

# Assetto Corsa GTC 60'S Legends

## Assetto Corsa 'AC Legends' GTC 60's Pack



*version 1.0*

*2021-09*

# Index



## ***3. Introduction & Credits***

### ***Car Information***

5. 1967 Alfa Romeo 33 Corsa + **installation notes**
6. 1965 Bizzarrini GT5300 Corsa
7. 1967 Chevrolet Corvette 327
8. 1963 Ferrari 250 GTO + **installation notes**
9. 1964 Ferrari 250 GTO series II
10. 1964 Austin Healey 3000 Lightweight
11. 1962 Jaguar E-type Le Mans
12. 1963 Jaguar E-type Lightweight
13. 1967 Lotus Elan 26R
14. 1955 Mercedes 300SL (R)
15. 1964 Porsche 904/6
16. 1967 Porsche 911R
17. 1965 Shelby Cobra 289 Competition
18. 1963 Shelby Cobra 289 Hardtop
19. 1966 Shelby Mustang GT350R
20. Collecting data...

## ***21. Recommended Content Manager GFX Settings (RainFX + Lights)***

## ***24. Recommended Force Feedback Settings***

24. Thrustmaster T300
25. Simucube2 Pro

## ***26. Track Recommendations +download links***

## ***27. Historic SimRacing Leagues***



### ***About this Mod:***

This mod is a tribute to the 60's era of GT racing. A decade that brought us some of the most beautiful cars ever produced and the best racing ever! Many of the models in this mod were floating around the web for years. Our goal was to bring them up to current AC standards using the latest features of CM/ CSP. Our goal was to use a realistic physics set, with as much real data as possible. This means that most cars have unique 'build from scratch' suspension physics, engines and gearbox. We tried to reproduce the vehicle dynamics of the era, so you do need to balance the cars, be gentle with your inputs and drive the car with your feet!

Despite the big difference between the cars you can actually race them very closely, depending on tracktype, the (dis)advantages per car will be magnified. Enjoy the battle!

Up to 2021 standards with CSP:

- all cars have (refracting) headlights, wipers, improved shaders, high(er) res cockpits
- most skins are 4k scratch made by Ben Nash (or 'reworks / rebuilds' of existing skins).
- all cars have proper LoD's & 3d colliders for better VR/ multiplayer/ big grid AI racing

### ***V1.0 Credits***

- **Models:** Conversions / updates/ add-ons
  - DrDoomslab (models, textures/ AO and all the little details)
  - Norms (Wiper animations, rebuilt LoD's, 3d Colliders, all the little details)
  - Ben Nash (Meisterskinner), Pasta (historic (Japanese) skins)
- **Physics & AI:** Bazza
- **Sounds:** Kunos, AMA Fmod (Porsche 904/911), Legion (Shelby 289's), various unknown sources.
- **Skins:** new 4k skins by Ben Nash + many skins from the [RaceDepartment](#) community: Aad Gagesteijn, Andy-R, BDA, carmar, chili pepper, Gigi54, GPLGEM, GT3RSAss, Guerilla Mods, hal4000, Juergen Lung, LeSunTzu, Ned, Nico, NWRAP, Pasta2000, playwithwind, schUPpor, Smallblock Hero, Tim Lotus, The SourceOf TheNile, susanthe death, Xedrox (sorry if I forgot someone)
- **Testers:** Timo One, ValentinK, Dirk Steffen, capt nasties, 50ftElvis, the [THR](#) community. Over 30.000 km testing km's were made by the team, special thanks to Valentin and Timo for their hard work!

### ***Special Thanks:***

**Youtube Channels:** Mike from [Simracing604](#), Scotty from [2Old4Forza](#), Jake from [GPLaps](#), Michael from [SingleRacer](#) and [Billy Strange Racing](#) for their contagious passion for historic simracing. You might also check the [SirSpatsgaming](#) channel for the latest modding news!

**Websites / Fora:** [The F1 Classic forum](#) , [GTP Forum](#) , [THR - THRRacing](#)

**Discord:** [THR - THRRacing Discord](#) . [2Old4Forza Discord](#) , [Vintage AC Discord](#)

### **Note for proper installation:**

For proper installation of the original Kunos cars follow detailed instruction on the regarding carpage (page 5 → Alfa ; page 8 → Ferrari)

You need 'Kunos Ferrari 70 Anniversary DLC pack' to install the Ferrari 250 GTO  
Please follow additional instructions for correct installation (see page 5 & 8)



**Click here if you'd like to donate something for our work:**



### **Where to find us:**

- We're based at the **new** [F1 Classic Forum](#) with many other vintage simracing fans.
- Discord: <https://discord.me/vintageac> Vintage Assetto Corsa Online Racing Community
- Discord: <https://discord.me/thracing> THR - TH Racing; Vintage AC league / community
- Discord: [2old4forza](#) (USA Westcoast, minimum age 25+)

***May the downforce be with you!***

## 1967 Alfa Romeo 33 Corsa / Stradale

(credits to Kunos for original 3d model)



The 33 Stradale, first built in 1967, was based on the Autodelta Alfa Romeo Tipo 33 racing car. The car, designed by Franco Scaglione, and built by Carrozzeria Marazzi, made its debut at the 1967 Turin Motorshow. Just 18 examples were ever built.

The 33 Stradale is the first production vehicle to feature dihedral doors, also known as butterfly doors. The 33 Stradale also features windows which seamlessly curve upward into the 'roof' of the vehicle. The car has aluminum body on aluminum tubular chassis. As a result of being built by hand, each model differs from the others for some details.

The car has 13-inch Campagnolo magnesium wheels, the fronts eight and the rears nine inches wide; there are Girling disc brakes on all four corners, the rear ones are inboard. Suspension is like in mid-1960s race car with upper and lower control arms in front and double trailing arms in the rear, along with substantial antiroll bars. The race-bred engine bore no relation to the mass-produced units in Alfa's more mainstream vehicles. The engine is closely related to the V8 of the Alfa Montreal, albeit with smaller capacity and in a much higher state of tune.

### Installation Notes on Alfa T33 Corsa/ Stradale

#### Howto install:

1. Install mod pack to your AC install: ...\\SteamLibrary\\SteamApps\\common\\assetto corsa\\
2. Goto \\SteamLibrary\\SteamApps\\common\\assetto corsa\\content\\cars\\ ks\_alfa\_33\_stradale\\
3. In this folder: Copy the following files:
  - alfa\_33\_stradale.kn5
  - alfa\_33\_stradale\_lod\_B.kn5
  - alfa\_33\_stradale\_lod\_C.kn5
  - alfa\_33\_stradale\_lod\_D.kn5
4. Within \\cars folder, goto: ....\\ ac\_legends\_gtc\_alfa\_33\_stradale\\
5. Paste kn5 files here!

Credits to the skimmers on Race Department for their awesome job!

## 1965 Bizzarrini GT5300 Corsa

(credits to Velo for 3d model; modification by drDoomslab)



Bizzarrini always had a keen sense for racing. Despite working for both Ferrari, then Lamborghini, and contributing to their best models, the 5300 was the first car fully credited to his name. Eventually, the very same companies he worked for would become key competition. As an underdog, Bizzarrini knew what he was up against, but he never stopped trying.

The 5300 project stems from a long and complicated relationship between Bizzarrini, Giugiaro at Bertone and Renzo Rivolta. These three worked together to create the Iso Rivolta 300, a flagship car for Iso, having a welded sheet steel monocoque and Corvette V8. Due to sporting nature of the chassis and the reliability of its American power, Bizzarrini wanted to go endurance racing, but Rivolta who owned Iso did not agree. Fortunately, by 1963, Rivolta was finally convinced to finance the development of a more sporting Iso Rivolta. The result was the precursor to the 5300 GT, the Iso Grifo.

The Grifo and 5300 were based on the Iso Rivolta 300 chassis. It was a welded sheet steel tub having a fully independent suspension by double wishbones in the front and a De Dion axle in the rear. These same characteristics were lent to the Grifo and 5300, albeit in a shorter chassis.

