

RACE 07 1.2.0.1 update README

This patch will upgrade any of the following RACE 07 Offline versions:

RACE 07 Offline, **Atari** release
RACE 07 Offline, **Viva Media** release
RACE 07 Offline, **Tech Dealer** release

Follow the instructions in the installer and make sure to double check that the installer points to the correct game directory.

RACE 07 Updates:

<http://www.race-game.org/race07/download/updates.htm>

RACE 07 Support:

<http://www.race-game.org/race07/support/index.htm>

Changelog for the 1.2.0.0 update:

Features:

- * Added possibility to run several championships at the same time
- * Moved user data folder to My Documents for Vista and non administrator support
- * Updated mounting of expansion packs. Now one or more expansions can be uninstalled independently of each other.
- * New track category and model select button layout
- * New scroll boxes for car setup filters
- * New layout of credits page
- * Maximum FOV is now 150 instead of 120
- * Changed upper limit of opponent skill to 110%
- * New infoscreen in main menu
- * Mouse over server information in lobby
- * AI uses headlights in rainy weather
- * Updated draw distance for most tracks

Bugfixes

- * Fixed heavy CPU usage in offline mode (reported for Windows XP x64 computers)
- * Fixed "black texture bug", seen on track reloads
- * Various championship fixes
- * Various spectator mode fixes
- * Multiplayer stability fixes
- * Fixed bug with locking force feedback when exiting to garage
- * Fixed spectator shown up as server in chat
- * Fixed rain effects in 100% rain (multiplayer)
- * Fixed opponent generator to not select duplicate cars
- * Fixed non restarting SEAT Toledo engine
- * Fixed vertical seat position not being saved correctly
- * Fixed fuel tank capacity for STCC Alfa Romeo 156 and BMW320si 6 speed sequential
- * Fixed "weird force feedback feeling"-bug, happened after have had a digital control assigned to steering (button or keyboard)
- * Fixed propagation of pit menu presets from old plrfile folder to doc & settings folder