Street Legal Racing: Redline V2.3.1 Download Youtube

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About This Game

Street Legal Racing: Redline is a legend, it's the world's most popular vehicle mechanic simulator with night drag races and on-track racing events. We have improved the original game by adding a lot of new features and fixing old bugs.

WARNING: THIS RELEASE IS STILL BETA, IT COULD BE UNSTABLE AND CONTAIN BUGS!

What's new:

- 16 cars from Street Legal 1 with all models, correct prices, descriptions, etc.
- 17 new high-quality maps, including drag strip with working traffic light
- 7 new gamemodes, including Drifting, Circuit racing and Drag racing
- Pedals for automatic, semi-automatic and manual transmission

- Swaybars
- DTM modifications of Nonus, Baiern and Einvagen
- DTM V8 engine
- Shimutshibu Focer WRC bodykit
- Fixed baiern custom headlights and little fixes to chassis
- Paintable stock rims
- Unlocked hidden suspension scripts
- Bugfixes for previous versions of the game
- Tyre texture replacement
- New rear wings
- Side exhaust for Prime DLH
- New mufflers
- Improved F3 camera for all stock cars
- Skydome animation
- Gullwing doors for SuperDuty
- 900km/h speed limit
- Completely new high-quality animated graphic interface, a lot of fixes and improvements to old interface code
- Russian language support
- Debug features (stop EXE, on-screen debug, print to log)
- THOR: little addon for asynchronous code execution
- New type of GPS map with automatic route generator
- Entirely new main menu
- Extended freeride mode: now you can select the map
- Add-on gamemodes and maps support
- Extended career mode with over 60 racing events
- Camera animations on race start
- Both manual and automatic savegame support

- New unlockable cheats (fillmygarage, testme, reddevil)
- Completely new credits menu
- Hall of fame: my personal memorial in the game in honor of the legendary members of Street Legal community
- New soundtrack, including unreleased tracks of Hotel Sinus
- Paint booth as a dedicated game area
- Paintcans with selectable RGB/HSL color and capacity
- No more vehicle information in Joe's dealership
- New trade-in dealership
- Three ROC prize cars
- Automatic, semi-automatic and manual transmissions as separated parts
- Differential as a separated part
- Additional MC hood
- New model of Prime car: DLH750
- Prime DLH500 is not a special car anymore and become available for purchase
- Police versions of playable cars in Hot Pursuit gamemode
- Particle systems for tarmac, sand, gravel and grass
- New ground detector code: now the game can tell you if you're driving off the asphalt area
- Added code for checking RPM in the java
- Added code for controlling vehicle programmatically from java
- Built-in debug tools for placing environment sounds, camera animation points, OSD calibration, etc.
- Completely new OSD for all stock cars
- New default OSD
- New game fonts
- New cursors
- New high-quality game icon and new logo
- Ability to get into the car in dealerships
- Vehicle class detection
- Ghost driver feature

- Ability to talk to police
- High-resolution skydome textures
- Animated OSD message boxes
- Built-in automatic RDB builders to help modders
- Flappable parts can be opened by click in dealerships
- Tons of improvements in original game code
- New decals and logos
- Automatic save is more frequent
- Completely new traffic
- Moveable parts in the garage
- Driveable garage

Special thanks to:

- GTR-X-ITE
- MiNTACiD
- A-Crow
- Sannex
- FrIEnDKiLLeR
- Razeil
- Jim
- Invictus
- SnakeR
- Akvalang
- KOcccTya
- ILLKING
- user12
- REDLINE_RACER
- Draeghonov

- JAG
- 123sw
- karpej
- JOZ
- CjYoung
- Green2989

Huge thanks to the great guy RASTA-BEAT! Dude, you're the best!