Unlike all Italian sports car tradition, Bizzarrini used an American engine for the 5300, specifically the Chevrolet V8. With this engine came a host of benefits: it was ample in power, cheap to purchase and maintain, simple to tune and best of it all, it would run reliably all day and all night. After moderate tuning, the engine provided 365 bhp, keeping it well ahead of Ferrari's 275 GTB. Using lessons learned with the Ferrari 250 GTO, Bizzarrini pushed the heavy V8 far back into the engine bay as possible. When combined with the side-mounted gas tanks the weight balance of the 5300 was very close to a perfect, even during different fuel loads.

For the racing client, or adventurous customer, Bizzarrini offered the competition version with a tighter steering ratio, hot engine, lightweight body and no seat belts!

## 1967 Chevrolet Corvette 327

(credits to Mac Ten for initial conversion; modification by drDoomslab)



The second-generation Corvette sold from 1963 to 1967 and came to be known as the Sting Ray. This particular car was born from a handful of experimental and prototype machines that designers/engineers Zora Arkus-Duntov and Bill Mitchell had worked on toward the end of the C1 production run. For Zora, the car had yet to reach its full performance potential in the first generation. There was one big problem: the Automotive Manufacturers Association's ban on allowing production cars to compete in racing. This didn't stop the duo, though, as they and other GM employees dedicated after-hours time to designing and building early Corvette concept racecars.

An element of the C2 that Zora fought hard to retain no matter the cost was the independent rear suspension. This was a game changer for the American performance car market and what made the Corvette unique. Another point of contention was the iconic split rear window. On the one hand, Zora thought it would be hazardous to road safety, and Bill said that it was an integral part of the unique design. In the end we got the split window for one year.

When the C2 debuted, the automotive world shook. The bulging, vented hood, creased lines from tip to tail, and performance was everything that Zora had wanted for the car since day one, and it would only get better from there. In 1964, there were only small stylistic changes and few mechanical.

The Corvette C2 Smallblock L79 327ci engine, available in the Corvette from 1965 to 1968, also turned pedestrian Chevy II and Chevelle Malibu SS sedans into true musclecars. The L79's power output came thanks to a Holley four-barrel carburetor, a dual-plane aluminum intake manifold, 2.02-inch intake valves and 1.60-inch exhaust valves, a forged steel crankshaft, and an 11.0:1 compression ratio.

## 1963 Ferrari 250 GTO

(credits to Kunos for original 3d model)



The 250 GTO model was the pinnacle of the development of the 250 GT series in competition form, whilst still remaining a road car. It made its public debut at the annual pre-season Ferrari press conference in January 1962, and was the only front-engined model on display, with its monoposto and sports racing counterparts all having a mid-engine configuration.

The 250 GTO was the ultimate expression of the Ferrari 250 GT car. It was equally at home on the road or track – perhaps the last dual-purpose road/race car produced – and has achieved legendary status amongst aficionados of the marque. With only a relatively small production run of thirty-six cars, and with many of the examples produced having a great racing pedigree, it has become one of the icons of Ferrari's production history, with a revered position in collectors' circles.

### Installation Notes on Ferrari 250GTO

**This works only if you have purchased and installed the official 'Ferrari 70 Anniversary DLC pack': <https://store.steampowered.com/app/675590/>**

#### Howto install:

1. Install mod pack to your AC install: ...\\SteamLibrary\\SteamApps\\common\\assetto corsa\\
2. Goto \\SteamLibrary\\SteamApps\\common\\assetto corsa\\content\\cars\\ ks\_ferrari\_250\_gto\\
3. In this folder: Copy the following files:
  - ferrari\_250\_gto.kn5
  - ferrari\_250\_gto\_lod\_B.kn5
  - ferrari\_250\_gto\_lod\_C.kn5
  - ferrari\_250\_gto\_lod\_D.kn5
4. Within \\cars folder, goto: ....\\ac\_legends\_gtc\_ferrari\_250\_gto\\
5. Paste kn5 files here!

Credits to the skimmers on Race Department for their awesome job!



## *1964 Ferrari 250 GTO series II*

(credits to Legion for initial conversion; modification by drDoomslab)



The first GTO was completed in 1962, having a body sculpted in-house and later revised by Scaglietti. In 1963 steps were made to improve the car, which included an all-new, Pininfarina-designed body. Sometimes referred to as the Series II or '64 GTO, only three examples originally received the new body.

For the 1964 race season, Ferrari was prepared to use their mid-engined 250 LM in Division III of GT endurance racing. Unfortunately the FIA rejected homologation for the 250 LM, forcing Ferrari to revert to the GTO. Revisions were necessary to the car to keep it competitive.

As homologation stated, the 1964 GTO chassis had to remain the same as the first design. So, mechanically speaking, the '64 GTO was very similar to the '62/'63 cars. The only chassis modification adopted by the FIA, was a wider track, brought forth by using wider wheels.

The engine for the '64 GTO retained the familiar Tipo 168/62 V12. Slight modifications included different tuning for the Weber carburetors and smaller exhaust manifolds. Such modifications did not improve peak power, but widened the overall power band.

After being forced to use the GTO, Ferrari had the body re-engineered by Pininfarina and produced by Scaglietti. The new Pininfarina design was both lower and wider than the original GTO. While this may have improved handling, the shortened frontal area caused more drag than the original GTO.

## *1964 Austin Healey 3000 Lightweight*



Donald Healey was addicted to speed and often tested his own creations on public roads. It was in one of his earlier cars – the Elliott – that he drove past a police officer in Oxford, who gave chase. The constable couldn't even stay with him, let alone catch up. Later, Healey wrote a letter to the chief constable, apologising for his misdemeanour and suggesting that, perhaps, the force might buy some of his cars to make pursuing criminals easier. The chief constable declined the offer, but was impressed and bought one.

Of all the British sports cars ever made the Austin-Healey 3000 series are amongst the most iconic and most desirable, despite the fact that they were by no means the most expensive nor even the most sophisticated.

Unveiled in March 1961, the MkII version with restyled grille and hood intake was the last 3000 available as a two-seater, the 2+2 version having been for years the more popular. Adapted to all manner of motorsport, the 3000 found itself a strong contender in rally, endurance and road racing - proving itself to be a formidable contender in every type of racing it entered.

The Austin-Healey 3000 was one of the most popular British roadsters of its age, it was raced with considerable success in European rallies and in tarmac racing everywhere from Sebring to the 24 Hours of Le Mans, to Mount Panorama in Bathurst, Australia.

The light and quick homologation hard-top Healey bore similarity to a standard BJ7 only in that it carried the same basic profile. Aluminum body panels, a very hotly tuned triple Weber carburetion setup, hotter cams in 6-port aluminum heads, ZF limited-slip differential, and a special racing gearbox made this Big Six a rocket ship. The body is made entirely of lightweight aluminum, all the unnecessary chrome trim removed, resulting in a vehicle dry weight of only 850 kgs. Powered by a highly tuned 6 cylinder 3.0 engine, delivering a breathtaking power output of 280 hp!

**1962 Jaguar E-type Le Mans** (credits to Velo & Tim Lotus for initial conversion; modification by drDoomslab)



An E-Type prototype had been raced at Le Mans in 1960, long prior to its introduction. Briggs Cunningham entered a three-liter prototype driven by Walt Hansgen. Retiring there after setting the fastest practice lap, the car subsequently won at Bridgehampton and took a third at Elkhart Lake before discreetly retiring from the scene to make way for the production version. With Graham Hill behind the wheel, the new E-Type did win its first time out at the Oulton Park GT Trophy Race. But the decade's most luscious GT tourer was no racer.

At Le Mans in 1962, the Cunningham team entered this factory-prepared car. Briggs Cunningham and Roy Salvadori averaged 108.87 mph for 24 hours. That speed was just 5 mph slower than the D-Type's best average ever, and was good enough for fourth place, behind three Ferraris. In major races Jaguar's venerable long-stroke twin-cam six just couldn't produce the horses to counter the new three-liter cars from Maranello. For its stalwart followers, the company did subsequently build a dozen aluminum-bodied lightweight E-Types, which performed admirably in club events throughout the world. Despite such efforts, a major racing offensive was not in Jaguar's plans.

The engine was heavily enhanced, with the block now cast from aluminum, not iron, which significantly reduced weight. The engine modifications also included a 'wide-angle' aluminum head with larger inlet and exhaust valves, a dry-sump oil system and competition flywheel. State-of-the-art Lucas fuel injection was also fitted, which led to an increased power output in excess of 300 brake horsepower, which was fed to the road through a four- or five-speed close ratio gearbox and limited slip differential. To save further weight, the wheels were manufactured from magnesium.

