24(Thu)00:27:04 No.28047915

File: [2024-10-16 21-11-34.webm](#) (3.82 MB, 1280x720)



thing do a thing

>>



**Anonymous** 10/17/24(Thu)00:33:39 No.28047927

[>>28047736 #](#)

The two way to figure out that Brazilians being the worst is just because they all came from Spain and Portugal, which are also the worst, are playing iRacing and observing MotoGP fans.

>>



**Anonymous** 10/17/24(Thu)01:00:03 No.28047956

[>>28047915 #](#)

>9:11 pm

FLIGHT 747 LOST FOOTAGE?

>>



**Anonymous** 10/17/24(Thu)01:05:33 No.28047961

File: [file.png](#) (223 KB, 853x800)



This kills the SHH skill:

<https://ghostsimracing.com/products/specter-hps>

>>



**Anonymous** 10/17/24(Thu)03:36:26 No.28048088

[>>28047915 #](#)

very nice, does that load straight from original files?

>> ☐ **Anonymous** 10/17/24(Thu)06:32:58 No.28048242

[>>28047961 #](#)  
>no sequential mode  
yeah not a chance retard.

>> ☐ **Anonymous** 10/17/24(Thu)07:18:18 No.28048291

Am I tripping or is the Forza Motorsport FFB pretty damn good now?

>> ☐ **Anonymous** 10/17/24(Thu)10:09:44 No.28048473

[>>28048088 #](#)  
Of course, though this isn't UE. I stubbed out my own game engine.

>> ☐ **Anonymous** 10/17/24(Thu)11:23:30 No.28048560

[>>28048473 #](#)  
damn can you get RTX ON with it? is it vulkan?

>> ☐ **Anonymous** 10/17/24(Thu)11:32:28 No.28048574  
File: [12.jpg](#) (1.96 MB, 2560x1440)



[>>28047528 #](#)  
Horizon 3, home...  
<https://www.youtube.com/watch?v=dPWJ0MreHeg> [Open]

>> ☐ **Anonymous** 10/17/24(Thu)11:46:25 No.28048590

[>>28048574 #](#)  
I'm convinced the lighting was the best in the series  
4 felt flat and 5 is straight up worse than 4 imo

>> ☐ **Anonymous** 10/17/24(Thu)11:48:07 No.28048593

[>>28048560 #](#)  
Just regular old OpenGL with a very simple passthrough shader. It's all the same rendering engine I used with the Track Editor using GLEW as a cross platform wrapper over the OpenGL stuff and GLM as a math library. Instead of using Qt to open a window and make an OpenGL context like in the Track Editor I used GLFW instead. Then I made a really simple ECS pattern game engine. Made a scene that loads tracks and cars, made the scene come with a default entity that has a noclip physics component, made some other stuff like a game clock for calculating time deltas and input/keymapper classes, etc. Basically building it up to exactly the same point where UE is with what I have done so far but minus all the UE-ness which sounds like a lot but actually was easier to do lmao. UE is such a big project there's a lot more stuff to wrap your head around and I don't actually want any of their fancy lighting and rendering features or built in physics so I have to go out of my way to disable it all. Should be easy to adapt anything I do with this to a UE plugin anyway should I choose to continue down that route.

>> ☐ **Anonymous** 10/17/24(Thu)11:57:40 No.28048612

[>>28048242 #](#)  
>not having a separate aiologs sequential and a shifter  
kys Norv

>> ☐ **Anonymous** 10/17/24(Thu)12:05:07 No.28048626

[>>28047961 #](#)  
>only 6 gears  
How am I supposed to drive the 4 7-speed manual cars in existence on this?

>> ☐ **Anonymous** 10/17/24(Thu)12:19:00 No.28048645

>>28048574 #

I've played do much FH5 that I don't even remember the maps of the other FHs... I should go back

>>



**Anonymous** 10/17/24(Thu)13:19:33 No.28048749

File: [1570726309990.jpg](#) (353 KB, 936x1260)



Supprised no one ever tried to make a Herbie game

>>



**Anonymous** 10/17/24(Thu)13:21:12 No.28048754

>>28048645 #  
play FH1

>>



**Anonymous** 10/17/24(Thu)14:04:54 No.28048823

>>28048574 #  
the soundtrack is definitely a highlight of h3, even just the menu theme is by far the best of the series  
  
really should come back to the game and idk collect all the cars I haven't done that yet I think

>>



**Anonymous** 10/17/24(Thu)14:20:29 No.28048848

>>28048749 #  
i had a herbie game on my ds as a kid

>>



**Anonymous** 10/17/24(Thu)15:56:31 No.28048954

File: [stunts.webm](#) (1.91 MB, 1280x720)



>>28047915 #  
animooted

>>



**Anonymous** 10/17/24(Thu)17:48:52 No.28049127

>>28048954 #  
whiplash inflation

>>



**Anonymous** 10/17/24(Thu)18:35:45 No.28049184

Why is it the better most people get at real driving the worse they are in a sim?

>>



**Anonymous** 10/17/24(Thu)19:28:03 No.28049239

File: [00314-1667893440.png](#) (1.75 MB, 1456x1208)



>>28049184 #  
that's simply not true but it can be weird going from a driving situation where your inner ear works to one where it doesn't and require a period of adaptation.

>>



**Anonymous** 10/17/24(Thu)19:29:45 No.28049243

>hotlapping just fine  
>rarely make large mistakes  
>turn on ai  
>the mere sight of other cars on the track renders my hands and feet almost entirely useless even when none of them are remotely close to me

>> ☐ **Anonymous** 10/17/24(Thu)19:41:01 No.28049259  
File: [1729208005486565.png](#) (529 KB, 653x666)



>>28049243 #  
the ai is a bunch of cute robot girls laughing  
at you for dancing weird

>> ☐ **Anonymous** 10/17/24(Thu)19:47:19 No.28049268

Penisless Mag Park video board  
<https://files.catbox.moe/6apjfh.zip>

>> ☐ **Anonymous** 10/17/24(Thu)20:28:21 No.28049311  
File: [Forza Horizon 3 Screensho\(...\).png](#) (3.4 MB, 1920x1080)



>>28048823 #  
>>28048645 #  
>>28048590 #  
Come home white man.  
[spoiler]The FJ with the I6 tt swap  
is stupidly good[/spoiler]

>> ☐ **Anonymous** 10/17/24(Thu)20:32:05 No.28049316  
File: [Gran Turismo 4\\_SCUS-97328\(...\).png](#) (2.1 MB, 1920x1080)



>tfw resigned to realizing you're going to  
just be playing gt4 forever

>> ☐ **Anonymous** 10/17/24(Thu)21:15:39 No.28049382

>>28048754 #  
FH1 is actually the only FH I've never played. Should I?

>> ☐ **Anonymous** 10/17/24(Thu)21:17:00 No.28049385

>>28049316 #  
based burgerking enjoyer

>> ☐ **Anonymous** 10/17/24(Thu)21:20:34 No.28049394  
File: [PXL\\_20241008\\_230414064~2.jpg](#) (3.01 MB, 4624x2850)



>>28049382 #  
Beat it like a week ago, still holds up well. Just  
sucks all the dlc got delisted.

