RFactor 2 Download Game Hacked

Download ->->->-> http://bit.ly/2NLuSGN

About This Game

Summary

rFactor 2 is a realistic, easily extendable racing simulation from Studio 397. It offers the latest in vehicle and race customization, great graphics, outstanding multiplayer and the height of racing realism. rFactor 2 features mixed class road racing with ultra realistic dynamics, an immersive sound environment and stunning graphics, perfect for top-level esports and a rich single-player experience.

Race against a field of AI cars, or in multi-player mode against others. rFactor 2 supports a full day-night cycle as well as dynamically varying weather conditions such as rain which dynamically builds into puddles. Tracks feature "real-road" technology that changes the grip as more cars drive on it. You can run full 24 hour endurance events and in multi-player mode, driver swaps are also supported. Everything can be customized by the community, including adding new tracks and cars, and a wealth of add-ons are available on-line.Working with several partners, rFactor 2 has been used in hundreds of esport championships all over the world – in particular McLaren's World's Fastest Gamer and Formula E.

rFactor 2 is also an evolving product, which will be updated and added to for many years, so the list of features will expand!

Features

Physics

- Updated to use multi-core CPU technology

- Advanced physics engine

- Newly updated tyre model

- Driving surface construction, even painted line thickness, affects grip levels

- Engine boost and Turbo modeling

- Complex aerodynamics

- Head physics, cockpit vibrations, detailed bump modeling

Dynamic Racing Experience

- Real-time day/night lighting transitions

- Realistic wet/dry weather transitions

- Dynamically laid rubber increases grip throughout racing session(s)

- Rubber chunks ("marbles") roll off tyres and can affect grip

- Tyres sustain damage from poor driving (such as "flatspotting" a tyre) or setups, affecting grip immediately and over time

- Dynamically drying racing line after rain

- Environments filled with animated events like planes, flag marshalls and more…

Graphics/Sound

- Real-time day/night lighting transitions

- Projected headlights for night time driving

- Open VR support for multiple headsets

- Look to apex and head motion tracking support

- DX11 advanced graphics engine

- Real-time day/night transitions

- Adjust player and opponent volume ratio

- See the apex with the Look Ahead slider

- Adjust your seat and mirror while in the driver's seat

- Updating real-time scoring towers

- Expanded and enhanced gauge and LCD features for vehicle cockpits

- Improved loading times

- Updated sound engine

- Changing engine sounds based on upgraded vehicle performance

Gameplay

- New AI who will race for and defend positions

- Define AI opponent types, strength and aggression

- Races can be lap based, time based or both

- Vehicle upgrade system that affects both the appearance and performance of a vehicle

Camera/Replays

- "Resume from Replay" allows you to resume a race from a saved replay

- Full screen monitor and ability to rewind

- Freely move camera from any position including the ever famous exclusive Swingman

- Spectator mode

Multiplayer

- Opponent car skins automatically transmitted

- Completely new multiplayer engine

- Dedicated server

- Native voting system

- Add AI to multiplayer games

- Boot and ban player lists that can be passed around

- Security checks to combat potential cheating

Open Architecture

- Support for modder created car,track and plugin content

- Fully adjustable Showroom, UI and HUD layouts

- More Plugin Interfaces

- Easy to use customizable multi-language support

- Rules to simulate different types of racing

- Completely customize your controller

- Drop in new vehicle liveries

Cars and Tracks

- Over 35 free and paid licensed cars and tracks includiing Silverstone, Renault, Formula E, McLaren, Mercedes, Bentley - the list goes on

- Steam Workshop support for installing cars and tracks

- Steam Item Store for paid content here http://store.steampowered.com/itemstore/365960/browse/?filter=Packs

- For a current list of cars and tracks shipped with the simulation visit this link to the workshop: https://steamcommunity.com/id/studio-397/myworkshopfiles/?appid=365960

Title: rFactor 2
Genre: Racing, Simulation, Sports
Developer:
Studio 397
Publisher:
Studio 397
Release Date: 28 Mar, 2013

 b4d347fde0

Minimum:

OS: Windows 7, 8, 8.1 or 10, with latest Service Packs

Processor: 2.8 GHz Intel Core 2 Duo or 3.0 GHz AMD Athlon II x2

Memory: 4 GB RAM

Graphics: nVidia GTS 450 or AMD Radeon 5750

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 30 GB available space

Sound Card: DirectX Compatible

English

FORMULA E ENERGIZE PACK DLC - NOT INCLUDED IN STANDARD GAME

GT3 POWER PACK DLC - NOT INCLUDED IN STANDARD GAME

Roadmap Update October 2018:

It´s getting colder outside, and most of us probably have either switched to winter tyres already or are planning to right now. Brace yourself, winter is here! But as simracers, we're lucky, our season never ends, so let´s get into this month's roadmap. It was once again a busy time for us. Let's be honest here, that probably never ends either: we are pushing rFactor 2 further every single day, but it's always great to head out to the community with good news like releases or announcements!

Read all about it here:
https://www.studio-397.com/2018/10/roadmap-update-october-2018/

. **Roadmap Update January 2018**:

We're really excited about what this year will bring. Our internal roadmap has been setup and it features lots of cool content, updates and technical improvements. We have news on performance, first and third party content, tracks and a special announcement at the end.

Read more about it here:
https://www.studio-397.com/2018/02/roadmap-update-january-2018/

. **RFACTOR 2 BUILD 1084 NOW AVAILABLE!**:

Hot on the heels of Build 1080 comes Build 1084, fixing some issues raised around the time of the previous release. These fixes include a workaround for the new 2016_TTRS_1 driver from Thrustmaster and a fix for the Logitech G920 pedals being named differently in their latest driver (the profile in rF2 should now work properly with the new driver).

