



**VIRTUA\_LM**  
<http://virtua-lm.com>

## Le Mans Project

**v1.11**

### Introduction

Virtua\_LM is proud to present you with the result of nearly 2 years of work, the Le Mans project for **rFactor**. Our goal was to realise the different layouts from 1977 to 1996 with the highest level of accuracy and details allowed by modern computers and graphic boards.

### History

- **19th June 2008**  
AIW fix for GTR2, GT-Legends and Race07 versions
- **14th June 2008**  
Release GTR2, GT-Legends and Race07 versions
- **8th February 2008**  
Release of v1.10 : 1977 version
- **16th June 2007**  
Release of v1.00 : 1979 version



### Credits

#### ■ Virtua\_LM members

Algis (track modelling), Amax (archive), Aprimatic (painting), Burger4man (car modelling), Danilo (AIW), Dave\_3D (car modelling), DerDumeKlemmer (conversion), Discocandy (painting), Eclipsee (car modelling), Eden7c (R&D), Etone (archive), F1Driver (painting), Joe Bar Team (R&D), King Of The Ring (car modelling), Markus Nissa (car modelling and painting), Monsum (track modelling), Nugit (car modelling), Padajacaba (R&D), Racer-BR (painting), Revsect (R&D), Swiss Hutless (car modelling), Sylvain (track modelling), T-Spark (painting), Tato (painting), Trumpf (R&D), Vassalfada (sounds), Vince Klortho (R&D), Zulu (painting)

#### ■ Beta testers and external support

Agathe, Batman, Bullitt, Christ, Desmo, Digitt, DrGroove, Ekaterina, Elio75, Elwood, emac, Eric.Bugs, Grietick, Gui930, Gundam, Gwladys, Hunaudieres, JBMASS, Jean-Claude, Khyn, Ludo24H, Pete Walsh, Moucham, Mullog, Niko, Nikolovic, Otaugames, Pontiac, Raegon, Roswell, SpeedFr, Sticky-Fingers, Laurent Rabier, Tmsi68, Ve vex, Wimille

#### ■ Special thanks go to ...

- Image Space Incorporated (ISI)... for developing rFactor and for their technical support.
- Pete Walsh obviously... for creating rFactorCentral, the heart of the rFactor modding community.
- emac and the whole RH crew... for hosting our forums and for their kindness and honesty in our everyday virtual life.
- RacingFR testers... for their enthusiasm and particularly Desmo and Sticky-Fingers for the great organization.
- Dave Noonan for developping 3DSimED V2 and then making decent conversions possible to other GMT2 engines.
- Our families who shared and endured this strange passion during those last years.
- Our loyal fans.

### Terms and conditions

- **Conversion or modification of any of this package's contents is strictly prohibited, whatever the destination platform**
- Usage of textures can be granted according to the conditions described on the Virtua\_LM website (disclaimer section)

In a more general way, the restrictions of use applied to this package are described on the Virtua\_LM website (<http://virtua-lm.com>). Any additional question can be asked (in a polite way) on our forums.

### Known limitations

- Some flickering shadows may appear at several locations on the track (pit lane and Mulsanne corner especially). This limitation can be reduced with specific settings in CAM files (ClipPlanes values), especially with the swingman camera.