Inline 6 cylinder with aluminum alloy block, 3781cc capacity, DOHC, 2 valves per cylinder  
Natural aspiration with 3 x Weber 45DCO3 carburetors or Lucas Mk I mechanical fuel injection  
Power output, 344 bhp @ 6800 rpm.

## 1963 *Jaguar E-type Lightweight* (credits to Velo & Beezer215 - initial conversion; modded by drDoomslab)



Jaguar built the Lightweight E-Type Competition Roadster as a follow up to the hugely dominant D-Type, which claimed victory at the famed Le Mans 24 Hours three years consecutively. These Lightweights featured revised aluminum bodywork, and fitted with a race-tuned aluminum block with a, which could produce 344 bhp. For the standard road-going E-Type, Jaguar chose to fit a steel body to reduce costs, allowing the car to be more accessible to a larger audience and leading to increased sales. It was important for Jaguar that the E-Type road car was a success; however, when the car took to the circuit, the steel proved to be too heavy, especially when the car was lined up next to the aluminum-bodied Ferrari 250 GTO, Aston Martin DB4 GT Zagato and Shelby Daytona Coupes.

For the competition-focused Lightweight E-Type, Jaguar built a special aluminum monocoque with aluminum doors, bonnet and boot lid, making the car an impressive 250 lb lighter than the road car and, importantly, 100 lb lighter than its Italian rival, the Ferrari 250 GTO. To increase rigidity further, Jaguar fitted steel reinforcements in several locations, along with an aluminum hardtop, which also gave the car a fabulous, low, sleek and purposeful look.

Not only was the body heavily enhanced, so was the engine, with the block now cast from aluminum, not iron, which significantly reduced weight. The engine modifications also included a 'wide-angle' aluminum head with larger inlet and exhaust valves, a dry-sump oil system and competition flywheel. State-of-the-art Lucas fuel injection was also fitted, which led to an increased power output in excess of 300 brake horsepower, which was fed to the road through a four- or five-speed close ratio gearbox and limited slip differential. To save further weight, the wheels were manufactured from magnesium.

In competition, the Jaguar Lightweight E-Type was formidable, with greats including Graham Hill, Briggs Cunningham, Jackie Stewart, Dan Gurney, Roy Salvadori, Dick Protheroe, Bruce McLaren, Jack Sears, Walt Hansgen and Brian Redman choosing to take to the wheel.

## *1955 Mercedes 300SL (R)*



For racing/BoP purposes the 6 cylinder engine is swapped for the 300SLR straight 8 engine:

Mercedes M196S, straight 8 cylinder

2982cc, 78.0 x 78.0 mm

310 bhp / 231 KW @ 7400 rpm

311 Nm / 229 ft lbs @ 5950 rpm

Silumin block and head

DOHC, 2 Valves per Cyl - 16 valves total, with desmodromic valve operation

The Car was the first iteration of the SL-Class grand tourer and fastest production car of its day. Introduced in 1954 as a two-seat coupé with distinctive gull-wing doors, it was later offered as an open roadster.

The idea of a toned-down Gran Prix car tailored to affluent performance enthusiasts in the booming post-war American market was suggested by Max Hoffman. Mercedes accepted the gamble and the new 300 SL-300 for its 3.0 litre engine displacement and SL for Sport Leicht (Sport Light)-was introduced at the 1954 New York Auto Show rather than the Frankfurt or Geneva gatherings company models made their usual debuts.

Immediately successful and today iconic, the 300 SL stood alone with its distinctive doors, first-ever production fuel-injection, and world's fastest top speed. The original coupé was available from March 1955 to 1957, the roadster from 1957 to 1963.

## 1967 Lotus Elan 26R

(credits to SmallBlock Hero for initial conversion; modification by drDoomslab)



*'Adding power makes you faster on the straights. Subtracting weight makes you faster everywhere.'*  
~ Colin Chapman

While the featherlight Elan road car received universal praise for its handling, it did require some work to prepare it for the track. Privateer teams like Walker Racing and Chequered Flag took up the gauntlet and carried through various modifications to the steering and braking. Considerable success was had in the 1963 and 1964 seasons and the machines were piloted by the likes of Jim Clark, Jackie Stewart and Sir John Whitmore. Additionally the suspension was extensively modified with thicker anti-roll bars and adjustable competition wishbones. The wheel arches of the fiberglass body were widened to make room for bigger wheels and tires.

The Lotus twin-cam four cylinder engine was offered with a Cosworth or BRM tuning package. Interestingly customers later figured out that the engine work best with a Cosworth block and a BRM head. Dubbed the 'Elan 26R' the competition car was offered with a roadster body, a roll-over bar and a separate hard top. Although no two cars were alike most 26Rs featured cowlled headlights and knock-off wheels. During the 1964 season the Elan 26R was fully homologated. The completed racing car weighed in at around 600 kg while the 1558 cc could produce anywhere between 160 and 180 bhp depending on the state of tune.

In true David and Goliath fashion the racing Elan was also more than capable of taking much larger engined machines. This resulted in fascinating battles, which saw the Ferraris, Jaguars and Aston Martins rush away on the straights with the Elan hunting them down again on braking and through the corners.

Gordon Murray, designer of the McLaren F1 supercar, reportedly said that his only disappointment with the McLaren F1 was that he couldn't give it the perfect steering of the Lotus Elan.

## 1964 Porsche 904/6

(credits to Mac Ten for initial conversion; modification by drDoomslab)



Today the 904 or Carrera GTS remains as one of the finest and most successful Porsches ever constructed. It kickstarted a program of racing cars, that would eventually result in the all conquering 917. It also holds a unique spot in the manufacturer's history as the last dual-purpose sportscar Porsche ever built.

The radical 904 was the first Porsche to use a ladder-type frame – spaceframe construction was too expensive for what was, in essence, a production car – and glassfibre body, with the manufacturing turned over to Heinkel Flugzeugwerke in Speyer. It was novel in that the rather unevenly sprayed glassfibre body was bonded directly to the steel chassis to add stiffness, the upshot being that it was more rigid than the previous spaceframe cars. Also, the 904 was commendably light at 675kg, its 2mm-thick (give or take) glassfibre shell weighing only 85kg. The shark nose helped give a drag coefficient of 0.34, low for the time, and a top speed of 160mph, after reaching 60mph in 5.5 seconds from rest.

Three prototypes were constructed and tested heavily in the fall of 1963. After various modifications were carried through, the car was first shown to public late in November. Internally it was known as the '904', but it was marketed to the public as the 'Carrera GTS'. Today it's commonly referred to as the 904. Within two weeks all but 21 of the 90 examples available for the public were spoken for. Production started soon after in a completely new factory, constructed to produce the new 901/911 model. By April of 1964 enough examples were constructed to homologate the 904 as a GT.

Although it took until April for the cars to be homologated, the cars were already entered in various races. At Sebring the Lake Underwood and Briggs Cunningham driven 904 finished 9th overall and 1st in the prototype class. This was the start of a highly successful racing career, with overall victory in the Targa Florio and many class victories in races like the 24 Hours of Le Mans.

## 1969 Porsche 911 R-Gruppe

(credits to Mac Ten for initial conversion; modification by drDoomslab)



Note: For BoP reasons, this version resembles the final iteration of Larousse his car, fitted with the 2.4 S/T engine producing 250hp and 254Nm, weighting only 780kg.

Considering the 911's competition record, it is hard to imagine today that it took Porsche four years to develop the first real racing version of the six-cylinder engine car. At Weissach, the first order of business was to shed as much weight as possible from the base 911. The steel shell was retained but all removable panels were replaced by fibreglass examples, the floor boards were extensively drilled and the cockpit stripped from all unnecessary bits including the interior and exterior sound-deadening. Porsche's engineers were well versed in lightening cars and wasted no opportunity; all hinges were cast in aluminum, the door handles were not plated but left in bare plastic and the taillight units were replaced by small circular lights.

