Ferrari F40 '92(v1.12-Final) by F40 LM Lover
1. Change Logs
   1) Strange Pedals & Feet animation is Fixed.
   2) Shifting Animations are little bit improved.
   3) Fixed Prancing Horse symbols on Air Vents.
   4) Added Spare Tyre in the Frunk.

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Ferrari F40 '92(v1.1) by F40 LM Lover
It is required CSP 1.76 or above Version.
Some Features are changed or fixed/Added
1. Change Logs
   1) Physics
      -. I'm not good a edit Physics and Some guys not satisfied about the physics and they said that Kunos original physics is better.
         So, The Physics are totally rollback to F40 S3's
         Only differences between two is like below.
         . Weight
         . Engine Power : I don't want to give up faster accellations, Kunos Orignal F40 is slower than Real.
         . Gear Ratios : I don't want to give up regarding Top Speed
         . Tyres : It is Kunos Pirelli Corsa's
         After Roll-back to Original, Its 0 to 100km/h : 4.1sec, 0 to 160km/h : 7.36sec, 0 to 200km/h : 10.86sec, 0 to 300km/h : 28.9sec and Top Speed : 325.4km/h at Nardo test track
      -. If you don't like the physics, there are no options. Because it is kuno's. Best Suggestion is Wating and use "Jandrovi Physics" If he release his physics, You can try it.
         [HOW IS ENGINE PERFORMANCE TESTED]: Ferrari F40 acceleration - Jandrovi physics - YouTube

   2) Added Emissives & Features
      -. Water Temp alarm, Engine Stalled(You can see the differnecs When You Releasing clutch pedal even shiter is not Neutral)
      -. Added Odometer Main and Trip
      -. Wiered Wiper Animation is Fixed
      -. Turn Signal Blinking Frequencys are Changed
      -. Much Better Gear shifting animation : Thanks to My friend GADU who gives a good time Settings
      -. Interior shadows are fixed by CSP Shader replacement : Thanks to LJSenna
      -. Added Exhaust Flames by leon XD : Thanks to leon XD
      -. Hand Brake Lighting, Battery alarm : Thanks to leon XD

2. Thank you, everyone. See you next car!

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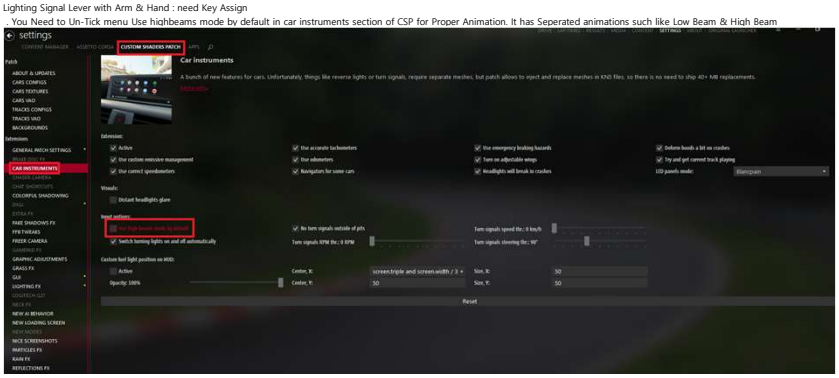
Ferrari F40 '92(v1.0) by F40 LM Lover
It is required CSP 1.76 or above Version.

1. 3d Model
   1) Based on Forza Horizon 4 by Turn 10 Studio.
   2) Some Parts are from Kunos Original & Gran Turismo Sport by Poly Pony Disgital
   3) Converted by F40 LM Lover

2 Sound
   1) Immersive Ferrari F40 Sound Mid by KINGLIAM2004
   Immsersive Ferrari F40 Sound Mod | RaceDepartment

3 Features
   1) Exterior Animations
      -. Left Door : Extra A
      -. Right Door : Extra B
      -. Rear Cawl : Extra C
      -. Frunk : Extra D
      -. Left Window Open : Extra E
      -. Fog Lights : Extra F

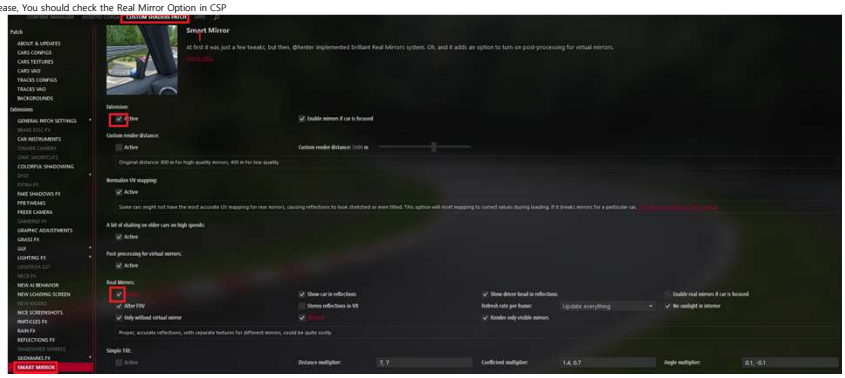
   2) Interior Animations
      -. GAS, Brake, Clutch Pedal with Feet : Don't need Key assign
      -. Trun Signal Lever with Arm & Hand : need Key Assign
      -. Lighting Signal Lever with Arm & Hand : need Key Assign
         . You Need to Un-Tick menu Use highbeams mode by default in car instruments section of CSP for Proper Animation. It has Seperated animations such like Low Beam & High Beam



      -. Hazard with Arm & Hand
      -. Hand Brake with Arm & Hand
      -. Window Open with Arm & Hand
      -. Fog Light with Arm & hand
      -. H-Pattern Shifter with Arm & Hand
      -. Horn With Arm & Hand

4. Physics
   Based On Kunos Original F40.
   1) Engine Power : 471 bhp/ 579NM at Wheel not Crank shaft)
      Reference is like below
      Horsepower/Torque Curve for 1992 Ferrari F40 (man. 5) (model for North America U.S.). Detailed engine characteristics. (automobile-catalog.com)
   2) Aero Edited by F40 Lm Lover, It can be reach at 324km/h, and more Downforces
   3) Weight is 1,254kg

5 Please, You should check the Real Mirror Option in CSP



6 Thank You.