



TATRA 603-2 B5 MARATHON 1.2

Mod info

Car info

The Tatra 603 is a large rear-engined luxury car which was produced by the Czechoslovak company Tatra from 1956 to 1975. It was a continuation of the series of Tatra streamlined sedans which began with the Tatra 77. In Socialist Czechoslovakia, only high-ranking party officials and heads of factories were driven in 603s; the car was also exported to a number of other countries.

The T603s took part in 79 races (24 international) in years 1957 to 1967, resulting in a total 60 first, 56 second and 49 third positions. In most cases production cars with minimum modifications participated in races, but more modified versions also emerged later, notably one with ejector cooled engine.

*source: Wikipedia



About the mod

This mod is a little different to our previous mods. This car is not very common, not directly crated for community racing like our previous cars, but almost all Czecho-slovaks can recognize it on the first sight. This is our next passion project, because we like to build cars which have special significance to us. And this car is a legend. This time it isn't Skoda but car from one of the oldest vehicle producers in the world – Tatra. This car was mostly used for endurance racing (84h endu races!) and was well known mainly for the air cooled V8 engine sound, blasting out of the pair of two massive ejectors (produced around 140 dB at 6000 RPM) so don't be surprised when you will hear it for the first time 😊 We won't claim this is 1:1 copy of real car developed with tons of data and telemetry, nothing like this was available for us, but we tried our best to make it as close as possible and "capture the spirit" of this legendary vehicle.



Mod history

It took almost half a year to gather all data, assets and resources and to create this mod. We didn't want to rush it and we didn't want to give us any deadlines, we just wanted to have fun building it. As always, we tried to utilize all possible technologies and possibilities of Assetto Corsa for this mod.

This mod includes some of the "Shader Patch" features:

- working turning lights
- working backward lights
- working Windshield FX/rain support
- working extra gauges on the dashboard
- PBR materials on some surfaces

Basic Tatra 603 3D model is scratch made model bought from commercial 3D modeling portal, but we had to model the whole interior, tires and some additional assets typical for B5 version by ourselves (Fuzo's skills are slightly improving). Physics was made with help of the historic documentation available from various sources, mostly from 60's, but the appearance of the vehicle was inspired by current renovated version of Tatra owned by John Haugland. Luckily for this mod we didn't need to use Kunos sounds because we contacted one of the best sound modders on the scene -ACFan and he made the sound for us.

Main people involved in this mod:

- Roman "Fuzo" Fusaty - project management, 3D modeling, file assembling, dash and lights settings, AI tuning, CSP config
- Arch - physics - reworked suspension, tyres and some bits here and there in v.1.1
- Michal "Weron" Soltes - physics - data analysis and testing
- ACFan - car sounds

How to setup and drive this car

There is not much to set in setup screen, you can adjust tire pressures to your needs, add some fuel and fiddle a little with brakes, but that's it. This car has quite heavy tail, the engine is in the back so it will be prone to oversteering when you overdrive the speed to the corner entry. There is big chance that you will catch it though. Be nice and smooth on the gas and you will enjoy quite pleasant and fun drive. Be aware that this car has quite wide steering wheel rotation angle (1800 degrees) so you will need to turn your wheel a lot 😊 And watch the brakes, they like to lock or overheat sometimes 😊

Best way how to enjoy this mod is to use "H" shifter with manual clutch and wheel set to 1080 (and more if possible) degrees.

Credits

Big "Thanks" to all people which helped us with feedback and testing. Thanks to Kunos for some assets and for the great sim itself. Big thanks to ACFan for the awesome sounds, without it this mod would never come out. And special thanks goes to Ilja a.k.a x4fab - author of famous CSP patch - for help with CSP config.

Please do not modify, convert, reupload to other websites or use any part of it (physics/3D/textures/sound) without our permission.



Installation

1. Just extract the archive to your installation folder of Assetto Corsa. For example C:\Program Files (x86)\Steam\steamapps\common\assetto corsa
2. Allow files to be updated/rewritten if asked.

This mod utilizes some graphical features of CSP 1.62 and higher, however it is not necessary to have CSP installed to use this mod.

Fixes and updates:

v.1.2

- added horn sound
- added some csp goodies
- fixed nr. 44 skin (roof should be yellow)

v.1.1

- physics fully reworked to make it closer to real counterpart (thx. Arch)
- number plate appears as a sticker now (it has its own texture now)
- some material and mesh fixed as suggested by x4fab
- Added one new skin (Nr. 44)

v.1.01

- hotfix for rear suspension (should be a little more predictable)
- added extended CSP file (thx x4fab)
- added real license plate to "Marathon de la Route" skin (thx TheSosunser)

v.1.0

- initial public release



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