



GT-M Akuro V6 Evo2

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[Car Installation Instructions](#)

MUST PERFORM A FULL MANUAL INSTALLATION.

Copy the '**content**', '**system**' and '**extension**' folders in this archive to your Assetto Corsa installation directory. Usually:

c:\Program Files (x86)\Steam\steamapps\common\assetto corsa

This will ensure you have the full package installed including the driver and fonts. Content Manager installation is not recommended as it may miss some files.

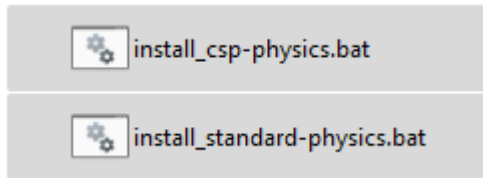
[Custom Shader Patch Usage](#)

Custom Shader Patch tool is an extension of the Content Manager base (these are popular optional tools created by third-party developers to enhance the launching procedure and functionality of Assetto Corsa). This car does have custom CSP physics and visual functionalities but the core product does not depend on any imperative CSP features that warrant any concern. As described, some capabilities are only available with the use of the tool. While not required to operate the standard version of the car, **the minimum version for this car is at least Custom Shader Patch Version 1.79.**

Please be aware there may be some small issues from time to time by using this tool including code breaks for things that once worked.

Physics installation via Batch Script

New to RSS is physics installation via batch script. This is the .bat files contained inside the car's folder which allows you to swap easily between standard Assetto Corsa and CSP physics.



In a Windows environment, simply double click your preferred choice of physics. This will look for a file inside the new \physics folder, so please keep this folder safe.

CSP Physics

RSS GT-M Akuro V6 Evo2 has CSP Extended physics. The functionality permitted includes:

Tyres

- New heating model
- More accurate stiffness
- Ray tracing for better tyre collision detection

Suspension

Non linear bumpstops

Better accuracy of suspension geometries

Aero

- More accurate aeromap based model
- Roll and yaw effects are now simulated

Engine

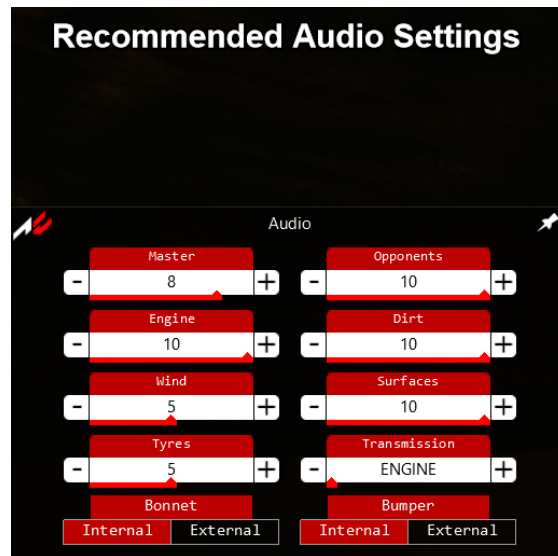
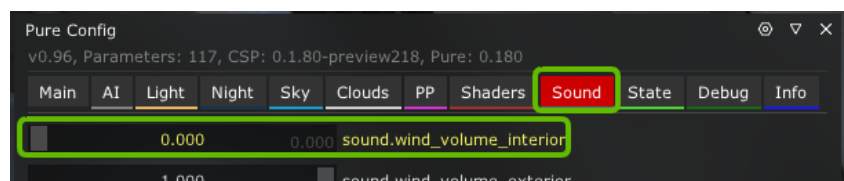
- Introduction of engine maps
- More accurate fuel consumption

Brakes

- More advances brake heating model
- Introduction of brake ducts

Sounds

It is very important that you set up the Audio settings correctly to not only have an optimized user experience, but to also demonstrate any recordings you make of the vehicle in the best way.



If you are using external tools such as Pure/SOL, they increase an interior wind volume which significantly affects low frequencies. We advise setting this to 0 in the Pure Config in-game application and pressing Save.

Set the Audio in the Audio settings or using the Audio app while in-game (move your mouse to the right of the screen during an in-game session to view apps).

Transmission is a very important one. Please ensure Transmission is set to ENGINE or is not too high.