>> ☐ **Anonymous** 10/17/24(Thu)21:30:22 No.28049414  
File: [13.jpg](#) (2.77 MB, 2560x1440)




>>28049311 #

<https://www.youtube.com/watch?v=alwt89iLTl8> [Open]


>> ☐ **Anonymous** 10/17/24(Thu)21:48:33 No.28049453

[>>28049268 #](#)  
based

>>  **Anonymous** 10/17/24(Thu)22:11:26 No.28049482

[>>28049316 #](#)


How I feel about Spec II Mod and I couldn't be happier about it.

>>  **Anonymous** 10/18/24(Fri)00:05:31 No.28049639  
File: [2024-10-17 20-57-06.webm](#) (3.33 MB, 1280x720)




[>>28048954 #](#)

you can now drive a car in the void with the world's simplest driving model

>>  **Anonymous** 10/18/24(Fri)00:16:09 No.28049656


[>>28049639 #](#)

its basically complete now

>>  **Anonymous** 10/18/24(Fri)00:40:32 No.28049697


[>>28049639 #](#)

you're winner!


>>  **Anonymous** 10/18/24(Fri)04:35:07 No.28049915

[>>28047118 \(OP\) #](#)

gen 1 miatas look so damn happy to be a car


>>  **Anonymous** 10/18/24(Fri)05:48:42 No.28049962

ac evo streams/videos are up

>>  **Anonymous** 10/18/24(Fri)08:01:39 No.28050062


[>>28047213 #](#)

Burnt the windings, DC motors never again. BRB stealing a hoverboard from some kid to rip brushless motor from.

>>  **Anonymous** 10/18/24(Fri)08:54:57 No.28050138


[>>28047118 \(OP\) #](#)

I'm giving Need For Speed Unbound another go intent on finishing it this time but man you really have to mute the soundtrack and voice acting to even get any enjoyment from this game don't you? It's a shame because the driving model and the customisation is very fun.

>>  **Anonymous** 10/18/24(Fri)09:00:49 No.28050150

[>>28050138 #](#)

bro beware you just summoned the nigger ballsucker kita

>>  **Anonymous** 10/18/24(Fri)10:01:55 No.28050227  
File: [IMG\\_20241018\\_102607.jpg](#) (81 KB, 720x877)



[>>28047118 \(OP\) #](#)

Hot diggity dog

>> ☐ **Anonymous** 10/18/24(Fri)10:04:45 No.28050231  
File: [images - 2024-10-18T110342.922.jpg](#) (31 KB, 464x661)



>>28049316 #  
>The Drive of your Life  
>Still thriving 20 years later  
they weren't kidding

>> ☐ **Anonymous** 10/18/24(Fri)10:13:07 No.28050243

>>28049962 #  
looks cool but the closed modding platform being confirmed deflated all hype I had for this spaghetti shit also the ai looked atrocious

>> ☐ **Anonymous** 10/18/24(Fri)10:13:42 No.28050244  
File: [IMG\\_20241018\\_111252.jpg](#) (114 KB, 720x1273)



>Kaz\*death cough\* the gt3  
roster\*cough\*

>> ☐ **Anonymous** 10/18/24(Fri)10:24:58 No.28050255  
File: [1729261415752.png](#) (460 KB, 737x820)



>>28049482 #  
Just tried it and it's amazing. Now I just need a G29 and I'll be  
set for the next decade.  
Speaking of GT, is GT7 any good? I'm new to racing games.

>> ☐ **Anonymous** 10/18/24(Fri)10:27:57 No.28050260

I will never understand GTfags and why they idolize mediocre games

>> ☐ **Anonymous** 10/18/24(Fri)10:31:42 No.28050264

>>28050255 #  
>Speaking of GT, is GT7 any good?  
Garbage at least since I last played anon. I went in simply wanting a singleplayer on par with GT3, let alone GT4 and got nothing  
close to that. Looks pretty though.

>> ☐ **Anonymous** 10/18/24(Fri)10:36:56 No.28050272

>>28050260 #  
Because nothing else comes close to nailing the feeling of a "Car PG". Having you start from shitboxes and building skills and  
"equipment" to beat big bosses in hypercars and everywhere inbetween.  
Autistic sims cannot even compare and shouldn't try because they're for a completely different audience. It's like comparing Asseto  
Corsa to Ridge Racer, both offer fun but different means of which the fun is achieved.

>> ☐ **Anonymous** 10/18/24(Fri)10:42:21 No.28050275

>>28050272 #  
Game doesn't need to be an autistic sim to have an enjoyable driving model. See initial unity for example. And you already should  
know better that career mode bullshit is just an artificial playercount inflater and not a though out mechanic.



>> ☐ **Anonymous** 10/18/24(Fri)10:44:46 No.28050278

[>>28050272 #](#)

ah the carpg feeling of grinding out toyota rscs for hours truly magnificent

>> ☐ **Anonymous** 10/18/24(Fri)11:49:05 No.28050340

[>>28050275 #](#)

>And you already should know better that career mode bullshit is just an artificial playercount inflater and not a though out mechanic.

I know that now with the shit they pump out these days for sure because it's an afterthought.

[>>28050278 #](#)

No one's forcing you to be a sperg and mindlessly grind the same race to get ahead anon.

>> ☐ **Anonymous** 10/18/24(Fri)12:24:48 No.28050381  
File: [omi\\_itsover.jpg](#) (163 KB, 701x454)



>3s off pace

>> ☐ **Anonymous** 10/18/24(Fri)12:49:02 No.28050424  
File: [\[Doki\] Kiss x Sis \(TV\) - \(...\).jpg](#) (68 KB, 1280x720)



[>>28050381 #](#)

Come on RR3 just go faster.

The Lamborghini is good.

>> ☐ **Anonymous** 10/18/24(Fri)12:58:16 No.28050442

[>>28050244 #](#)

from video game developer to quail breeder

>> ☐ **Anonymous** 10/18/24(Fri)13:08:13 No.28050467

[>>28049239 #](#)

Then why has Jimmy gone from a bonafide Pro to needing to piggyback off of others just to get 3rd rate splits?

>> ☐ **Anonymous** 10/18/24(Fri)13:12:23 No.28050473

[>>28050264 #](#)

>I went in simply wanting a singleplayer on par with GT3

GT3 had second worst singleplayer and I say this as someone who grew up with it. They spam the shit out of the two oval tracks. I know you can cheese the game with license test prize cars, a couple simple mods, and head straight to endurance races but the problem is even if you have the money and cars you still have to race the same two oval tracks multiple times because they in almost every cup.

>> ☐ **Anonymous** 10/18/24(Fri)13:17:44 No.28050484

[>>28050272 #](#)

this is a funny argument that falls apart when you get good and are given high mid tier cars for just doing licenses like a non shitter (meaning you can spend 0 days racing a car below 400 hp) allowing you to skip the whole boring shitbox part of the game and focus on the real deal

>well you're playing the game wrong then no one's forcing you to do it!!!!

then any game can be an epic carpg even assetto corsa if you just nuzlocke your own ass into roleplaying

gran turismo 4 (and classic gt games in general) isn't a high peak of racing games because of all that bullshit, it is a high peak of racing games because the car list mostly consists of contemporary cars you could get out and buy or your mom could own and drive so it makes it relatable for everyone last but not least literal children. nowadays it's the same old tired list of the same old goddamn cars in every goddamn racing game. I want a 2024 racing game with a comprehensive list of traffic cars made between 2020 and 2024, not another fucking s15 a90 ae86 whatever junk every normie retard basedfaces seeing. I want a mid range toyota chr. I want a diesel mercedes c class. I want renault clio 0.9 tce. I want nissan leaf. maybe that game will dethrone gt4.