The 911 R was powered by the Type 901/22 flat six engine, which was closely related to the one used in the 906 and 910 sports racers. The all-aluminum unit featured twin-spark ignition and a pair of triple Weber carburetors. It produced 210 bhp, which was 30 bhp more than the 911 S fitted with the high performance kit. Some cars were also fitted with Bosch mechanical fuel injection. Porsche also experimented with a twin-overhead camshaft flat six, which was effectively one half of the 917 twelve cylinder engine. This Type 916 engine produced 230 bhp and could rev to 8,200 rpm instead of 7,200 rpm.

Further competition success for the 911 R came in 1969 when the Tour de France was re-established and now also allowed prototype cars. Gerard Larousse promptly won the event and later also claimed victory in the Tour de Corse with the same car, equipped with the Type 916 engine. With a pair of Matra prototypes on the entry for the 1970 Tour de France, Larousse urged Porsche on to produce an even lighter car by offering a case of champagne for each kg removed from the 800 kg target. This ended up costing him seven cases yet it still proved insufficient to fight off the 3-litre, V12 engine Matras. Larousse did finish third behind the pair of French prototypes.



## 1965 Shelby Cobra 289 Competition

credits to Kunos & the\_meco for 3d model; modification by Pitone)



Combining the power of Ford's short-stroke V8 with the nibleness of AC's sporting chassis, the Cobra was the first largely successful English-American hybrid. The whole project was motivated by legendary driver Carol Shelby, who refined and raced the car with funds from Ford.

In what some have called a desperate move, AC Cars accepted a deal to modify their Ace chassis to accept Ford's V8 engine. They shipped bare chassis to Shelby American where they were initially fitted Ford's 260 cu in. engine. The V8 worked well within the spacious engine bay, so much so, Shelby moved to the 289 unit in 1964, and the massive 427 with a new, stronger chassis in 1965.

Since development was relatively simple, the Cobra started winning races from its onset. It had a tremendously good power to weight ratio that bettered with both the 289 and 427 engines. In a short time, the Cobra built up an impressive racing record and a purposeful 289 Daytona Coupe placed fourth at Le Mans in the same year. the

The Shelby Cobra 289 Competition models were team-specification roadsters built by Shelby, which raced as factory-sponsored entries in the early-mid-1960s.

As a factory-specification competition car the 289 Competition Cobra came directly from the Shelby factory with a bonnet scoop, a chrome roll bar, 6½-inch Halibrand front wheels (8½-inch at the rear), flared wings, Koni shocks, front and rear sway bars, competition brakes all around, quick-jack points, side pipes, dual long-range fuel tanks, a Monza snap-open fuel cap, a racing seat, a Sun tachometer, a fuel-pressure gauge, a differential cooler, an engine oil cooler, an electric Stewart-Warner fuel pump, and an aluminum Harrison header tank. At its heart of the roadster was a full race-specification 289 V8 that had 4 Weber carburetors and a 12:1 compression ratio.

## 1963 Shelby Cobra 289 Hardtop

(credits to Kunos & the\_meco for 3d model; modification by drDoomslab)



Cobra roadsters are renowned for a lot of things — brutal acceleration, wild handling and anti-social styling to name just a few — but aerodynamics isn't one of them. Shelby realized that his racers needed streamlining for the long straightaway at Le Mans since they couldn't exceed 157 mph, nearly 30 mph less than the Ferrari 250 GTs. More power wasn't the answer, as that only added weight.

Ford was determined to beat Ferrari in the World Sports Car Championship and supported Shelby in 1963. Two Cobras were built up for that year's Le Mans race including an aluminum alloy hardtop to for increased speed down the Mulsanne Straight. One of these managed to finish 7th overall but behind three Ferrari 250 GTs in the GT class.

The semi-fastback alloy hardtop improved the aerodynamics and thereby increased top speed on the Le Mans circuit. The car was also equipped with an oversize 30.8-gallon fuel tank, hood scoop, side cooling vents and light alloy Dunlop wheels. All the modifications were specifically made with the Le Mans victory in mind.

Stirling Moss was chosen to manage the American Ford entry but engine trouble in the tenth hour of the grueling race meant that the car had to retire early. This was indeed the first attempt by Carroll Shelby and Henry Ford II to defeat the Ferraris at Le Mans and, as such, was responsible for sparking the famous Cobra-Ferrari wars..

**Credits to:** NWRAP for his creative skinpack. We did not directly apply them to the mod, but used them as inspiration for a more 60's approach based on his color schemes.

## 1966 Shelby Mustang GT350R

(credits to deCarrera for initial conversion; modification by drDoomslab)



The 1965-67 Shelby GT350 was not built for comfort or ease of driving. There were 34 "GT350R" race-spec cars built specifically for competition use under SCCA rules, and the model was the B-Production champion for three straight years.

Prepared in conjunction with Ford, stripped out 271 hp Mustangs left the factory for conversion in Shelby's facility. The first arrived without side or rear windows, heaters, defrosters, upholstery, headliners, insulation or sound deadening.

Many changes were done to the body, including the fittament of a distinctive front apron in fiberglass. Flares were added to the fenders to accommodate 15×7 inch wheels. Furthermore the side and rear windows were replaced by Plexiglas with aluminum frames.

Underneath, Shelby changed the pickup points on the suspension, added traction bars for the rear suspension and installed a new differential.

Inside, a new instrument cluster was added with a tachometer and oil pressure gauge. A large 4-point roll cage was installed with a 34 gallon fuel tank.

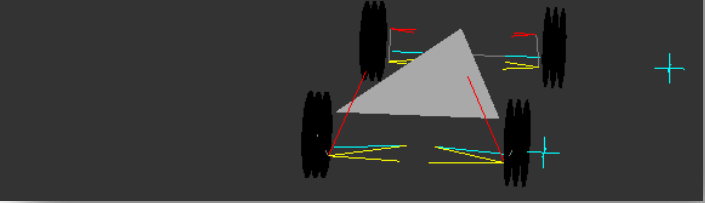
The Mustang's suspension was tweaked with the addition of Koni shock absorbers, while larger brakes and a beefier rear-end were also fitted. Shelby started with the 'High-Performance' or 'HiPo' version of the 4.7-litre V8, which produced 271 bhp in stock trim. It was fitted with a large, four-barrel Holley carburettor and produced 306 bhp in street legal trim. The 'R' competition cars used a blue-printed version of the familiar V8, which was good for between 340 - 360 bhp. It was mated to a sturdy Borg Warner T-10 four-speed gearbox.

Official Shelby American test-driver Ken Miles debuted the GT350 R on February 14th in 1965, fittingly at Green Valley Raceway in Texas. Placing second overall, Miles won the B Production class straight at the Shelby Mustang's first attempt. As it turned out, this was just the start of a hugely successful season, which ended with the GT350 as the championship winning car in five of the six SCCA divisions. Among the many famous racers scoring successes behind the wheel of the GT350 were the likes of Jerry Titus, Mark Donohue and Pedro Rodriguez.

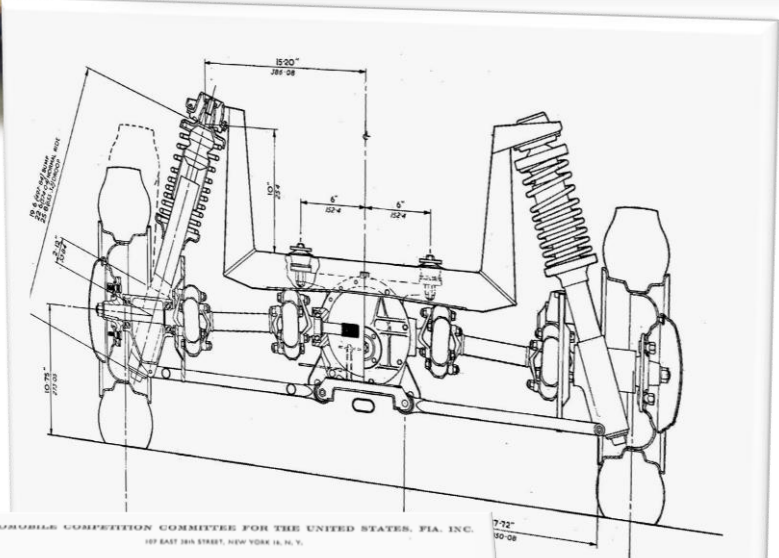
*Collecting data...*



CASTER: -3.009  
 KPI: 4.434  
 FRONT CGH: 0.411  
 REAR CGH: 0.411  
 AVG CGH: 0.411  
 FRONT RC: 0.053  
 REAR RC: 0.095



