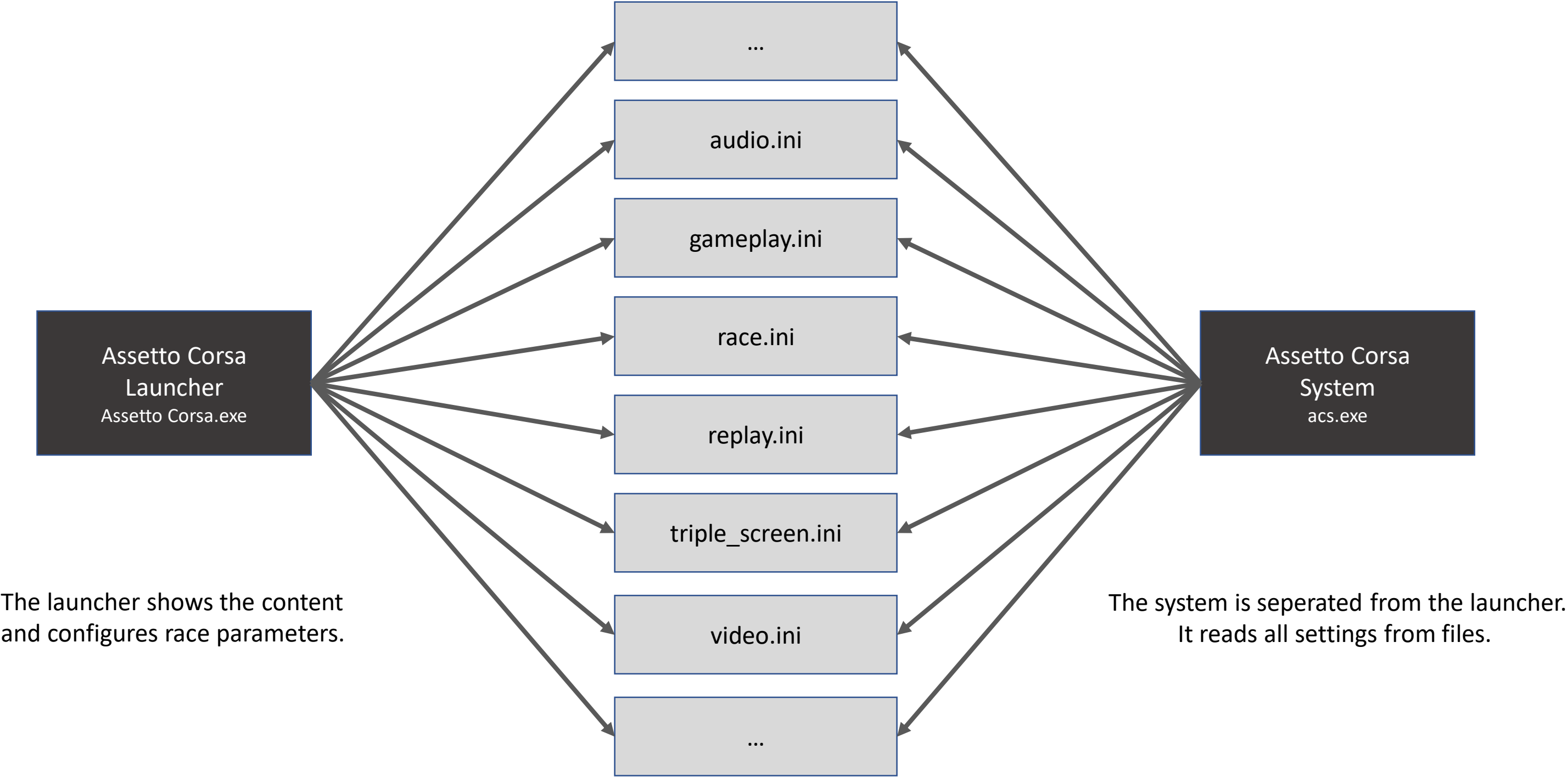