>> ☐ **Anonymous** 10/18/24(Fri)13:28:06 No.28050509

[>>28050467 #](#)

he was never a 'bonafide pro' and the competition went from loser autists pretend racing together for fun to laserfocused gay autists grinding hundreds of hours for a 2 hour sim race

>> ☐ **Anonymous** 10/18/24(Fri)14:12:10 No.28050577

[>>28050467 #](#)

>Travels with Polyphony multiple times a year to other countries for the gt events

>Busy in germany for real life racing

>Is about to become a dad.

Yeah he probably isn't sweating on Iracing like years ago

>> ☐ **Anonymous** 10/18/24(Fri)15:36:41 No.28050709

[>>28050424 #](#)

its the gtr time on the better set with 2-9 wang, idk if i can match it with the lambo  
i could use some more practice but i got extra responsibilities this month  
and nobody shows up on the server when i run my lines so i dont even know if they are correct  
can you post a webm of a demo hotlap?

>> ☐ **Anonymous** 10/18/24(Fri)15:52:16 No.28050740

[>>28050709 #](#)

sent ;)

>> ☐ **Anonymous** 10/18/24(Fri)16:07:27 No.28050761

[>>28050577 #](#)

Die in your sleep, Jimmy Sodbent

>> ☐ **Anonymous** 10/18/24(Fri)16:48:12 No.28050832

[>>28050709 #](#)

It's easy, literally brake at every 2nd meter board except for the first and last corner, I think

On the hairpin that looks like mid-Ohio you have to brake in between 2nd and 1st board coming in

>> ☐ **Anonymous** 10/18/24(Fri)16:56:11 No.28050842

[>>28050832 #](#)

i might have been overdriving a bit and trying to trailbrake corners where i shouldn't but idk where i lose these seconds  
i have no idea which one is the ohio corner either

>> ☐ **Anonymous** 10/18/24(Fri)17:12:50 No.28050872  
File: [1722187162155557.jpg](#) (70 KB, 496x503)



[>>>/wsg/5710815 #](#)


>> ☐ **Anonymous** 10/18/24(Fri)17:28:20 No.28050908

[>>28050509 #](#)


The possibility of winning 10k or just maybe getting a driving career attracts all types, not just "laserfocused autists"


Also an unbelievable amount of people run grip hacks. 2% is enough to take you from middle pack fighting to running away with a pass for first and people set up hotkeys on their wheels to turn it off and on.

Go spectate enough C and above fixed setup ovals, you'll see people do things that are impossible otherwise.


>>  **Anonymous** 10/18/24(Fri)17:35:32 No.28050917  
File: [math is hard.webm](#) (2.85 MB, 1280x720)




>>  **Anonymous** 10/18/24(Fri)18:01:23 No.28050974  
  
[>>28050761 #](#)  
holy seethe


>>  **Anonymous** 10/18/24(Fri)18:57:31 No.28051066


[>>28050908 #](#)  
if you waste thousands of hours on the slim possibility of winning 10k once or twice or getting a 'driving career' out of a shitty video game a couple thousand people care about you are severely autistic

>>  **Anonymous** 10/18/24(Fri)19:18:45 No.28051097  
File: [not quite.webm](#) (2.27 MB, 1280x720)




>>  **Anonymous** 10/18/24(Fri)19:19:09 No.28051098  
  
[>>28051066 #](#)  
I'm just a city boy, born and raised in south Detroit.  
I took a midnight train going, anywhere.

>>  **Anonymous** 10/18/24(Fri)20:12:02 No.28051179  
  
<https://www.youtube.com/watch?v=69OLbH92ddU> [Open]  
<https://www.youtube.com/watch?v=4NJT8wra3t4> [Open]

>>  **Anonymous** 10/18/24(Fri)21:41:23 No.28051334  
File: [IMG\\_7961.jpg](#) (910 KB, 1170x1757)



Got absolutely shafted today thinking I got a steal for 4 used fanashit pedals for \$200.  
Only the newest set of V3s work. Should I even bother fixing the 3 left over or should I just sell them for parts?

>>  **Anonymous** 10/18/24(Fri)22:47:44 No.28051435  
File: [1702215844912268.jpg](#) (14 KB, 222x266)



the car of the week is supposedly an fto but it doesnt look like one so be cautious. do not ignore metallic smells

>>  **Anonymous** 10/18/24(Fri)23:34:58 No.28051492

Unpopular opinion. Gran Turismo singleplayer has never been good. Its just "start in last place and overtake moving chicanes until they decide to go even slower on last lap".

>> ☐ **Anonymous** 10/18/24(Fri)23:40:34 No.28051504

[>>28051492 #](#)

>Unpopular opinion. singleplayer has never been good. Its just "start in last place and overtake moving chicanes until they decide to go even slower on last lap".

>> ☐ **Anonymous** 10/18/24(Fri)23:42:41 No.28051508

[>>28051492 #](#)

[>>28051504 #](#)

No, no it's worse

GT4, the AI is

>everyone is retarded

>except the AI in front of you

>the AI in front of you is 100% perfect godlike, WITH a cheater power boost

>until you pass them, then they pretend to suck

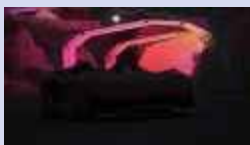
My disappointment was immeasurable and my day was ruined.

>> ☐ **Anonymous** 10/18/24(Fri)23:43:03 No.28051511

[>>28051492 #](#)

this is common knowledge but nobody wants to say it because GT is still soulful as fuck in literally every other aspect. like yeah the ai is dogshit but what other game can i drive around some obscure as fuck concept car or japanese grocery getter and take pictures with it at scenic vistas around the world while listening to jazz and lounge music

>> ☐ **Anonymous** 10/18/24(Fri)23:45:34 No.28051515  
File: [1698015189394895.png](#) (2.31 MB, 1920x1080)



[>>28051508 #](#)

>AI is

>everyone is retarded

>except the AI in front of you

>the AI in front of you is 100% perfect godlike,

WITH a cheater power boost

>until you pass them, then they pretend to suck

>> ☐ **Anonymous** 10/18/24(Fri)23:50:03 No.28051524

[>>28051515 #](#)

I will buy all of the paid mods that ever come out for AC Evo before I ever, ever play a Forza that isn't 1 or 2.

>> ☐ **Anonymous** 10/18/24(Fri)23:56:24 No.28051531

what they should do is make the ai go all out. i want a game that feels like im actually in a racing competition, not just a "pass every car and win a new one" simulator, ea nascar does that, but its nascar

>> ☐ **Anonymous** 10/18/24(Fri)23:58:47 No.28051536

[>>28051531 #](#)

sure I'm just saying some settings would be nice

>rubber band on/off

>boost on/off for both player and AI

>ai skill level percent

GT4 is just embarrassing in this regard. I had to drop the game after doing the B-license races like I dropped DB: Kakarot for it's abysmal lame ass wannabe souls-like fight system. And no, I have never payed for either.