**Suspension**  
 The suspension should be set at the running ground clearance of 5"  
 Camber front 1 degree negative  
 rear 2 degrees negative  
 Toe-in front 1/8" total  
 rear 3/8" total  
 Dampers front 18 clicks from soft  
 rear non adjustable  
 Tyre pressure front 32 lbs./sq. in cold  
 rear 32 lbs./sq. in cold  
 Castor front 3 degrees



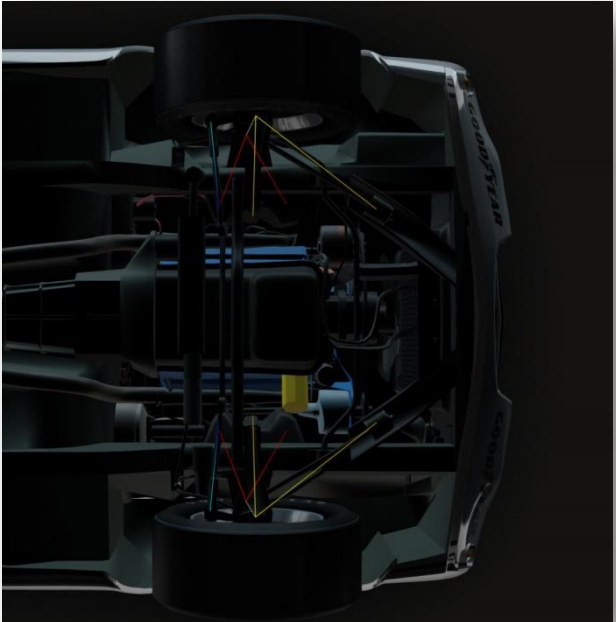
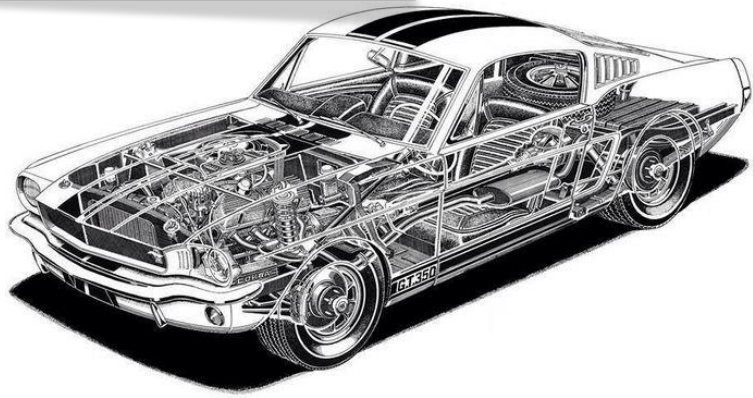
AMERICAN COMPETITION COMMITTEE FOR THE UNITED STATES, FIA, INC.  
 187 EAST 17th STREET, NEW YORK 14, N. Y.

FORM OF RECOGNITION IN ACCORDANCE WITH APPENDIX J TO THE INTERNATIONAL SPORTING CODE

Manufacturer's Reference No. for application: SCC FIA Recognition No.: 187/11

Manufacturer: Shelby American, Inc.

Model: Mustang GT 350 Year of manufacture: 1968

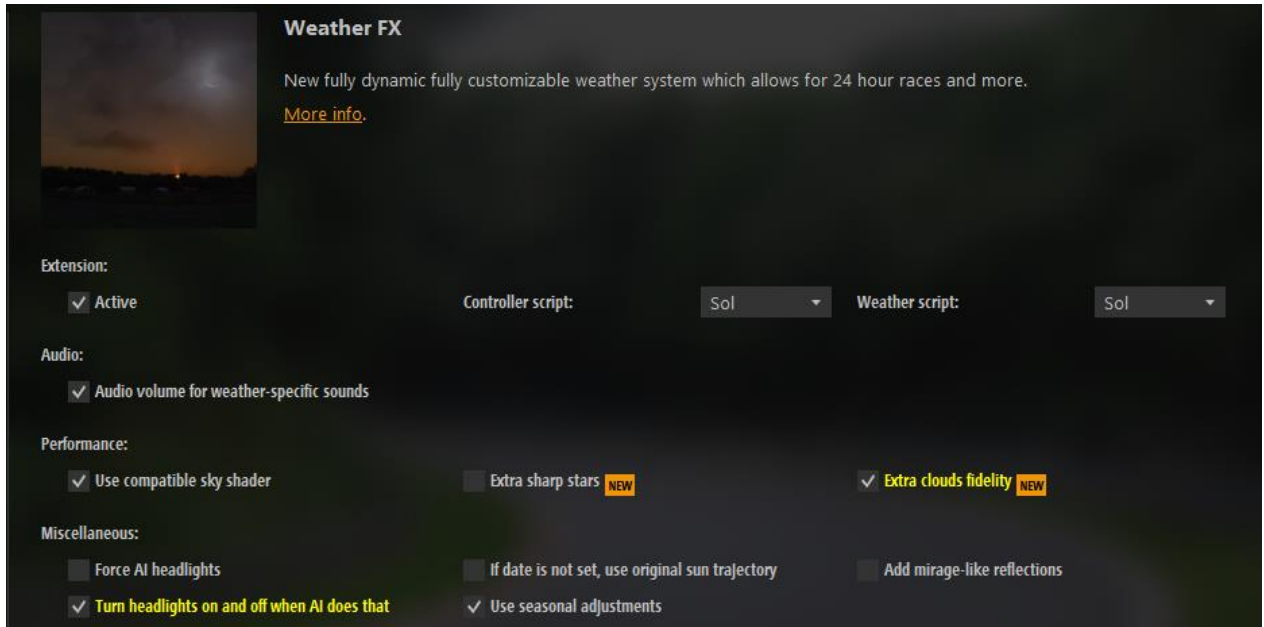


## Recommended CSP Settings

To get the best out of this mod you need to have Content Manager /CSP installed.

Download: <https://acstuff.ru/app/> With a small donation to x4fab you can enable extra features.

We have included working wipers and proper lights, so you can do 24 hour races with changing weather conditions. Standard weather/ rain implementation is done through weatherFX in CSP, combined with the Sol Shader: <https://www.racedepartment.com/downloads/sol.24914/>



With this you can enable 'basic' rain settings which look in car like this:



In game: CSP 0.1.60 with Sol 1.6.2



To have the most immersive wet race experience, you need to activate RainFX in CSP. To enable, first you'll need to become a patron of x4fab: <https://www.patreon.com/x4fab>



CSP patron version 0.1.67 – preview 1 + RainFX + Sol:



**Refracting Headlights:** To enable you need to enable ReflectionsFX:

**Reflections FX**  
Improves interior reflections by masking outside ones with silhouette of car interior

Extension:  
 Active

Tweaks:  
 Shot cubemap around focused car rather than camera

General cubemap reflections:  
 Use proper physically-based sampling  
 Use interior masking  
 Use 64 bits per pixel for custom cubemaps  
 Use higher cubemap resolution