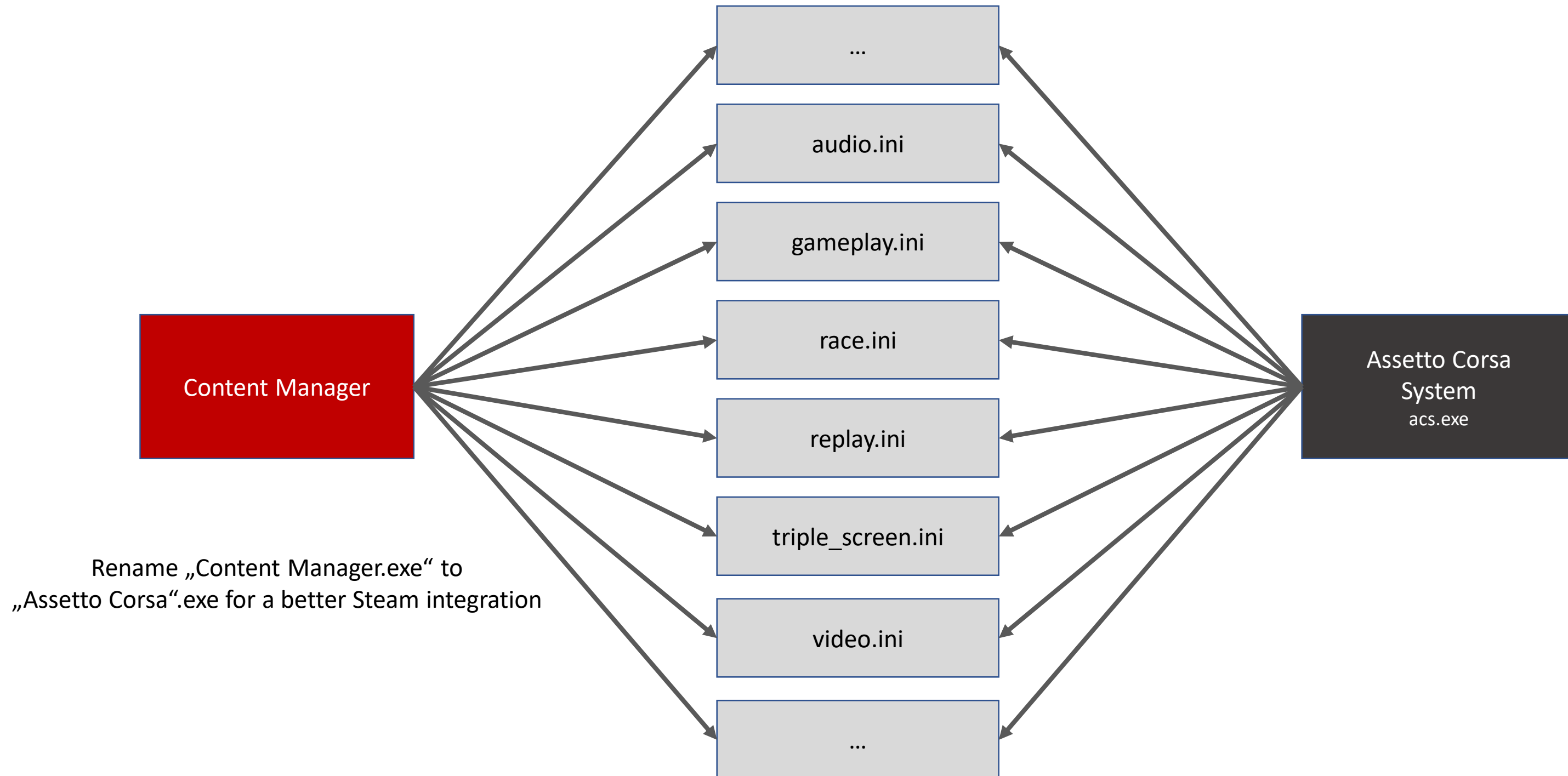


