

# Apex Modding

We at Apex Modding Team thank you for your purchase of the ACFL F2018 content for rFactor2. Your support is extremely important as it allows us to keep creating detailed content for your favorite racing titles.

## ACFL F2018 version 1.1

- *Physics tweaks based on further feedback*
- *New tires*
- *Seemingly random crash to desktop should be fixed*
- *Other smaller miscellaneous edits and tweaks*

## ACFL F2018 version 1.0

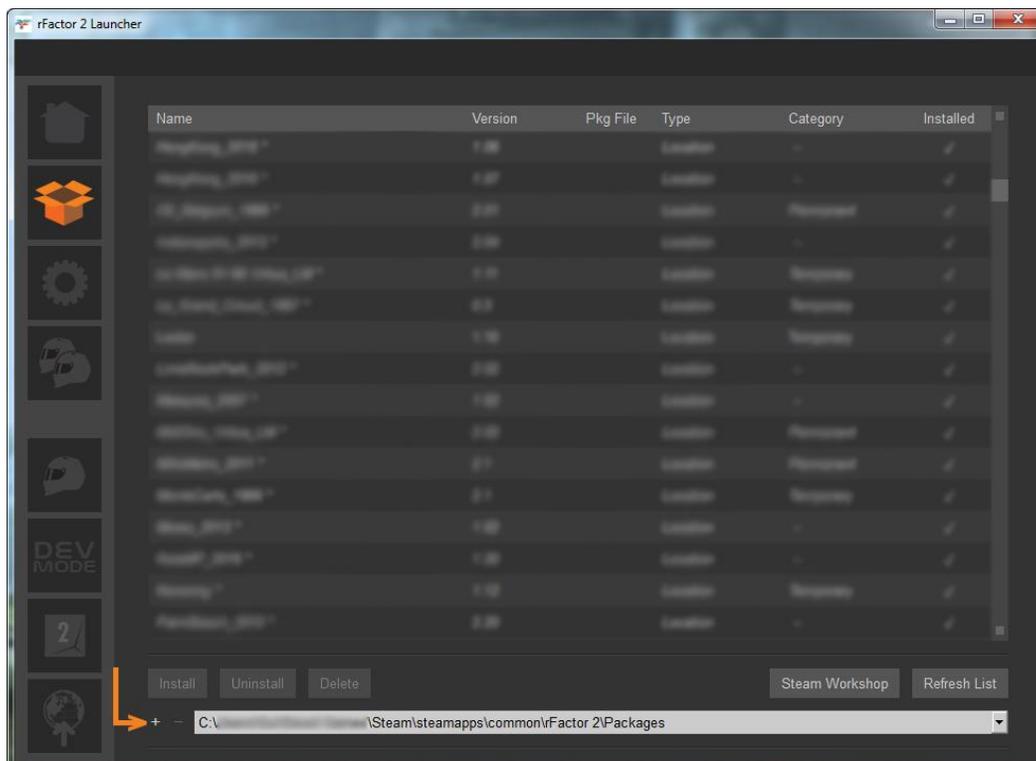
- *Accurate 3D models and liveries corresponding to all 10 real-life teams and drivers*
- *Detailed and Individual sounds for all engines*
- *League-based (spec) physics for all teams*
- *Latest shaders and technology - rain and damage, chassis flex, thermal patch tires, fuel movement*
- *ERS not currently enabled due to lack of documentation. KERS cannot be adequately implemented either. Both will be revisited if/when documentation becomes available.*

## Credits:

- 3D, 2D art & sounds: ACFL Team (<http://acfligue.fr>)
- Converting and implementing assets, physics: Apex (with thanks to redapg for his online tools)

## Installation:

- Place the .rfcmp file in \Steam\steamapps\common\rFactor 2\Packages or in your preferred Packages folder
- Install the content via the Launcher



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This content is made to be fully functional with the current build or version of the game. We will aim to maintain our content updated and compatible to modifications and the latest technologies, especially in cases of game updates breaking the content. However we are constrained by time and available documentation and as such, we cannot be held liable.

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