>> ☐ **Anonymous** 10/19/24(Sat)00:01:11 No.28051539

[>>28051536 #](#)

nr2003 is hyper customizable like that and i struggle to find a percentage that keeps the race competitive instead of just the entire

pack leaving you behind instantly or rocketing to the front with no effort

>> ☐ **Anonymous** 10/19/24(Sat)00:12:02 No.28051553

why do rwd cars lose grip so easily?  
even if accelerating overly careful.  
but it also happens when cornering without accelerating at all, they just slide to the side.  
does that mean I'm going too fast? then how the fuck am I supposed to drive fast?

>> ☐ **Anonymous** 10/19/24(Sat)00:15:49 No.28051559

>>28051553 #  
too much torque

>> ☐ **Anonymous** 10/19/24(Sat)00:20:26 No.28051570

>>28051553 #  
simple answer:  
you need to learn throttle control. you're goosing it too much.

>> ☐ **Anonymous** 10/19/24(Sat)00:34:35 No.28051589

File: [hey\\_not\\_ba\\_uhh\\_whoahshitfuck.webm](#) (3.22 MB, 1280x720)



>> ☐ **Anonymous** 10/19/24(Sat)00:42:35 No.28051600

>>28051589 #  
damn this makes me discouraged to get into gamedev

>> ☐ **Anonymous** 10/19/24(Sat)01:31:25 No.28051680

>>28047961 #  
>0 pictures or videos of this in use  
the whole website seems like an aliexpress rebrand scam.

>> ☐ **Anonymous** 10/19/24(Sat)01:46:10 No.28051708

File: [embracepain.png](#) (360 KB, 500x322)



>>28051589 #

>> ☐ **Anonymous** 10/19/24(Sat)02:01:38 No.28051728

>>28051600 #  
Why? Game deving is a lot like advanced wrenching. Lots of trial and error it's literally why anons will recommend you start with some junkyard tier shitbox because you will fuck up here and there and it's best you do it to something you didn't spend a fortune on. But you will get there you can make games it just takes patience and dedication.

>> ☐ **Anonymous** 10/19/24(Sat)02:12:28 No.28051742

>>28050255 #  
>is GT7 any good?  
I played through a good chunk of the singleplayer for the first time a couple weeks ago, I thought it was alright. It's absolutely nothing like old GT was, it's less of a campaign and more of a curated collect-a-thon experience like nu-forza is unfortunately. But I didn't hate it like I was expecting to. The GT aura is definitely still there in some form, and the starting in slow cars part is just long enough to not become stale, before they start throwing you in sportier cars. As a "sit-down-and-play-after-work" experience, I think the cafe system is a little more engaging than grinding the sunday cup 4 times in a row to progress. The AI drivers are leagues more intelligent than any other GT game too, which is nice. Also lots of cool new tracks (mostly dirt so YMMV) and car customization isn't as miserable as GT3/4. Framerate is pretty solid too which is nice to have after the slideshows that GT5/6 were. Graphics obviously are eyecandy

even with RT disabled. If you're the kind of guy who spends more time in the garage and photo mode than racing you will like GT7 a lot. If you're going in expecting a challenging, engaging racing career mode, look elsewhere.

After going in expecting to hate it as a diehard PS2-era GT fanboy, I don't regret buying the game at all. It's fresh, if nothing else.

>> ☐ **Anonymous** 10/19/24(Sat)02:18:58 No.28051756  
File: 00275-3271231180.png (1.56 MB, 1640x1232)



[>>28051553 #](#)

a rear wheel drive car slides because the rear wheels are pushing instead of pulling which levers the rear end out in extreme handling situations. just like a fwd car, if you overaccelerate or overbrake the car gets some ideas of its own. but instead of driving straight in this situation, it wants to turn more. you can utilize this characteristic to corner quickly, just like scandi flicks in fwds.

the trick is balance. when you slide back off the throttle but not all the way. when you countersteer in a slide, don't crank it over all the way. weirdly imo the throttle control is very similar between fwd and rwd, the cars just do different stuff. you're mostly doing different things with the brakes and the steering.

with rwd you need to mentally anticipate that the rear end will step out in certain situations before it actually does and turn the steering to compensate for this motion. this is in heavy contrast to fwd where you basically want to always steer in the direction you want to go.

you have to downshift and brake at the same time in order to smoothly decelerate into corners on a racetrack with rwd because the engine acting on the rear wheels changes the brake balance dynamically.

this is all stuff that seems incredibly autistic but i promise it's actually super simple and will make more sense if you keep trying to drive it, especially with a wheel.

>> ☐ **Anonymous** 10/19/24(Sat)02:19:08 No.28051757

[>>28051742 #](#)

GT singleplayer was never good anyway. once multiplayer features were introduced they immediately took the chance to trim out the bulk of the SP content because they knew nobody would play it. GT6 was more of an online hangout and car meetup social game than a racing game. they knew this since the prize money for the seasonals was so ridiculously pumped up compared to the SP races so that you could buy whatever car you wanted for multiplayer, or show it off on your wall in the built in social media app.

>> ☐ **Anonymous** 10/19/24(Sat)02:48:01 No.28051786

[>>28051757 #](#)

>GT singleplayer was never good anyway.

I reluctantly agree, this is probably the crux of it. Looking back on my playthroughs of GT2/3/4, the things I liked the most about those games weren't racing the retarded AI and beating the championships, but ogling the cars, building them out, reading the details about the cars, window-shopping all the cool cars I couldn't afford (and the subsequent satisfaction of finally buying them), taking photos, enjoying the graphics etc. Mostly just kaz autism attention-to-detail and a well-crafted atmosphere. Almost all of that is present in GT7 too. I would even argue that singleplayer in GT7 is more fun just from the AI improvements alone. Hell, I even liked Music Rally (besides two of the songs, you know exactly which ones) and thought it fit in with the extra modes like Missions just fine. For the first couple hours of playtime, all I could think about was wondering why this game got so much hate. It was a great, consistently fresh experience, AND I got to build shitboxes into racecars several times to progress the game on top of that.

The hard truth, I think, is that the cafe system plays into these strengths (that I liked, at least) of the previous games a lot better than the traditional structure of yore. There is no shortage of interesting cars and cool tracks in this game too.

In order to have a more focused, structured career mode that everyone seems to want, a lot of this atmosphere and variety would have to be scaled back. And this is where, I believe, the problem lies. Because considering all the good parts of GT that everyone seems to love, when you start focusing on having just a few cars and placing more importance on what happens on-track, at what point does it stop being Gran Turismo and start being ToCa/GRID? Because let's be real, even with Sony dollars, we all know Polyphony can't have their cake and eat it too.

>> ☐ **Anonymous** 10/19/24(Sat)03:23:04 No.28051821

[>>28051756 #](#)

appreciated!

I'm doing exceptionally well on FWD cars but struggling with RWD.