Seperation of launcher (settings) and system (runtime)



Launcher and system can be developed seperately.

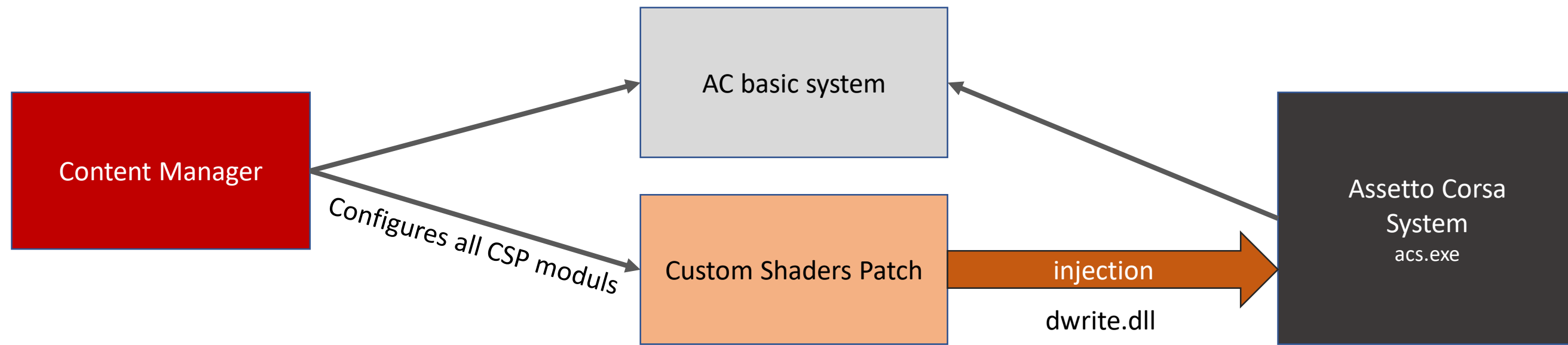
Seperation of launcher (settings) and system (runtime)
Content Manager replaces Assetto Corsa standard launcher