Refracting surfaces for cars:  
 Enable  
 Use shading multisampling

Local cubemaps for cars:  
 Enable  
 Allow dynamic local cubemaps

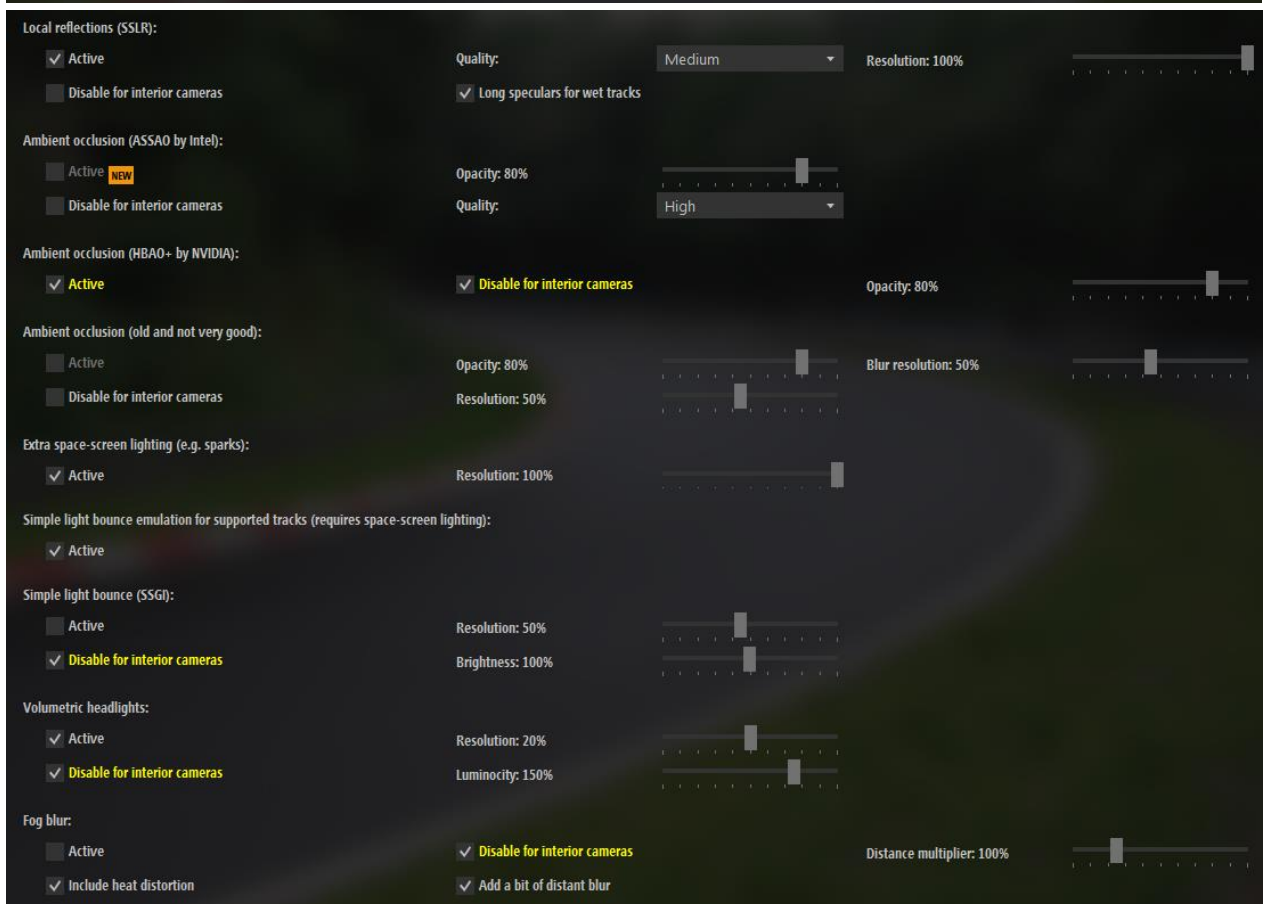
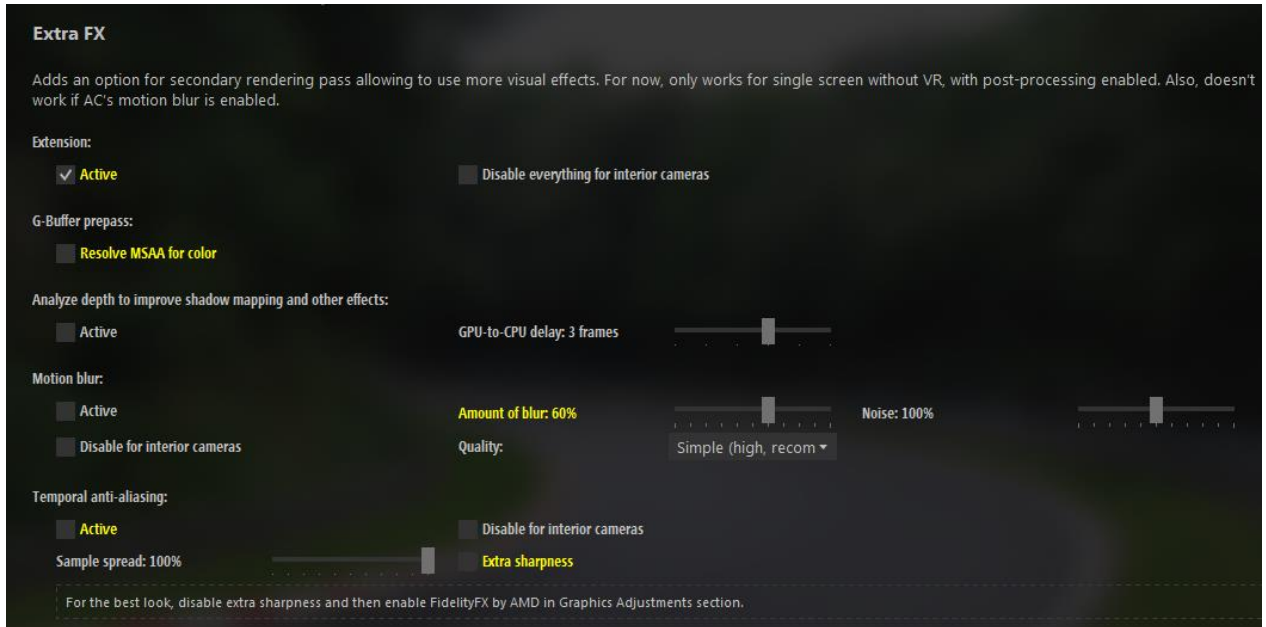
Local cubemaps for tracks:  
 Enable  
 Allow dynamic local cubemaps



For the best visual experience: enable ExtraFX features in CSP:

In CM goto: Settings → CSP (Custom Shaders Patch) → left bar: ExtraFX check 'active' and at least enable the features on the following page:

ExtraFX, enabled settings; **Warning, not potato friendly, can cause high CPU/ GPU load!**



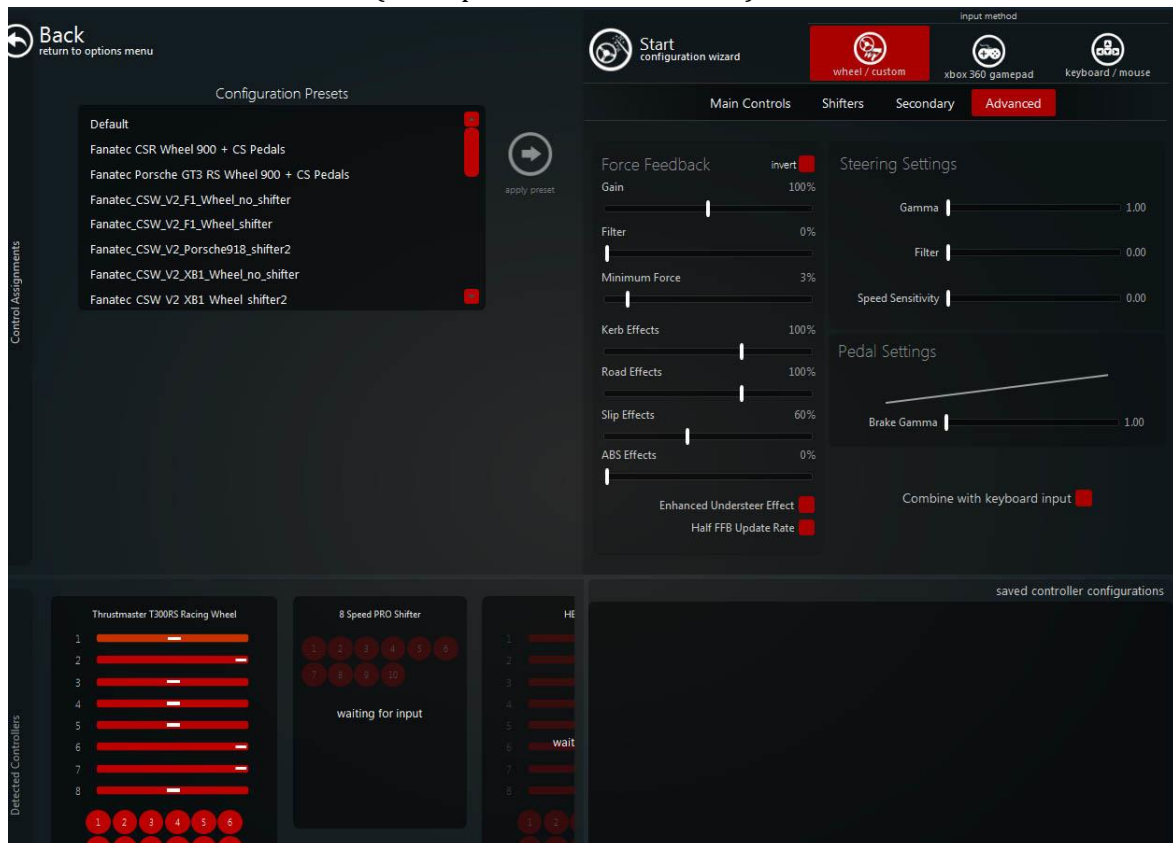
## Recommended Force Feedback Settings

We know that force feedback is a matter of personal taste, but decide to include some personal settings. Thus giving you at least the option to have a baseline in accordance with the feel/feedback as intended.