Known issue (see knownissues.txt):

– Lost wheel intermittent repair after driver change, possibly more likely with higher damage percent set. 'Normal' damage repairs function as intended.
– There are still some issues with various security suites that we are not in control of. Depending on what software you use, you will need to find a workaround based on how it reacts or what it blocks. We would be grateful to see these false reports passed onto the developers of those suites so that they can whitelist our software.

Build notes:

FEATURES:
—————-
– Stopped overwriting your own Unsportsmanslike Driving multiplayer setting when you joined a server (should only affect the current setting). This would only matter if you used the same Player.JSON for both servers and clients.

FIXES:
—————-
– Fixed sun occlusion bug in showroom.
– Adjusted particle params for rain spray.
– Removed error msg from Mas2.
– Fix for steam launcher getting "Password invalid" when attempting to download missing components from a password-less dedicated server.
– Workaround for lag in options when using Thrustmaster drivers 2016_TTRS_1.
– Rearranged throttle/brake/clutch pedal mappings for Logitech G920 because they will be rearranged with the next Logitech driver/firmware release (which are in Beta as of this writing). If any users continue to use the previous Logitech drivers, they will need to re-map the pedals after loading the Logitech G920 profile.
– Attempt to prevent Knockout Qualifying plugin from overwriting manual grid edits.. **Roadmap Update March 2018**:

And work goes on!… We continue to relentlessly hammer away at the new features and content mentioned in the previous roadmaps. And yes, you'll be happy to know that this month is no exception: we will still manage to bring you some 'new' things to look forward to.

Read more here:

https://www.studio-397.com/2018/03/roadmap-update-march-2018/. **Roadmap Update April 2019**:

The roadmap this month takes us to the second-smallest, most densely-populated country in the world and home to many past and current racing drivers. But not just there. We basically travel everywhere and show you what´s happening in the big rFactor 2 world. No matter if you are looking for build updates, news about upcoming content or where to find the right competition for you, it's all here and it's called Roadmap!

Read all about it here:
https://www.studio-397.com/2019/04/roadmap-update-april-2019/. **Update for Build 1110**:

Changelog:

- Fixed issues with shadow and texture filtering introduced with performance update.

- Fixed Launcher sporadically hanging on verify with certain content.

- Fixed live replays not working when 'Record Replay' was set to OFF.

- Fixed an issue that caused missing segments of real road on certain tracks.

- New: Corner and safety workers can now be two separate objects and animations instead of being one object with two people. Naming conventions for modders. The new safety workers are called SafetyWorker_001, _002, ... and the animations SB_FLAGDOWN, SB_FLAGHELD, ... similar to the corner worker

- New: Puppet mode was added to dev mode for modders. It shows up in the menus and allows you to remotely control certain aspects of a race. You can also drag select cars in the camera view and control them.

- Fixed missing brake disc glow.

Note: For this latest update, if you are already on rFactor 2 Build 1110, server Admins will NOT need to update dedicated servers.. **Roadmap Update September 2017**:

After a busy weekend at SimracingExpo held at the famed Nurburgring, most of us have both finished vacations and returned to the office, ready to make progress on our next update. At the expo were running an internal build with the newly announced Bentley Continental GT3 2017 racing in the rain at NOLA Motorsports Park.

Read more here:
https://www.studio-397.com/2017/09/roadmap-update-september-2017/
. **February 2017 Roadmap Update**:

We have a lot of exciting news in this month's update as we edge closer to our release at the end of Q1. The team is working very hard in all areas and we're thrilled to share some of the recent developments with you. Updates include new DX11 screenshots, a release date for NOLA Motorsports Park, an update on VR, our UI, competition support, radio communication and an offer to help modders upgrade their content to DX11.

More on the update here:
https://www.studio-397.com/2017/02/roadmap-update-february-2017/. **Build 1112 updated!**:

This update contains mainly bugfixes, and a new logging feature to help us pinpoint the issues some users are having. Read the full changelog here:
https://forum.studio-397.com/index.php?threads/latest-build-update-rfactor-2-1-1112-now-available.61715/. **Stock Car Guide Part 1: The Full-Course Caution**:

As novice stock car simracers quickly realize, oval racing isn't just about turning left, it consists of a complex interplay of many intricate parts! As a genre, stock car is highly dependent on a unique set of "rules" that must be implemented to properly simulate the strategy and "controlled chaos" that make oval racing exciting.

Key elements like full-course cautions, special penalties like EOLLs, and rewards such as the "Lucky Dog" and "Wave Around", are all very specific to stock car racing – and rFactor 2 simulates all of these!

The rules of stock car racing can be difficult to grasp, especially for someone starting out, and without at least some prior knowledge, it might seem a little intimidating just to dip your toes into oval racing. To fully experience stock car racing, you need to do more than just try to take a fast line on track. There's a whole host of things you must be aware of and keep track of, all at the same time! To let you get the most fun out of racing, we're writing a series of short guides that will explain the basic rules of stock car racing.

This first article will look at the "full-course caution" and how it works in rFactor 2. You can read the rest of it here: https://www.studio-397.com/2017/01/stock-car-guide-part-1-the-full-course-caution/

Jigsaw Puzzle Pack - Pixel Puzzles Ultimate: U.S. Landscapes offline activation keygen

CroNix crack cd

FSX Steam Edition - Night Environment: Norway Add-On Download crack cocaine

Masquerada + Original Soundtrack download for pc [Keygen]

World's Greatest Cities Mosaics cheat

Magic 2012 Foil Conversion Forest s Fury keygen download

Reflector: Bug Hunt download gratis

AngerForce: Reloaded zip Download

Toyota Paint Scheme Pack 2 Download] [Ativador]

Evoland Collector Pack Free Download [hacked]