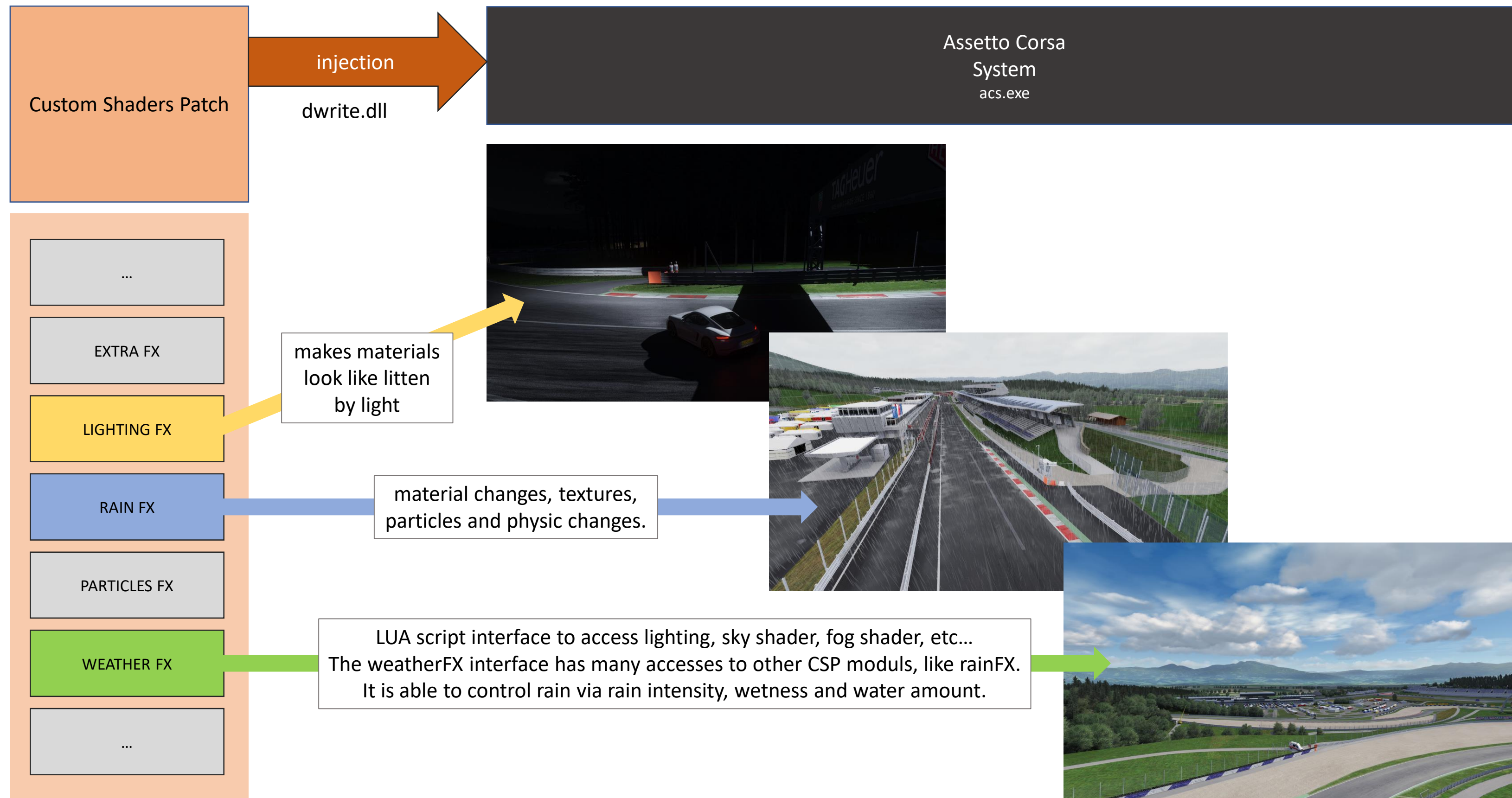
Rename „Content Manager.exe“ to
„Assetto Corsa“.exe for a better Steam integration