Below are some settings for both TM T300 and SC2:

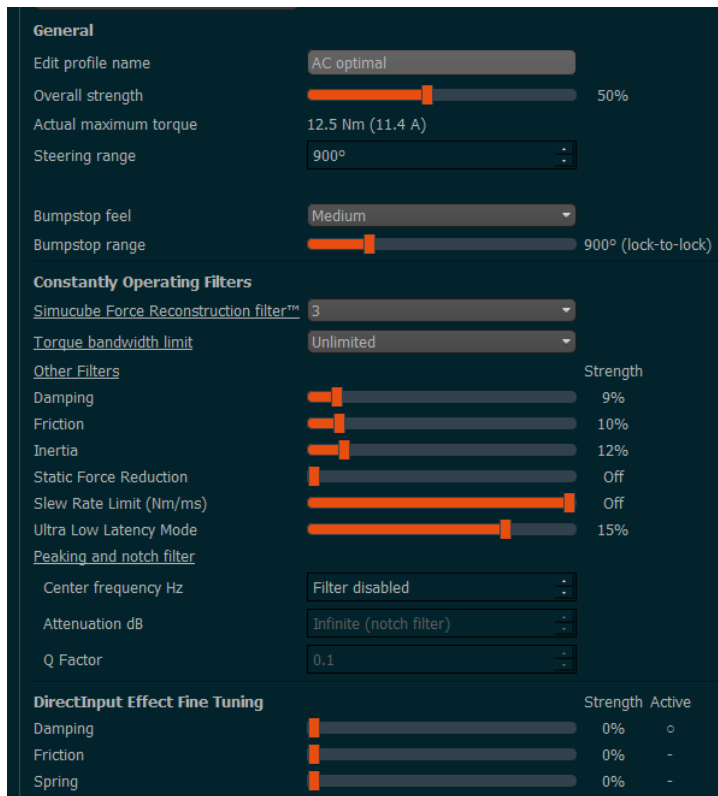
### Thrustmaster T300:

Windows 85% Overall Force (to keep linear force behavior)





## Simucube 2 Pro:

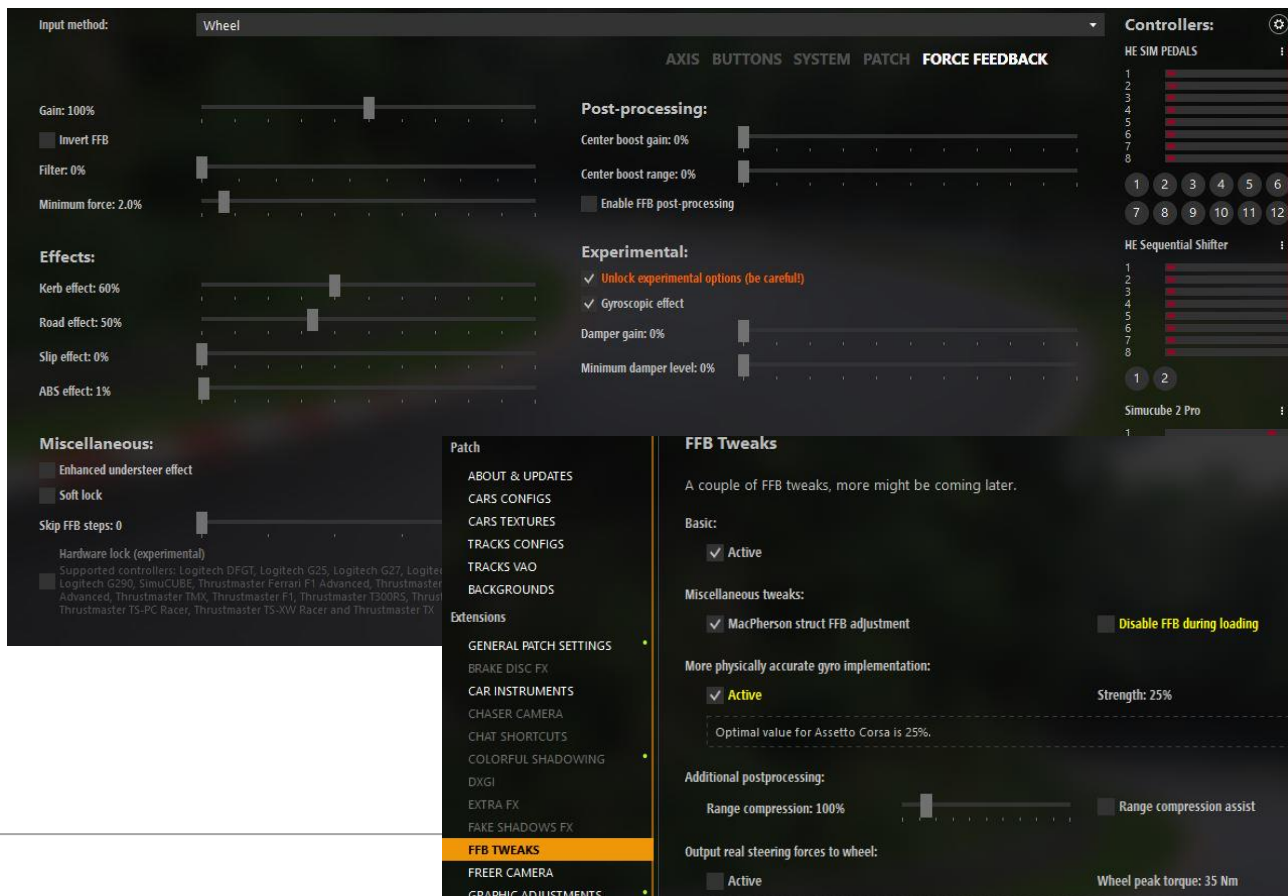


In game I use 100% ffb gain, mostly for physics editing/ preventing clipping of the game engine and creating the highest amount of dynamics and fidelity in the signal. Thus I lower the wheel 'overall strength/ amperage'.

Positive side effect: your wrist are saved in case of a crash/ AI bump.

### AC/ Content Manager → Enable Gyroscopic Effects

- Important to enable Gyroscope effect, but leave damper gain and max damper level at 0%
- Minimum force at 2% adds a tiny bit of 'compression' for the lowest forces, meaning you don't have to amp up the wheel to glacier melting Amperages.
- CM → CSP (Custom Shaders Patch) → FFB Tweaks → Active & Enable 'More physically accurate gyro implementation' ! → Traction Loss, under/oversteer are way more pronounced
- **Effects:** I prefer to add some road / kerb effect with DD, for more fidelity.