Animations

For Custom Shader Patch users, you can encounter some novel features afforded by the tool and set up by us. For starters, go into Content Manager and set in your controller settings under Patch, assign controls to the following buttons:

Extra_A = Rainlight

Extra_B = Driver visor open and close

Extra_D = *Enduro Panel Light ON/OFF and Driver hand movement to button box

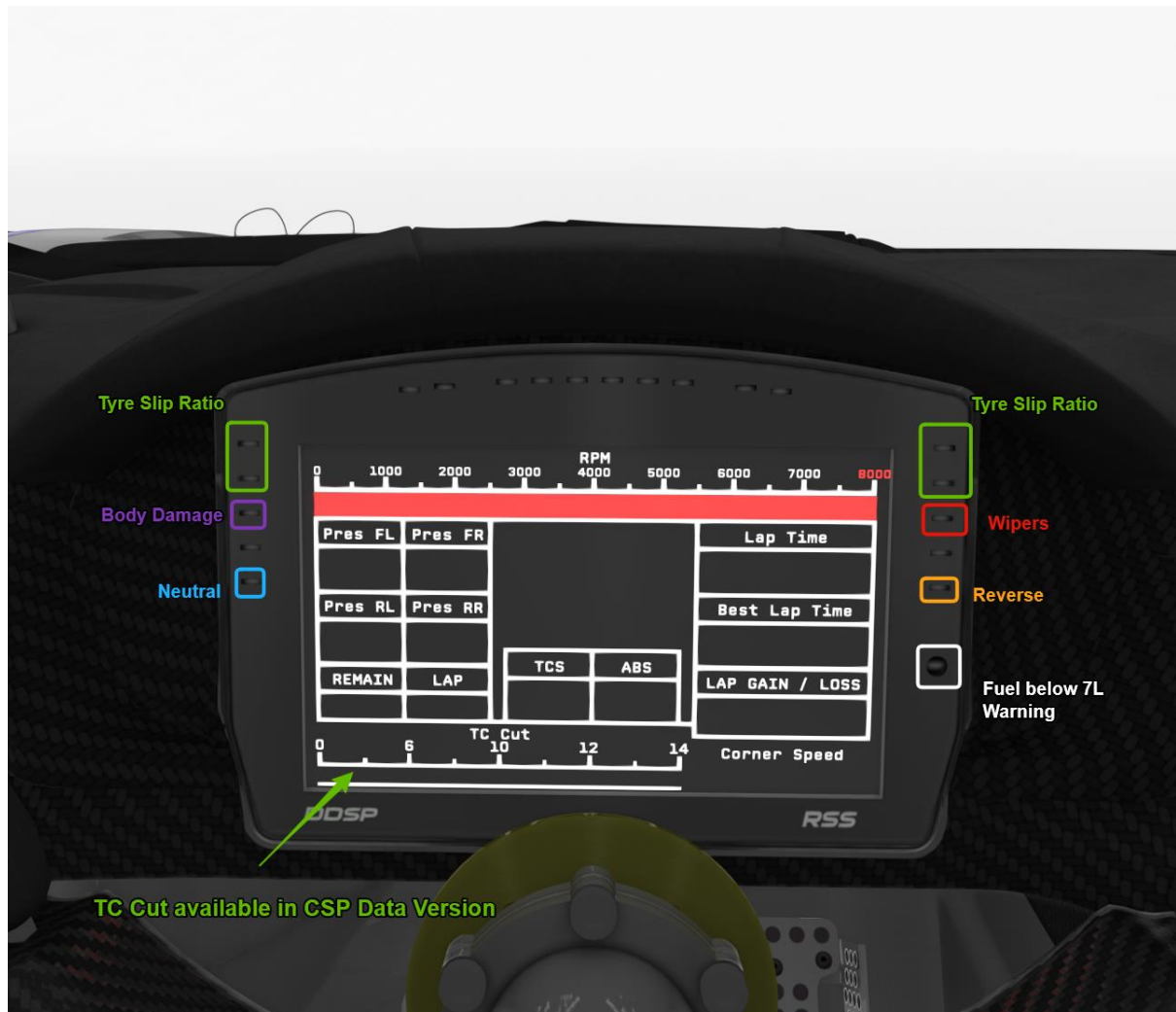
Lowbeam/Highbeam = Additional headlight component

*Note: Standard data version (described in the Release Notes with this package) has the Endurance Panel animated in the setup menu. CSP data version has it set at game launch. Therefore, CSP users can only activate the Endurance Light with Extra_D button (located in the Content Manager > Controller > Patch menu) if the car has the lights fitted on! Lights can be fitted on with the car's livery ext_config.ini file, details are contained at the top of that file.

LED Styles

Custom Shader Patch users can use functionality to adjust the special LED lighting styles we have around the car. You can identify the construction of this in the standard livery's ext_config.ini files. Pick whichever style you like.

Display



Other

- Driver feet animation and new custom steering animations are incorporated into this project.
- LUA code provided for some digital display features. Optimized for the CSP Data version.

Social Media Links



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