Title: Street Legal Racing: Redline v2.3.1
Genre: Racing, Simulation
Developer:
Invictus Games Ltd., ImageCode
Publisher:
Activision Value Inc., ImageCode
Release Date: 7 May, 2016

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Minimum:

OS: Windows XP SP3

Processor: Intel Core 2 Quad 2GHz+

Memory: 512 MB RAM

Graphics: GeForce 9800

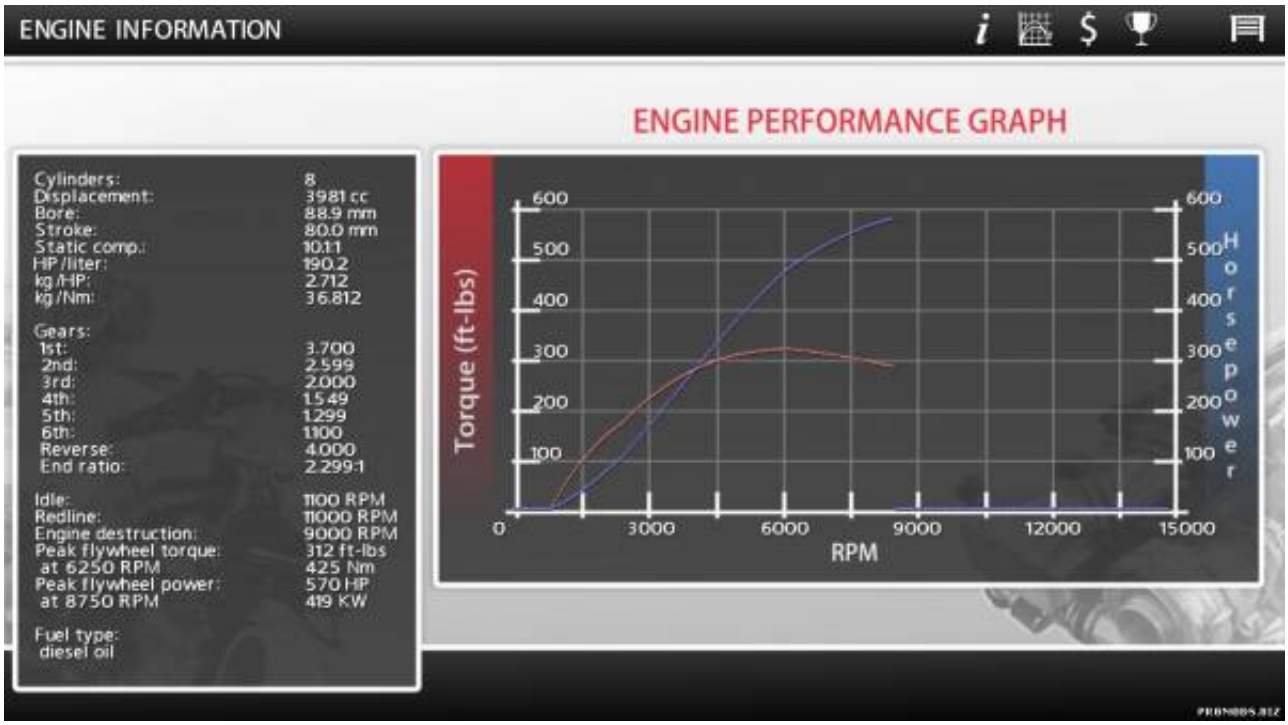
DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 3000 MB available space

English

CHASE TIME: 2:03.980
CONNECTION LOST
LOOK FOR A SAFE PLACE!
306
6
0000057


ENGINE INFORMATION
ENGINE PERFORMANCE GRAPH
Cylinders: 8
Displacement: 3981 cc
Bore: 88.9 mm
Stroke: 80.0 mm
Static comp.: 10.11
HP/liter: 190.2
kg/HP: 2.712
kg/Nm: 36.812
Gears:
1st: 3.700
2nd: 2.599
3rd: 2.000
4th: 1.549
5th: 1.299
6th: 1.100
Reverse: 4.000
End ratio: 2.299:1
Idle: 1100 RPM
Redline: 11000 RPM
Engine destruction: 9000 RPM
Peak flywheel torque: 312 ft-lbs
at 6250 RPM 425 Nm
Peak flywheel power: 570 HP
at 8750 RPM 419 KW
Fuel type:
diesel oil
Torque (ft-lbs)
600
500
400
300
200
100
0
3000
6000
9000
12000
15000
RPM
Horsepower

has serious performance issues cars feel like a bar of soap on a wet tile floor the steering has 0 input time between center to full left and full right all in all its not a game i would recommend unless you played this game before even so you would be better off not buying this version because of the major performance problems and constant crashing

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