Sol Config

There is no visible change after changing a parameter of Sol_Config, because of this:

- The change is not visible while the current time (night or day).
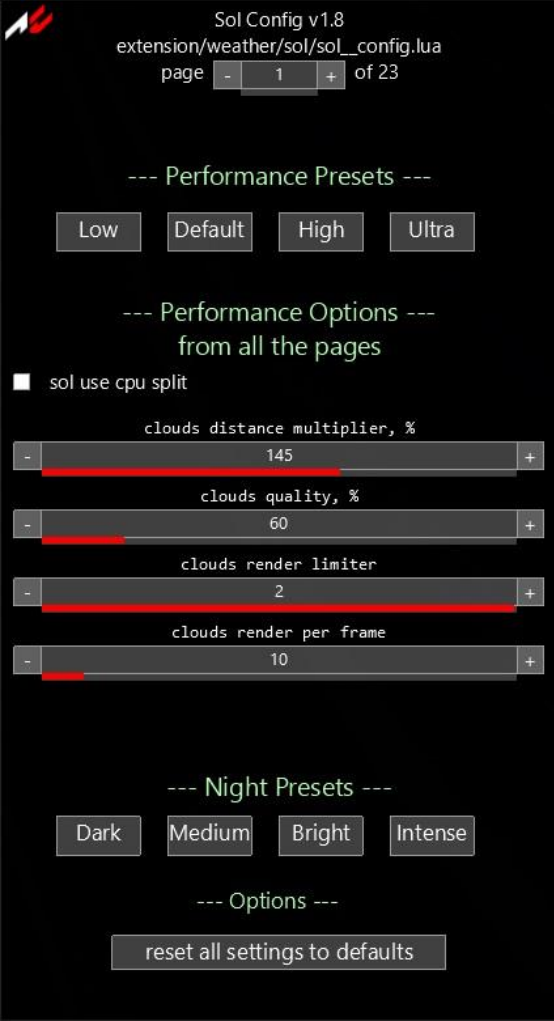- A `custom config` of a PPFilter overwrites this parameter.
  Custom config are scripts, which will be updated every frame.
  They can access all Sol_config parameters.
  They are loaded automatically with the PPFilter.
  __Sol_Extra PPFilter overwrites parameter too.

  To be sure to have access to all Sol_config parameters, change to "__Sol" PPFilter.

Sol Config

--- Performance Presets ---

| Low | Default | High | Ultra |

--- Performance Options ---
from all the pages

☐ sol use cpu split

clouds distance multiplier, %
| - | 145 | + |

clouds quality, %
| - | 60 | + |

clouds render limiter
| - | 2 | + |

clouds render per frame
| - | 10 | + |

--- Night Presets ---

| Dark | Medium | Bright | Intense |

--- Options ---

| reset all settings to defaults |

Performance and Night Presets

Use the 4 **performance preset buttons** to adapt Sol to your needs. "Low" will give you the highest fps. "Ultra" will have a huge impact on fps, but let the clouds look really nice. Those performance presets will change the 5 parameters below. These parameters are from different pages of sol_config.

Use the **night preset buttons** to adapt Sol's night look to your taste and need. With the "Dark" preset, you can have a very natural night look, if your monitor is calibrated and/or is able to view the lowest brightness levels.

The night presets adjust these parameters:

- ✓ night__brightness_adjust
- ✓ night__moonlight_multiplier
- ✓ night__starlight_multiplier

Use "Intense" to have a very artificial night look.

Reset all settings to default

All Sol parameters will get their default values, except the track adaption parameters.

