

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
[Immersive Ferrari F40 Sound Mod | RaceDepartment](#)

3 Features

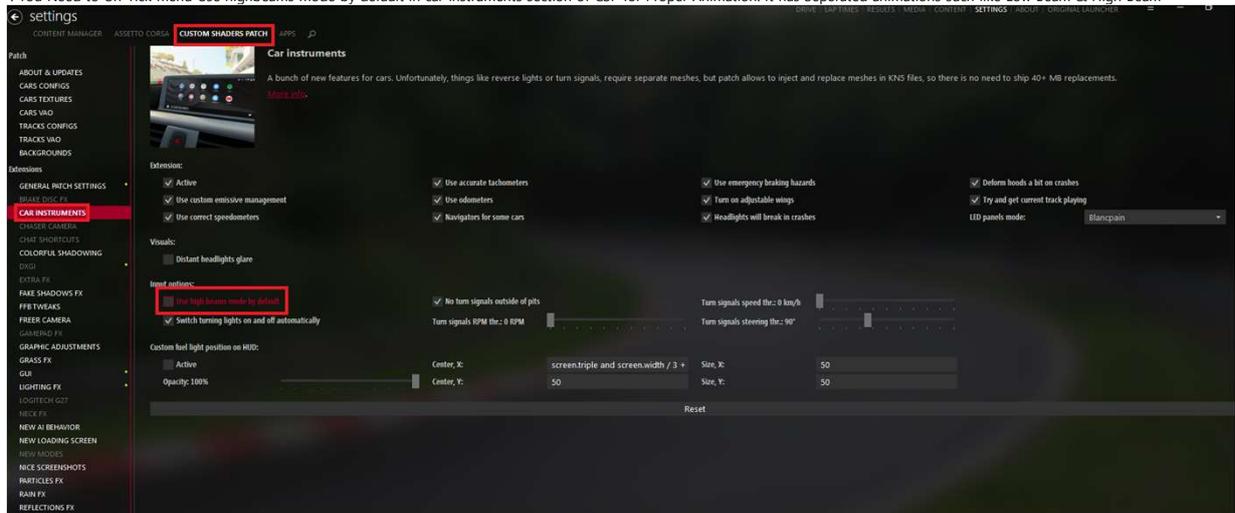
1) Exterior Animations

- 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 Separated 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.

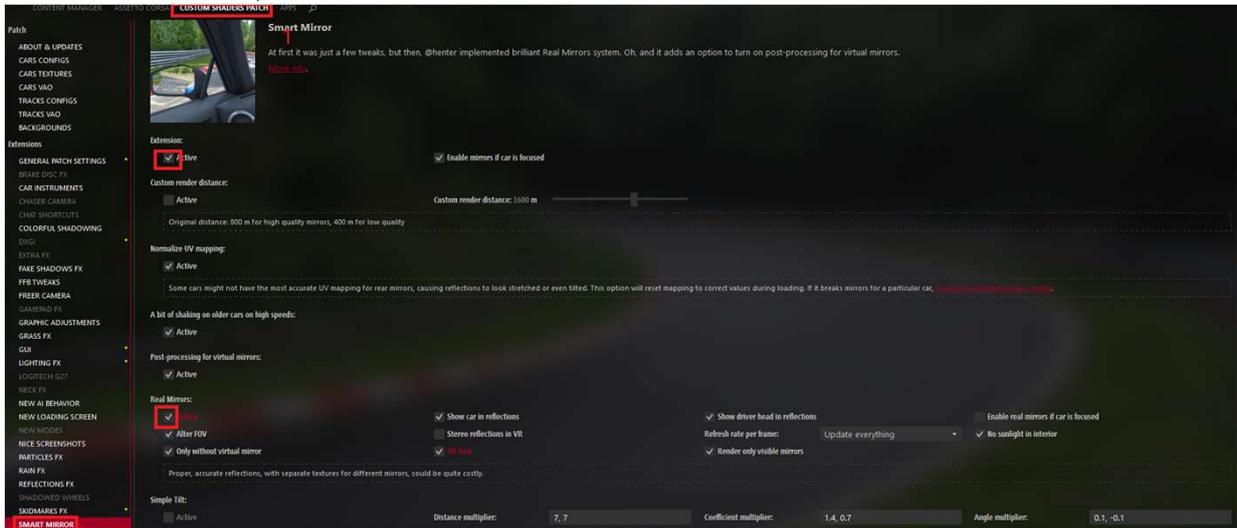
- 1) Engine Power : 471 bhp/ 579NM at Wheel not Crank shaft)

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.