Re-Roading
Final Alpha

Here is a list of modified files and some information

We didn't build the pyramids **we found them**

Alpha 5 - Final chance to report bugs!

∠ **Entire map complete**

∠ **All vehicles can now achieve 77MPH**

∠ **Major vehicle improvements -**

      ⌐ **Cornering speed decision**

      ⌐ **Braking range mechanic**

See Areas folder for reference of the most complex areas covered

There are 10 locations around the map that need fixing. They are all hills and slopes, which will be corrected in the next release. Also, there is a slight bug in which vehicles slow to accelerate cause a bottleneck to more capable vehicles behind, slowing down the flow of traffic.

Currently, vehicles look great at new speeds of

Expensive 77 - 88 ≡ Average 55 - 77 ≡ Poor 55 - 74 ≡ HGVs 55 - 69

Ambient 40 - 80 ≡ Transport 55 - 77 ≡ MPH

Installing will replace:

‘ Every vehicles.meta

‘ Path nodes for online - which now replaces SP map
as it is more detailed

‘ VehicleAIHandlingInfo.meta