I love how I can toss FWD cars into corners with a slide and I never fuck up because of how the car pulls itself out of trouble, like you explained.

I do use a G923 wheel.

Using a slower RWD car instead of 400+ hp ones does help too lol.

>> ☐ **Anonymous** 10/19/24(Sat)03:32:41 No.28051835



>>28050484 #

>I want a 2024 racing game with a comprehensive list of traffic cars made between 2020 and 2024 absolutely disgusting.  
popular cars are popular for good reason most of the time

>> ☐ **Anonymous** 10/19/24(Sat)03:36:29 No.28051839

File: [Juiced-win-cover.jpg](#) (50 KB, 256x361)



You know what? I quite liked the singleplayer of Juiced.

>> ☐ **Anonymous** 10/19/24(Sat)03:51:16 No.28051846

File: [carx\\_sneed.webm](#) (3.88 MB, 746x420)



>>28051821 #

you can still toss a rwd car but instead of the car self correcting you have to force it correct by applying a suitable amount of power. when you accelerate and brake, the influence of the front or rear tires shifts. most of the time in a rwd car as long as you can stay on the throttle without over-rotating the drive wheels, the car will go exactly where it is pointed. when you lift or brake the front wheels get a bit more grip you can

flick the car into the corner with. counter steer fast, bang down a gear, and get on the gas quickly to shift the weight back to the rear wheels, which will now shove the car in the direction it's pointed. the trick is to catch the car with the countersteer before it can over rotate and drive it "straight sideways" if that makes any sense. with good ffb systems there is a moving "notch" that you can feel in the steering that represents the vehicle's natural caster tracking and you basically catch that with the steering wheel and ease the car around the corner by guiding it in the direction you want to go. a rwd car is somewhat more like an animal that has a mind of its own and you have to work with it to go fast.

>> ☐ **Anonymous** 10/19/24(Sat)04:00:33 No.28051856

>>28050484 #

>I want a mid range toyota chr. I want a diesel mercedes c class. I want renault clio 0.9 tce. I want nissan leaf. I don't.

>> ☐ **Anonymous** 10/19/24(Sat)04:25:27 No.28051886

File: [CarX Street - 2024-10-18 \(...\).webm](#) (3.87 MB, 746x420)



also carx street update 1.10 is excellent, they completely reworked the tire model and the cars feel incredibly realistic.

the mobile game grind seems to have been balanced out, you get big money just for driving around aimlessly and discovering new things, crew 1 style. however driver level is a real grind still.

the fuel usage/mass and tire wear thing is funny simulation value but underutilized and the collision physics

are such pure junk it's like playing a really astoundingly good garrys mod gamemode.

the ai for both the racers and traffic is comedy gold, they are aware of you and each other but aren't very good at making decisions and will often just smash directly into traffic or take turns too wide and get stuck on buildings, etc.

unlike crew and nfs where you can reliably expect traffic cars to behave in predictable ways all the time carx mixes it up a bit and you never really know if a car will stop because you're sliding towards it in an intersection. maybe it panics and swerves. maybe it just fucking smashes your ass and you get eurojanked off an overpass.

>> ☐ **Anonymous** 10/19/24(Sat)04:31:51 No.28051888

>>28051846 #

>>28051886 #

I just drive a mustang 350R with a „grip tune“ and goddamn that thing was sticky! I couldn't even get it to spin out lol. I managed to get a 7:32min burgerking time in.

Dunno how good the tire physics in Forza Motorsport are but I assume it had slicks or something.

I heard carx/street is excellent for drifting. Some say it's the most realistic even. I should download it


>> ☐ **Anonymous** 10/19/24(Sat)04:50:24 No.28051907

>>28051888 #

its got a very nice map for just cruising around and sliding into shit, basically a similar size as horizon but more dense with roads. it's definitely one of the most realistic-handling arcade street race games but it's also very janky and unfinished elsewhere.


forza has some stupid hidden handing assists and the cars are set up out of the box to cope with this and not actually drive like real cars. so when driven with a wheel where the assists don't really apply, the cars drive shitty, very peaky and twitchy, because

everything is set up tight which makes it harder to get into advanced techniques. you can fix this with the tuning menu but its a pain in the ass. most of those grip tunes are just undoing some of that stock peaky, toe-in setup.

>>  **Anonymous** 10/19/24(Sat)06:59:56 No.28051989

[>>28051839 #](#)

You know what? Fuck you Juiced 2 was better in every aspect.

>>  **Anonymous** 10/19/24(Sat)07:06:02 No.28051993


File: [1726997980539736.jpg](#) (78 KB, 998x576)



[>>28051989 #](#)


[>>28051839 #](#)

you know what? I enjoyed the car list and modifications of the juiced games but felt the handling was pretty unrealism and didnt like the closed off streets, you need to be risking the lives of normal road users for maximum street racing scumbaggery

>>  **Anonymous** 10/19/24(Sat)07:12:56 No.28051999

[>>28048749 #](#)

>I could have saved her....

>>  **Anonymous** 10/19/24(Sat)07:20:24 No.28052005


File: [JUSTicia.jpg](#) (35 KB, 647x388)



[>>28050138 #](#)

[>>28050150 #](#)


based

>>  **Anonymous** 10/19/24(Sat)08:10:48 No.28052038

[>>28050484 #](#)


>I want a 2024 racing game with a comprehensive list of traffic cars made between 2020 and 2024

no you don't, gt4 came out at the peak of the commuter car when even boring shitboxes had character and that is a big part why the game is so memorable, nobody wants a game with 15 rebadged stellantis crossovers with the same 1.2 pureshit engine

>>  **Anonymous** 10/19/24(Sat)08:31:28 No.28052047


[>>28052038 #](#)

cars in gt4 don't have character they have one physics model shared across all of them. gt4 is thoroughly unable to convey a car's character because of how limited it is, and how sloppily it was made.

>>  **Anonymous** 10/19/24(Sat)09:28:47 No.28052106

[>>28052047 #](#)

I'm not talking about driving characteristics


>>  **Anonymous** 10/19/24(Sat)09:46:18 No.28052136

File: [1675374421068.jpg](#) (21 KB, 739x415)




I will offer a weak defense of GT7 singleplayer and say that at least it is unique and entirely focused on WHY cars are good. I found the text bubbles and even the cheesy dialogue funny. It fits with GT and if you actually put the effort to care about you will come out learning a bit more about cars.

The solution was to still have the gt cafe but weave it into a traditional racing campaign

>>  **Anonymous** 10/19/24(Sat)09:56:13 No.28052151

[>>28052136 #](#)

>jeet gaymer gurl pops up like skibidibi toilet  
now THIS is what the people wanted


>>  **Anonymous** 10/19/24(Sat)10:02:00 No.28052156



>>28052136 #


>I found the text bubbles and even the cheesy dialogue funny

So there is people who likes that trash. I think they should get rid of all that nonsense. It's not a car museum, it's not a real car collection. It's just a fucking video game.

>>  **Anonymous** 10/19/24(Sat)10:29:44 No.28052215


>>28051600 #

It's fun, it's like figuring out a puzzle. It's just math. Quaternions are being a nigger right now is all. Somewhere a cos is a sin or an angle is negative or something.