## ***Tracks suitable for vintage racing:***

Bridgehampton <https://www.racedepartment.com/downloads/bridgehampton-race-circuit.6604/>  
Betonschleife <https://sellfy.com/p/Awu1/>  
Deutschland Ring <https://www.racedepartment.com/downloads/deutschlandring.25977/>  
Djursland <https://sellfy.com/p/U5AG/>  
Donington 1938 <https://www.racedepartment.com/downloads/donington-park-grand-prix-circuit-1938.17313/>  
Bremgarten 50's <https://www.racedepartment.com/downloads/bremgarten-1950s.43576/>  
Feldbergring <https://www.racedepartment.com/downloads/feldbergring.21195/>  
Fonteny <https://www.racedepartment.com/downloads/fonteny.30137/>  
Fuji Speedway 1968, GP layout <https://www.racedepartment.com/downloads/fuji-speedway-1968.15837/>  
Goodwood LIDAR: <https://www.racedepartment.com/threads/goodwood-circuit.141009/>  
Halle Saale Schleife [http://www.mediafire.com/file/ijl0yvxvwan60mb/halle\\_saale\\_schleife.7z/file](http://www.mediafire.com/file/ijl0yvxvwan60mb/halle_saale_schleife.7z/file)  
60's Hockenheim (short) <https://f3classictracks.sellfy.store/p/fqkn/>  
Imola\_72 <http://www.mediafire.com/file/9x3qvt7e7o9sdpj/Imola+Grand+Prix+1972+Reboot+Version+0.9.rar>  
Interlagos 75 <http://www.mediafire.com/file/f66q2jkksp53zf9/Interlagos+1975+Reboot+Version+1.0.zip>  
Kyalami\_67 [https://www.mediafire.com/file/3qb9lbq6ytzckja/kyalami\\_1967.zip](https://www.mediafire.com/file/3qb9lbq6ytzckja/kyalami_1967.zip)  
Longford\_1967 <https://www.racedepartment.com/threads/longford-1967.90233/>  
Leipzig Stadtpark Rennen (2021 update) [http://www.mediafire.com/file/47fyvoo14kwcg2x/leipzig\\_stadtpark\\_v0.4.7z](http://www.mediafire.com/file/47fyvoo14kwcg2x/leipzig_stadtpark_v0.4.7z)  
Monaco\_66 <http://www.mediafire.com/file/1fp3t1ahfvjxv67/Monaco+1966+Reboot+Version+1.2.zip>  
Meadowdale Int. <https://www.racedepartment.com/downloads/meadowdale-raceways.35502/>  
Mexico 67 <https://www.racedepartment.com/downloads/mexico-gran-premio-1967.31101/>  
Montjuich <http://www.mediafire.com/file/yb0j22wb2h06nnl/Montjuich+1975+v1.56.7z>  
Nordschleife\_67 <https://www.racedepartment.com/downloads/nurburgring-1967.28207/>  
Norisring 60's <https://f3classictracks.sellfy.store/p/norisring-for-ac/>  
Osterreichring\_74/77 [http://www.mediafire.com/file/amt1ninbcbhdcfg/zw\\_spielberg74and77\\_v2.5\\_by\\_ZWISS.rar/file](http://www.mediafire.com/file/amt1ninbcbhdcfg/zw_spielberg74and77_v2.5_by_ZWISS.rar/file)  
Riverside <https://www.racedepartment.com/downloads/riverside-international-raceway.9492/>  
Reims 67 <http://www.mediafire.com/file/dvp2pokdc3puelq/reims67.rar>  
Roskilde <https://sellfy.com/p/uor1be/>  
Rostock Osthafen kurs (2021 update) [https://www.mediafire.com/file/oy0okelm8s20kdk/rostock\\_osthafenkurs\\_gtr2\\_leBluem.7z/](https://www.mediafire.com/file/oy0okelm8s20kdk/rostock_osthafenkurs_gtr2_leBluem.7z/)  
Rouen 60's (paid) <https://f3classictracks.sellfy.store/p/rouen-for-assetto-corsa/>  
Silkeborg <https://sellfy.com/p/NvLJ/>  
Solitude 1964 <http://www.mediafire.com/download/4fosmaki4mbceig/Solitude+1964+v1.3+a+Neell+by+Rainmaker.7z>  
Spa 66 <http://www.mediafire.com/file/pphqe1102ffd03c/Spa+Francorchamps+1966+Reboot+Version+1.1.zip>  
Sudschleife <https://www.f3classictracks.com/eifel>  
Thomson Road <https://www.racedepartment.com/downloads/thomson-road-grand-prix.13694/>  
Watkins Glen 67 <https://f3classictracks.sellfy.store/p/watkins-glen-for-assetto-corsa/>  
Zandvoort 67 (paid) <https://www.f3classictracks.com/sandvoerde>  
Zolder 1967(TED update) [http://www.mediafire.com/file/4sr5t1v1ohumesr/ted\\_zolder67\\_reworked\\_v09022020.rar/file](http://www.mediafire.com/file/4sr5t1v1ohumesr/ted_zolder67_reworked_v09022020.rar/file)

## ***Modern but with flow /non Tilkefied (also called 'real racetracks'):***

Croft: [https://drive.google.com/file/d/18bMx2yoEphLmQdc-F4UV0\\_EpisKgCshg/view?usp=sharing](https://drive.google.com/file/d/18bMx2yoEphLmQdc-F4UV0_EpisKgCshg/view?usp=sharing)  
Daytona: [https://www.mediafire.com/file/iidtsadeno9h3o/rt\\_daytona\\_v1.3.7z/file](https://www.mediafire.com/file/iidtsadeno9h3o/rt_daytona_v1.3.7z/file)  
Dijon 2016: <https://sharemods.com/oyvdcldyzyv3/dijon-prenois2016.7z.html>  
Donington <https://www.racedepartment.com/downloads/donington-park.3031/>  
Gentrack: <https://sharemods.com/anwl6a9popf5/gentrack1.7z.html>  
Grobnik: <https://sharemods.com/awwccrtx7uii/grobnik.7z.html>  
Horsma Raceway <https://www.racedepartment.com/downloads/horsma-raceway.27713/>  
Knutstorp <https://www.mediafire.com/file/2hraql9uix26w94/knutstorp.zip>  
Kunos Laguna Seca oldskool Camel GT: <https://www.racedepartment.com/downloads/laguna-seca-camel-gt.23822/>  
Limerock [https://www.mediafire.com/file/8pnw5ceo5cx7y09/rt\\_lime\\_rock\\_park.7z/file](https://www.mediafire.com/file/8pnw5ceo5cx7y09/rt_lime_rock_park.7z/file)  
Mont Tremblant [https://www.mediafire.com/file/imj91fix98t79x4/rt\\_mont\\_tremblant.7z/file](https://www.mediafire.com/file/imj91fix98t79x4/rt_mont_tremblant.7z/file)  
Mid Ohio [http://www.mediafire.com/file/avi9vr85jz6gko2/zw\\_midohio\\_v2.0\\_by\\_ZWISS.rar/file](http://www.mediafire.com/file/avi9vr85jz6gko2/zw_midohio_v2.0_by_ZWISS.rar/file)  
Oulton Island No chicane GP <http://www.mediafire.com/file/5ywk5d6dk4j44o5/Oulton+Park+Reboot+Version+1.3.2.rar>  
Mosport Park <https://www.racedepartment.com/downloads/mosport-2020-ctmp.24486/>  
New Jersey <https://www.racedepartment.com/threads/new-jersey-motorsports-park-lightning.132641/>  
Road Atlanta <https://www.racedepartment.com/downloads/road-atlanta-2021.44533/>  
Road America <https://www.racedepartment.com/threads/road-america.110117/>  
Sachsenring <https://www.racedepartment.com/downloads/sachsenring.41511/>  
Sebring Int. <http://www.mediafire.com/file/p001bbbq20w5t7b/Sebring+International+Raceway+-+Reboot+Version+1.1.zip>  
Sonoma Raceway [https://www.mediafire.com/file/12ekectonyn9s1v/rt\\_sonoma\\_1.0.rar/file](https://www.mediafire.com/file/12ekectonyn9s1v/rt_sonoma_1.0.rar/file)  
Thruxton <https://www.racedepartment.com/downloads/thruxton.6192/>  
Tsukuba [https://sharemods.com/uydgkug1ctti/ddm\\_tsukuba.zip.html](https://sharemods.com/uydgkug1ctti/ddm_tsukuba.zip.html)  
Virginia <https://www.racedepartment.com/downloads/virginia-international-raceway.11892/>  
Watkins Glen <https://www.racedepartment.com/downloads/watkins-glen-international.20204/>

## Miscellaneous

Great Simracing screenshots + Tutorials by Technoluddite: <https://www.nutrimatic.cc/>

### Vintage Simracing Leagues (English spoken)

- THR - THRacing: <https://thracing.de/> Discord: <https://discord.me/thracing>
- VAC; Vintage AC: <https://discord.me/vintageac>
- 2old4forza <https://2old4forza.com/> Discord: <https://discord.gg/mrkBhVd>
- Simracing Online: <https://simracingonline.co.uk/forums/assetto-corsa.97/>



# 2OLD4FORZA

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