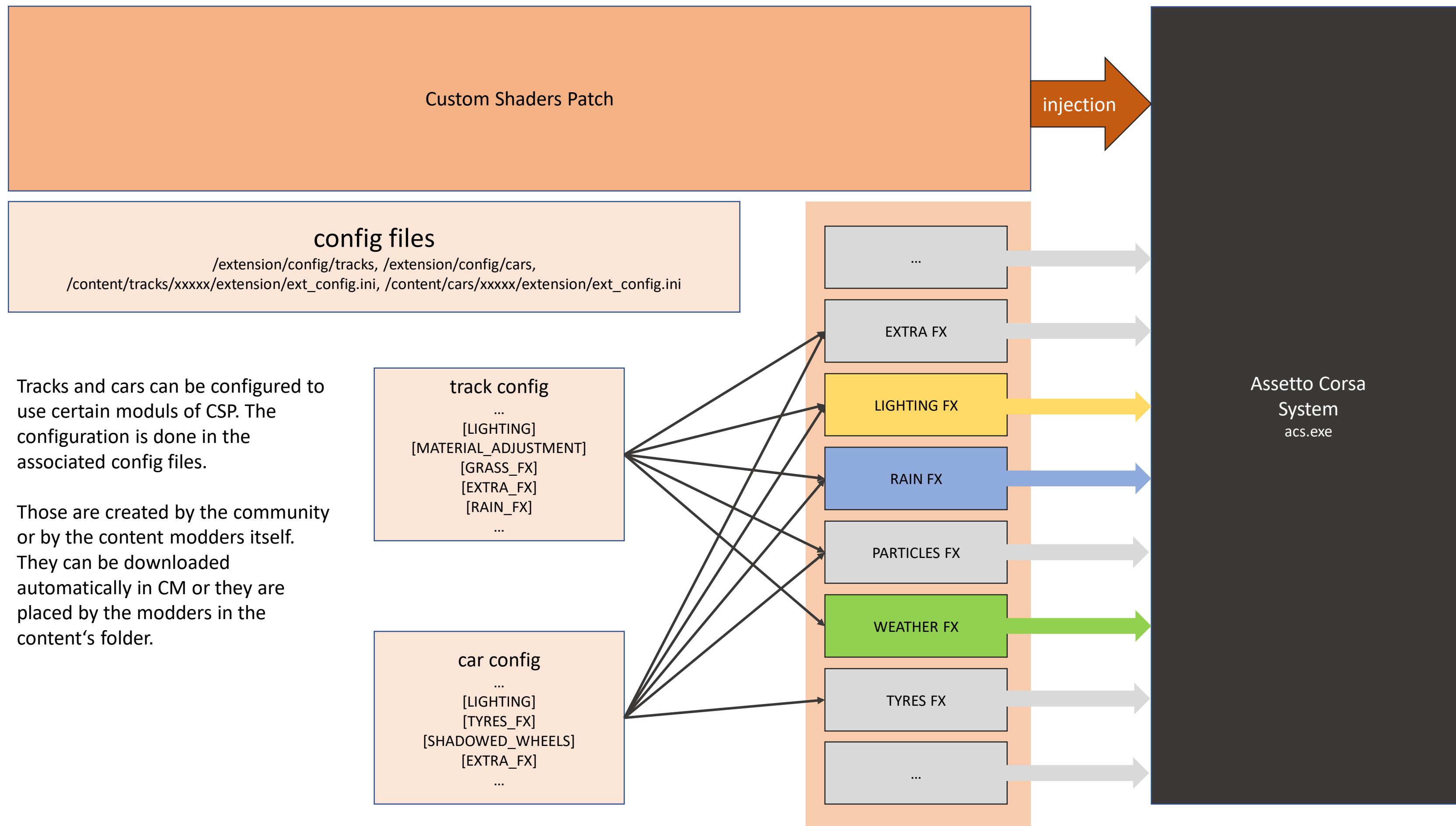
I different launcher (Content Manager) replaced the original launcher and so it was possible to add more functions and features.

