2007 Formula 1 League Edition v.1.0
By Mak-Corp

We need to thank all the people who made this possible. It has been many months coming, but hopefully you will all enjoy the countless hours put into this mod. First and most, **Günthar Rowe** for his dedication and hard work. Gunthar built pretty much everything from ground up based on the Mak-Corp rFactor version. The physics are 100% new for the *Race* version. Of course he couldn't have done it without the countless hours of testing and feedback from all the beta testers at RaceDepartment. The list is very long, Niklas Vesterinen, Arno Hoog and Ventis Didrihsons are just some of the names that come to mind.

Thank you all for your dedication!!!

Special Remark
RaceDepartment.com has the full exclusivity to Mak-Corp 2007 Formula 1 mod until March 31st, 2010. The mod is not to be uploaded to any other public sites until then!!

League Edition Cars
All cars have the same performance in the League Edition

Installation
Extract to main Race07 folder
Example: C:\Program Files\Steam\SteamApps**you-user-name**\race 07\

Adjusting the 7th Gear
7th gear cannot be changed in the garage using the default Simbin interface. There are 2 options around this issue:

Manual adjustment
1. Save your setup
2. Open your setup .svm file in notepad (setup files are saved in ...Documents\SimBin\RACE 07\UserData\CarSetups**Track name**)
3. Scroll down to this entry:

```
[DRIVELINE]
FinalDriveSetting=1
ReverseSetting=3
Gear1Setting=2
Gear2Setting=17
Gear3Setting=27
Gear4Setting=38
Gear5Setting=47
Gear6Setting=57
Gear7Setting=66
DiffPumpSetting=30
DiffPowerSetting=15
DiffCoastSetting=20
DiffPreloadSetting=5
```

4. Adjust "*Gear7Setting=66*" to change the 7th gear up or down. Moving it from 66 to 67 is the same as adding 1 click in the garage.
5. Adjust "*FinalDriveSetting=1*" up or down to set the final drive ratio. Possible values are: 0, 1, 2 or 3.
6. Save setup.
7. Alt+Tab back into game and reload your setup.

Using MotecDX/MotecAdd -> [further info here](#)
If you are using that realtime telemetry (dual monitors or on-screen) Alekhine implemented the feature to change the 7th gear and the final drive ratio right in the garage.
- "CTRL+G" (then +/-) adjusts the 7th gear (all information are displayed on the screen)
- "CTRL+F" (then +/-) adjusts the final drive.

Pit stops
Again, we have contacted Simbin to see if it was possible to reduce the pitstop length (it is about ~30s vs. ~10s in RL). The short answer was "no we cant, deal with it". To work around that issue we worked on optimizing the tire grip and wear so that 1, 2 and even 3 pit stop strategies were possible in a 90mins race depending on the compound. It is still not perfect as every track is a little different, however based on the feedback from RDFOC and FPWS we are very close.

Removing driver's visor in the cockpit view
Copy mmg_f1_fpvisor.DDS from mmg_f1_fpvisor_no_visor.rar to
...Steam\SteamApps\mart159\race 07\Gamedata\Teams.....
Copy the DDS file ONLY the teams folder not MMG add-ons!

Stalling the car
Engine is not fitted with on-board starter as per real life

Cars technical info
Optimum tyre temperatures (all compounds front and rear)
95°C/203°F

Brakes:
Ducts: 7 settings
Cold 50% Drop in Torque: 100°C/212°F
Optimum Start Temp: 550°C/1022°F
Optimum Finish Temp: 750°C/1382°F
Hot 50% Drop in Torque: 1450°C/2642°F

Optimum engine running temperature for the League Edition motor
106.4°C/223.5°F

Average engine life
16000 seconds / ~ 4 hours 25 minutes

Engine life random variable
5880 seconds / ~ 1 hour 38 minutes

Others
Wet tires textures are still work in progress.

Support
For any technical support visit [Mak-Corp forum](#) or contact Eric Kaczmarek @ RaceDepartment

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All racing leagues, corporate entities and or event owners must be MMG Certified Leagues to use this mod and also have the MMG Certified Leagues logo on their site for the seasons they use this mod. Registration for becoming a certified league is free and can be done via the link below...
League Registration

MAK-Corp reserves the right to terminate a league's certificate to use and run our mods at any given time. By applying to become a certified league you understand and agree to abide by our copyright, league usage rules and permissions for content usage.
- Leagues have the right to alter the car and helmet liveries, tyre textures, and physics.
- Leagues have the right to change the team names and driver names to reflect their league's member teams.
- League versions must remain solely on the league site and not posted in any other community site for download.
- Menu must remain as is with the original menu created by MAK-Corp.
- Leagues must make clear clarification that their version is purely a league version built on MAK-Corp's original release and must not try to claim the content or mod as their own.
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