>>  **Anonymous** 10/19/24(Sat)11:03:40 No.28052263


>>28051511 #

This is supposed to be controversial? I remember being on GTPlanet over a decade ago and everyone would universally shit on the AI in GT games for being completely retarded and slow.

>>  **Anonymous** 10/19/24(Sat)11:08:00 No.28052269


>>28051531 #

This isn't fun for a game like GT where career progress hinges on you winning the races, and the content is more about experimenting and tuning a wide variety of cars. Nobody wants to redo "3 laps of autumn ring" over and over until they can eke out a cheeky W. It works in the F1 and NASCAR games because they're more about simulating an actual racing season and you're trying to build up a team and a car into being competitive. To make GT like that would require a fundamental shift in the game's design, which would take it away from what GT is about.

>>  **Anonymous** 10/19/24(Sat)11:20:59 No.28052287


>>28051680 #

thats what I initially thought

>>  **Anonymous** 10/19/24(Sat)11:23:49 No.28052294

>>28052156 #

that sort of wank is part of GT's DNA since day 1 when every car had a stupid ass written description about it and you had gay features like a car wash  
kaz made gt because he couldn't make a museum in the same way kojima made mgs because he couldn't make a movie

>>  **Anonymous** 10/19/24(Sat)11:30:03 No.28052303


>>28052294 #

>that sort of wank is part of GT's DNA

Please don't rub salt in the wound.

>kaz made gt because he couldn't make a museum

kaz made gt because he couldn't become a famous car pilot

>>  **Anonymous** 10/19/24(Sat)11:35:56 No.28052322

File: [0e1d9e1d3632cbdcf0c9778e1\(...\).png](#) (23 KB, 1920x1200)



I'm working on an amateur car game. I'm making a suspension model.


The blue line is the tire position.

The red line is the car position.

The orange line is the suspension length (distance between the car and the tire).

The black line is the resting suspension length.

It looks like it's working. Now I can implement my car physics.

>>  **Anonymous** 10/19/24(Sat)11:44:30 No.28052332

>>28052294 #

>every car had a stupid ass written description about it and you had gay features like a car wash

imagine comparing that to voiceover faggotry with some AI generated non White face looking at you

youse will often cope with this "y-yeah but earlier games had a similar thing.." shit  
its retarded

>> ☐ **Anonymous** 10/19/24(Sat)11:58:42 No.28052355

[>>28052332 #](#)

both are absurd wastes of space and dev time that could have been spent making the game not shit instead

>> ☐ **Anonymous** 10/19/24(Sat)12:01:11 No.28052361

[>>28052355 #](#)

I agree but its significantly worse

>> ☐ **Anonymous** 10/19/24(Sat)14:25:39 No.28052635

track limits at magpark are off for tonight because they suck ass  
if you corner cut like a bitch (and it isnt funny) youll be disqualified

>> ☐ **Anonymous** 10/19/24(Sat)15:15:43 No.28052743

[>>28051989 #](#)

Juiced 2 felt like a bit of a nfs pro street clone. The livery editor was based though.

>> ☐ **Anonymous** 10/19/24(Sat)15:19:36 No.28052753

[>>28051993 #](#)

I liked the exaggerated oversteer and mechanical damage of Juiced 1. The carbody destruction of Juiced 2 was also hilarious seeing your headlights shoot out of your car and bend the wing of the guy in front of you.

>> ☐ **Anonymous** 10/19/24(Sat)15:24:48 No.28052769

[>>28052136 #](#)

>cool cars will get you girls!

>the girl:

>> ☐ **Anonymous** 10/19/24(Sat)15:43:24 No.28052809

File: [PCSX2 Screenshot 2018.12.\(...\).png](#) (83 KB, 1024x768)



[>>28052136 #](#)

>gold digger jeets

soulless

>good muisc in the car dealership

SOUL

[https://youtu.be/OyHqfO\\_f1Ns?si=aMT3Cp3m47yTH3\\_G](https://youtu.be/OyHqfO_f1Ns?si=aMT3Cp3m47yTH3_G)

[Open]

>> ☐ **Anonymous** 10/19/24(Sat)15:53:16 No.28052831

[>>28052809 #](#)

Car brochure images for each car in the dealership is something you will never ever get again

>> ☐ **Anonymous** 10/19/24(Sat)16:02:00 No.28052846

[>>28052151 #](#)

>lick it, it tastes like butter chicken. If you eat well you get chutney.

>> ☐ **Anonymous** 10/19/24(Sat)16:17:52 No.28052872

[>>28052322 #](#)

How powerful of pc does one need to get into developing a car game?

>> ☐ **Anonymous** 10/19/24(Sat)16:21:47 No.28052880

>>28051989 #

Fucking hell how can people prefer the handling of the second game is beyond me  
The physics and handling went way more arcadey and braindead

>>

☐ **Anonymous** 10/19/24(Sat)16:43:45 No.28052920

>>28050138 #

funniest thing about the soundtrack of these new NFS games is that you don't even get to hear most of it because of how trash the mixing is, it keeps cutting the freeroam music when a cop spots you and there's no option to turn it off like in the original Most Wanted

it's specially bad in Unbound because there's a long ass pause after you lose the police, it's almost like someone realized how bad the soundtrack is and came up with this since sitting in silence is better than having to listen to taco restaurant music

>>

☐ **Anonymous** 10/19/24(Sat)17:19:33 No.28052991

>>28052872 #

You mean how powerful the PC must be? Not that much. My goal is to have something as good as Driver, maybe a little bit better.

>>

☐ **Anonymous** 10/19/24(Sat)19:12:41 No.28053212

>>28052846 #

do not redeem

>>

☐ **Anonymous** 10/19/24(Sat)19:58:36 No.28053282

>>28052846 #

ma'am, yes you may redeem the card. have a nice day

>>

☐ **Anonymous** 10/19/24(Sat)20:21:18 No.28053323

>>28052872 #

???

GT2 ran on a 33Mhz 2MB ram playstation, you can get some cheap 4 core 4Ghz, 8gb ram home office throwaway for \$100. Usually you can upgrade the processor and ram, and find something with a PCI slot to cut away the case to fit an actual graphics card in it too.

>>

☐ **Anonymous** 10/19/24(Sat)20:29:25 No.28053335

>>28053323 #

>2MB ram

jesus

>>

☐ **Anonymous** 10/19/24(Sat)21:44:33 No.28053441

>>28052332 #

>imagine comparing that to voiceover faggotry  
gt7 doesn't have voice over

>>

☐ **Anonymous** 10/19/24(Sat)22:53:53 No.28053533

File: [fetch \(1\).jpg](#) (344 KB, 1440x2560)



>>28047118 (OP) #

Jimmy and Super GT won  
another NLS race

>>

☐ **Anonymous** 10/19/24(Sat)23:01:04 No.28053549

>>28053533 #

\*Manuel Metzger

>> ☐ **Anonymous** 10/20/24(Sun)00:12:39 No.28053647

[>>28053533 #](#)

/ovg/ hates Jimmy

>> ☐ **Anonymous** 10/20/24(Sun)01:48:21 No.28053791  
File: [VKOVGT3E OVG T3 S1AE 7 2.webm](#) (3.63 MB, 1680x944)



>> ☐ **Anonymous** 10/20/24(Sun)01:51:34 No.28053795  
File: [VKOVGT3E OVG T3 S1AE 7 4.webm](#) (3.76 MB, 1920x1080)



>> ☐ **Anonymous** 10/20/24(Sun)02:01:10 No.28053806

[>>28053647 #](#)

/ovg/ hates everything

>> ☐ **Anonymous** 10/20/24(Sun)02:22:34 No.28053833

[>>28053791 #](#)

Dead series

>> ☐ **Anonymous** 10/20/24(Sun)02:26:42 No.28053841  
File: [VKOVGT3E OVG T3 S1AE 7 1bis.webm](#) (3.55 MB, 1680x944)



>> ☐ **Anonymous** 10/20/24(Sun)02:45:18 No.28053861

[>>28053323 #](#)

>4 core

Damn my pc only has 2. Time for an upgrade.