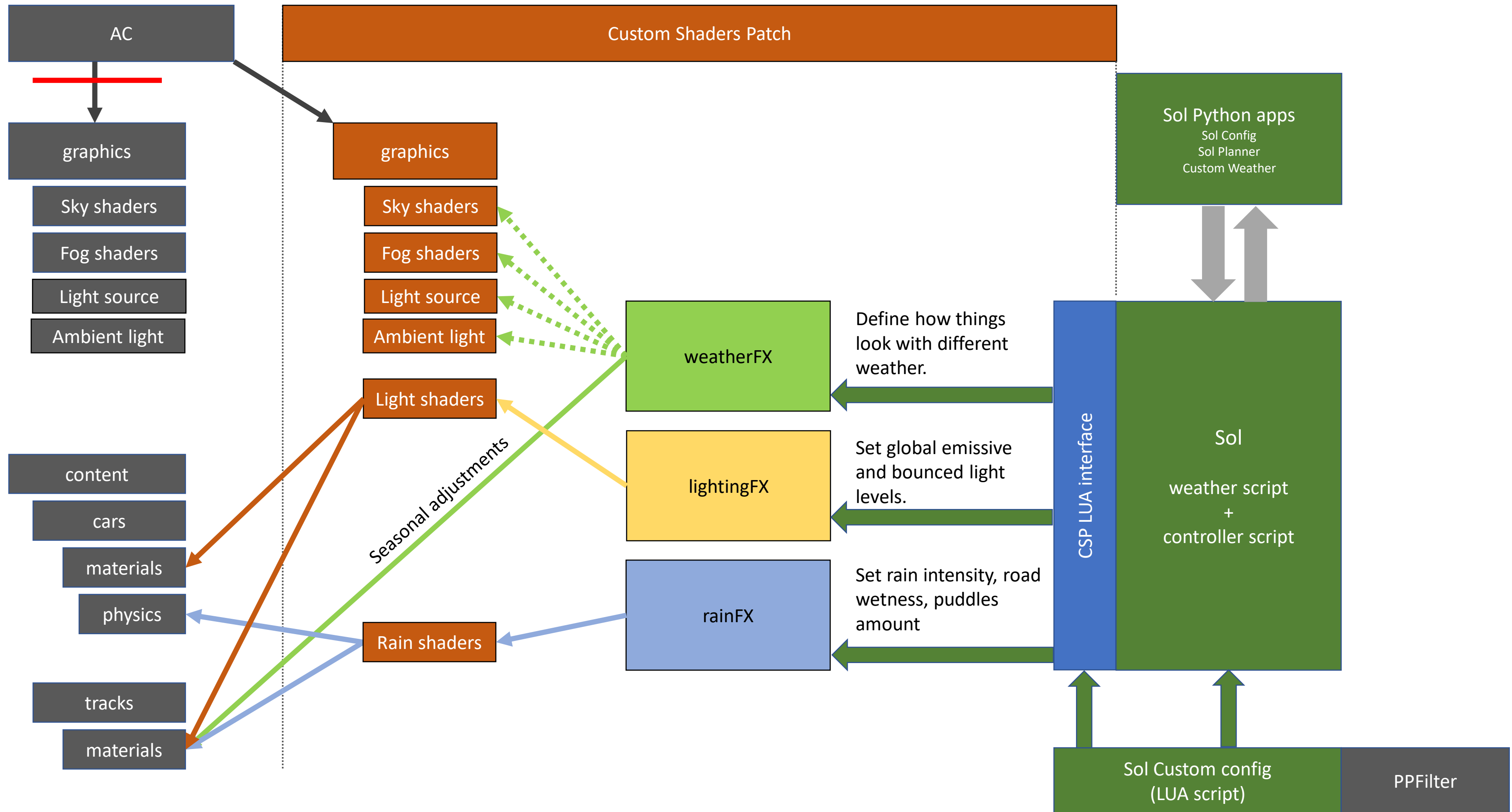
Content Manager + Custom Shaders Patch



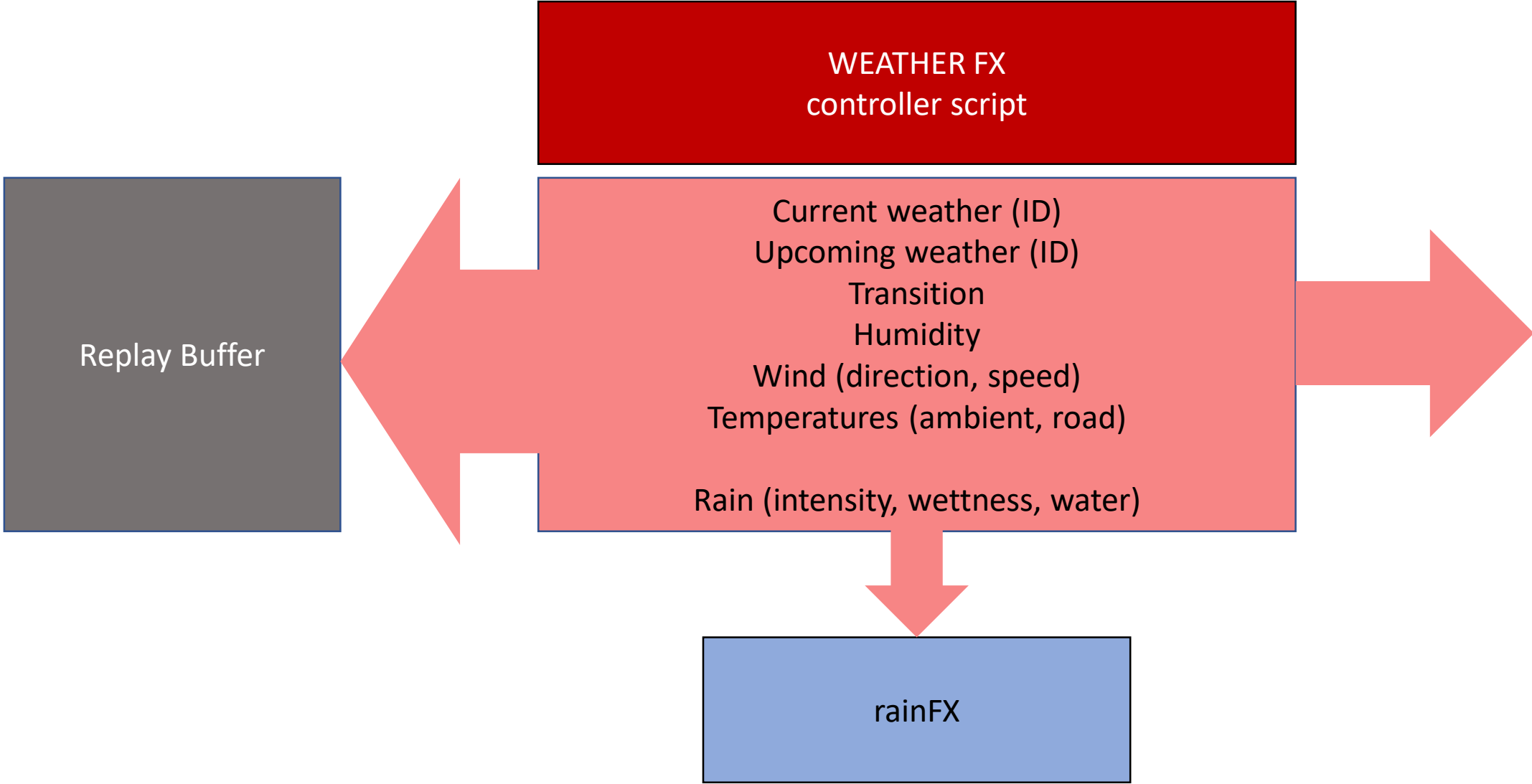
New shaders (CSP) replacing the original shaders. CM is listing them and is able to configure them via their config files







WEATHER FX when Driving



While driving, the controller script sets the parameters for weather and rain. The weather script reads those parameters and builds the weather graphics. RAIN FX reads the rain parameters and generates the rain graphics and physics.

The controller data are also stored in the replay buffer.

WEATHER FX weather script

Define how weather ID looks, Interpolates weather

- 0 = "LightThunderstorm"
- 1 = "Thunderstorm"
- 2 = "HeavyThunderstorm"
- 3 = "LightDrizzle"
- 4 = "Drizzle"
- 5 = "HeavyDrizzle"
- 6 = "LightRain"
- 7 = "Rain"
- 8 = "HeavyRain"
- 9 = "LightSnow"
- 10 = "Snow"
- 11 = "HeavySnow"
- 12 = "LightSleet"
- 13 = "Sleet"
- 14 = "HeavySleet"
- 15 = "Clear"
- 16 = "FewClouds"
- 17 = "ScatteredClouds"
- 18 = "BrokenClouds"
- 19 = "OvercastClouds"
- 20 = "Fog"
- 21 = "Mist"
- 22 = "Smoke"
- 23 = "Haze"
- 24 = "Sand"
- 25 = "Dust"
- 26 = "Squalls"
- 27 = "Tornado"
- 28 = "Hurricane"
- 29 = "Cold"
- 30 = "Hot"
- 31 = "Windy"
- 32 = "Hail"
- 100 = "NoClouds"



WEATHER FX in Replay mode