>> ☐ **Anonymous** 10/20/24(Sun)04:47:26 No.28054064

[>>28052872 #](#)

i made a racing game on a thinkpad with win7 and 8gb ram, no gpu. obviously the physics tickrate will be the only deciding factor in all of this.

>> ☐ **Anonymous** 10/20/24(Sun)05:55:27 No.28054119

[>>28053533 #](#)

wait what I thought the Porsche won. the first BMW came in at #17 or so lol

>> ☐ **Anonymous** 10/20/24(Sun)06:45:23 No.28054154

[>>28049316 #](#)

>bought an ayn odin 2 second hand for cheap as fuck

>comfy playing gt4 with spec II in bed

>> ☐ **Anonymous** 10/20/24(Sun)07:45:44 No.28054212

File: [download \(32\).jpg](#) (258 KB, 1080x1920)



>>28054119 #  
won their class

>> ☐ **Anonymous** 10/20/24(Sun)10:40:22 No.28054452

>>28054212 #  
what class is it

>> ☐ **Anonymous** 10/20/24(Sun)10:51:51 No.28054474

I've been banned for a month and it's sad to see that you guys still accuse random people itt of being me, proving that once again I have come out victorious against the redgov.. Now that I'm back though I just want to say that I hope AC EVO kills irecting for good.

>> ☐ **Anonymous** 10/20/24(Sun)10:55:03 No.28054481

>>28047118 (OP) #  
Incel cars

>> ☐ **Anonymous** 10/20/24(Sun)10:56:22 No.28054484

>>28054452 #  
sp8t

>> ☐ **Anonymous** 10/20/24(Sun)11:00:06 No.28054493

>>28054481 #  
are they ugly, slow, gay, or none/all of the above?

>> ☐ **Anonymous** 10/20/24(Sun)11:14:32 No.28054519

File: [Zell am See, Austria.jpg](#) (1.34 MB, 1179x663)



Zell am See, one of the datamined race tracks in GT7.  
What's here, Austria-anons?

Or is Yamauchi just going to more vacation destinations  
under the guise of work?

>> ☐ **Anonymous** 10/20/24(Sun)11:25:32 No.28054539

>>28054484 #  
what is even that

>> ☐ **Anonymous** 10/20/24(Sun)11:27:16 No.28054542

>>28054484 #  
>let's make up a class with barely any competitors so we (BMW) can win  
Imao

>> ☐ **Anonymous** 10/20/24(Sun)11:28:28 No.28054546

>>28054519 #  
Kraut here. Been there twice. It's literally just old folks and tourists

>> ☐ **Anonymous** 10/20/24(Sun)11:28:30 No.28054547

File: [Giti Tire Motorsport by W\(...\).jpg](#) (367 KB, 1202x1202)



>>28054539 #

Its an SRO GT4 class but with non-regulation suspension or tyres because Bilstein wanted to ensure their product line is shown off in an endurance format.

Giti did the same with their Singaporean/Indonesian tyres.



**Anonymous** 10/20/24(Sun)12:16:54 No.28054616

>>28054519 #

>Or is Yamauchi just going to more vacation destinations under the guise of work?

Eigel and all those GT5/GT6 european tracks always felt like paid vacation for PD

So did Citta Di Aria and New York in GT4



**Anonymous** 10/20/24(Sun)12:17:55 No.28054619

>>28054539 #

Same class Kaz Yamauchi ran in his 24h endurance days



**Anonymous** 10/20/24(Sun)12:21:25 No.28054623

File: [Walkenhorst Motorsport BM\(...\).jpg](#) (224 KB, 2000x1229)



>>28054619 #

That was SP9, the GT3 class

<https://youtu.be/rWrn9trit08> [Open]

<https://youtu.be/ygUqvfeAaa0> [Open]



**Anonymous** 10/20/24(Sun)12:22:40 No.28054625

File: [Paseo-de-Kazunori-Yamauch\(...\).jpg](#) (630 KB, 1600x1200)



>>28054519 #

>>28054616 #

Those paid vacations unironically boost local economies. No other series has that effect.



**Anonymous** 10/20/24(Sun)12:24:15 No.28054628

>>28054623 #

You're retarded



**Anonymous** 10/20/24(Sun)12:24:20 No.28054629

>>28052215 #

You may want to check and unit test that math separately from the game.

Nothing like debugging weird physics for hours only to find that a sign in a cross product or intersection check was flipped somewhere.



**Anonymous** 10/20/24(Sun)12:28:07 No.28054635

>>28054619 #

who



**Anonymous** 10/20/24(Sun)12:29:11 No.28054638

>>28054623 #

I just googled it. It was SP8T with a Nissan GTR



**Anonymous** 10/20/24(Sun)12:41:01 No.28054659

File: [1648399000926.png](#) (293 KB, 720x386)



LOVE OF MY LIFE  
WHERE HAVE YOU BEEN  
I WONDER IF I'LL EVER SEE YOU AGAIN  
<https://youtu.be/7biW2vAuQeE?si=6nOMmGkNObnY8PWx> [Open]

>> ☐ **Anonymous** 10/20/24(Sun)12:42:02 No.28054663

[>>28054635 #](#)  
Forza guy

>> ☐ **Anonymous** 10/20/24(Sun)12:44:59 No.28054671  
File: [walkenhorst motorsport as\(...\).jpg](#) (557 KB, 2560x1706)



[>>28054623 #](#)  
Mentioned twice  
[https://en.wikipedia.org/wiki/2014\\_24\\_Hours\\_of\\_N%C3%BCrburging](https://en.wikipedia.org/wiki/2014_24_Hours_of_N%C3%BCrburging)  
[https://en.wikipedia.org/wiki/2016\\_24\\_Hours\\_of\\_N%C3%BCrburging](https://en.wikipedia.org/wiki/2016_24_Hours_of_N%C3%BCrburging)

Also Walkenhorst Motorsport moved away from BMW and gave Aston Martin a lot of GT3 wins.

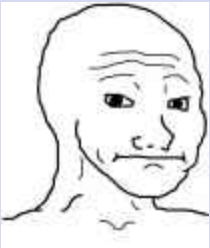
>> ☐ **Anonymous** 10/20/24(Sun)12:48:27 No.28054676

[>>28054623 #](#)  
the one time he raced something other than the GTR and it was a terrible result,the bimmer was full of issues throughout the race from what i remember

>> ☐ **Anonymous** 10/20/24(Sun)14:30:59 No.28054880

[>>28054546 #](#)  
The perfect kind of place for a racetrack using kaz logic

>> ☐ **Anonymous** 10/20/24(Sun)14:40:41 No.28054897  
File: [1716513416957.png](#) (98 KB, 645x773)



Bought the Imp3 in iracing and am starting to see how dentists were binning these constantly. I still can't wrap my mind around how these pigfat gt cars dressed up as prototypes are actually faster than gtd cars

>> ☐ **Anonymous** 10/20/24(Sun)14:45:09 No.28054904

[>>28054897 #](#)  
They weigh a lot less than you think they do

>> ☐ **Anonymous** 10/20/24(Sun)14:46:25 No.28054907  
File: [file.png](#) (4 KB, 53x314)



>hit 1.0 sr in lfm  
>finally learning how to not be a retard for the most part and working my sr back up  
feels good bros. getting tailgated and side by side racing still freak me out so I usually just let people pass but I'm thinking I might be able to move up to top 10 in the 3rd split of the shitter mx5 races if I can avoid major collisions.

>> ☐ **Anonymous** 10/20/24(Sun)14:50:39 No.28054918



[>>28054904 #](#)

Bought it last night and ran some drunk laps at phillip island and it was a real bitch, but its my first road car purchase so I'm going from the mx5 up to Imp3

>>



**Anonymous** 10/20/24(Sun)14:52:12 No.28054920

[>>28054547 #](#)

>car team comprised of women

Would've been based if there was one single dude. Imagine having a harem race team.

>>



**Anonymous** 10/20/24(Sun)14:59:30 No.28054938

[>>28054897 #](#)

450hp, 950kg compared to 296 GT3's 600hp, 1250kg. Doesn't have to look like a road car so it might have less drag, I don't know the regulations but could have more downforce?

>>



**Anonymous** 10/20/24(Sun)15:15:05 No.28054970

[>>28054938 #](#)

The grip really is just atrocious in low speed corners and at the limit, I've just been 2FMSHing my way through the spins. The back loves to swing around on you as youre coming off the brakes.

>>



**Anonymous** 10/20/24(Sun)18:51:58 No.28055408

Looking to buy a wheel.

Have two options, G920 and Thrustmaster TX. Thrustmaster is considerably more expensive (\$150 more). But I've been using a G27 for a decade and want to try something different to logitech's gear drive system. Suppose \$150 isn't worth it though, because that can just go towards loadcell pedals or a cockpit frame or something.

Would it really be worth the extra \$150?

Also what are some mods that can be done to the G920 brake to make it more usable. Remove the stopper and install a heavier spring?

>inb4 someone says to spend \$800 on a direct drive base

>>



**Anonymous** 10/20/24(Sun)19:17:58 No.28055443

[>>28055408 #](#)

you should really be upgrading to at least a belt drive if you already have a logitech. frankly I would rather deal with a broken logitech than being retarded and getting another logitech.

>>



**Anonymous** 10/20/24(Sun)20:27:47 No.28055598

just buy the damn entry level fanatec DD

>>



**Anonymous** 10/20/24(Sun)20:29:43 No.28055607

[>>28055598 #](#)

>just spend \$600 AUD on a base that is permanently out of stock, then send a other \$600 on pedals+wheel+shifter

>>



**Anonymous** 10/20/24(Sun)20:32:12 No.28055611

[>>28055607 #](#)

yes

>>



**Anonymous** 10/20/24(Sun)20:36:37 No.28055620

[>>28050484 #](#)

FH5 has a lot of these

>>



**Anonymous** 10/20/24(Sun)21:45:25 No.28055743

>>28050484 #

The majority of GT4's car list was classics and sports cars, you spaz. For every "shitbox" there were five Skyline GTRs or some old racing car. Play the fucking game. Most of the 'mundane' stuff were copypasted sports cars with the power turned down. You know damn well you will never ever ever buy the Silvia J's or 323i. You like the idea; the aesthetic. You pursue feelings rather than actual gameplay. YOU are the cancer killing gaming. Now rope



**Anonymous** 10/20/24(Sun)22:00:16 No.28055772

>>28055408 #

G27 to G920 isn't worth it. Either put the money to pedals like you said or save for a DD.



**Anonymous** 10/20/24(Sun)22:56:27 No.28055890

>>28055772 #

G27 is gone, that's why I need a new one.



**Anonymous** 10/20/24(Sun)23:08:09 No.28055910

File: [t300.jpg](#) (180 KB, 1500x1130)



>>28055890 #

Pic rel and call it a day



**Anonymous** 10/21/24(Mon)02:24:32 No.28056172

File: [Screenshot\\_20241021-002245.png](#) (658 KB, 1080x2134)



I'm surprised everything written here is om Forza's official website



**Anonymous** 10/21/24(Mon)02:28:35 No.28056180

just loaded up bng sp in vr ogc2 barely gets 30fps in vr and 60fps in 2d

johnson valley gets 60fps in vr

looks werri nice at 2k reso in a quest 2

noticed my gpu and cpu utilization never goes over 50-80% so something fucky is still going on with vulkan and w11 optimisation with a 13600k and 79xtx



**Anonymous** 10/21/24(Mon)02:30:08 No.28056182

>>28056172 #

basically admitting their sound design went to shit after fm6 fh4

that said gt7 and gts absolutely needed their sound design fixed but ac and bng modded have good enough sound design i dont even play other games anymore



**Anonymous** 10/21/24(Mon)03:19:56 No.28056238

>>28055408 #

I'll sell you my old Ftec CSL-E v1.1 base for \$150.

It's got that famous Fanatec CLUNKCLUNKCLUNK during hard back and forths.

Totally worth it. I didn't regret anything and wasn't annoyed at all.



**Anonymous** 10/21/24(Mon)03:50:00 No.28056267

File: [beamerino.png](#) (3.26 MB, 3840x1080)



>>28056180 #

No it's beamng being shit at handling large data sets because it's somehow still a single-primary-thread program in 2024.

You gotta turn your graphics settings down to decrease the API draw calls. There won't be a CPU made in the next 15 years that can turn this into 60fps vr capable.



Anonymous 10/21/24(Mon)04:16:36 No.28056288

>>28056267 #

>simulate every individual part of a car  
>forget to optimize  
truly the glory of the fatherland



Anonymous 10/21/24(Mon)05:15:10 No.28056329

File: ccigvp1ar1q41.png (1.32 MB, 1280x720)



>>28056172 #

>project gotham racing  
hey that's the game where you can walk around the dealership place see that's what GT7 needs instead of the fucking cafe.



Anonymous 10/21/24(Mon)06:11:08 No.28056392

So now that assetto evo videos are all over youtube and the retarded leaks are debunked, what do we think of the game?



Anonymous 10/21/24(Mon)06:12:31 No.28056394

>>28056329 #

just play the new test drive



Anonymous 10/21/24(Mon)06:33:42 No.28056408

>>28050484 #

>I want a 2024 racing game with a comprehensive list of traffic cars made between 2020 and 2024  
more than half of that list is going to be cuckovers, the mere idea makes me want to throw up

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