PERFORMANCE

Set this to true, to improve CPU calculation time
☐ sol use cpu split

If set to true, Sol just uses the smaller textures, like the 4k starmap.
You need to restart AC to reset VRAM.
☐ sol only use smaller textures

MONITOR COMPENSATION

To adjust this, please look in the manual
chapter "Tweaks and performance improvements / monitor calibration"

blacklevel compensation
| - | 0 | + |

-10 (cold) … 0 (neutral) … 10 (warm)
colors whitebalance
| - | 0 | + |

Performance

```
sol__use_cpu_split = false
```

If set to true, the calculations of clouds, light and area are seperated and sequenced in multiple frames. This will reduce the CPU load. If frame rates are low, you will see the splitted calculations.
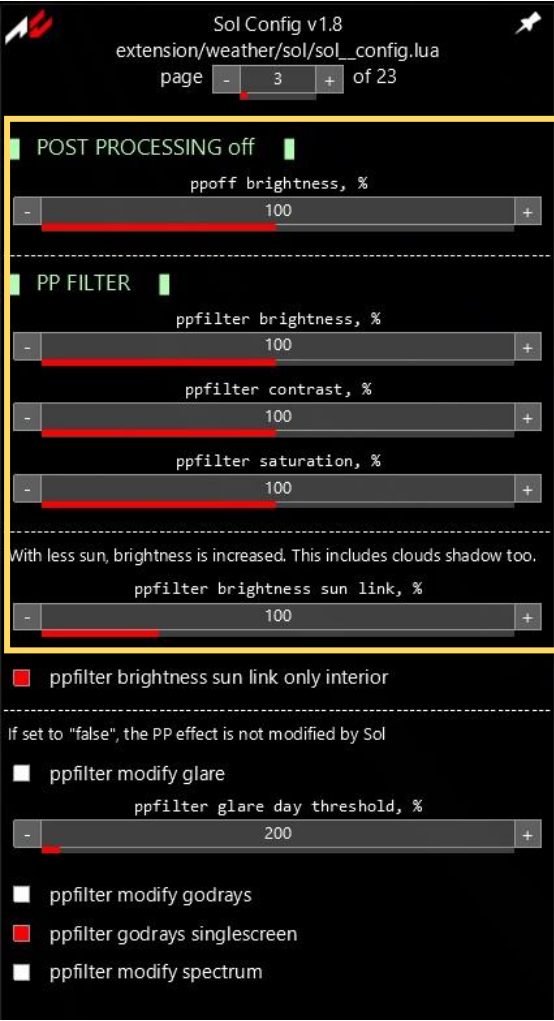
Monitor Compensation

```
blacklevel__compensation = 0
```

If the settings of your monitor are set wrong, you will not see any details with low color values. Open the black level chart and make it full-screen. Try to change the settings of your monitor, so you can barely see field 1 or 2. Try to lower contrast a bit to achieve this. If this is not possible, go back to default values. Maybe your monitor is also not able to show detail in that region.

The blacklevel compensation shrinks the color range and lift all values, so the colors are in a practical range.

```
colors_whitebalance = 0
```

If PostProcessing is used, the overall whitebalance of colors can be adjusted here.

POST PROCESSING off ▮

ppoff brightness, %

[-] 100 [+]

- -

PP FILTER ▮

ppfilter brightness, %

[-] 100 [+]

ppfilter contrast, %

[-] 100 [+]

ppfilter saturation, %

[-] 100 [+]

- -

With less sun, brightness is increased. This includes clouds shadow too.

ppfilter brightness sun link, %

[-] 100 [+]

🟥 ppfilter brightness sun link only interior

- -

If set to "false", the PP effect is not modified by Sol

⬜ ppfilter modify glare

ppfilter glare day threshold, %

[-] 200 [+]

⬜ ppfilter modify godrays

🟥 ppfilter godrays singlescreen

⬜ ppfilter modify spectrum

Post Processing OFF

ppoff__brightness = 1.00

Sol has a full support of "PP off" mode. If PostProcessing is deactivated, Sol has integrated modifiers to achieve post processing like controls.

PP Filter

ppfilter__brightness = 1.00
ppfilter__contrast = 1.00
ppfilter__saturation = 1.00

You can adjust the 3 main picture settings here. This will not modify the selected PPFilter.
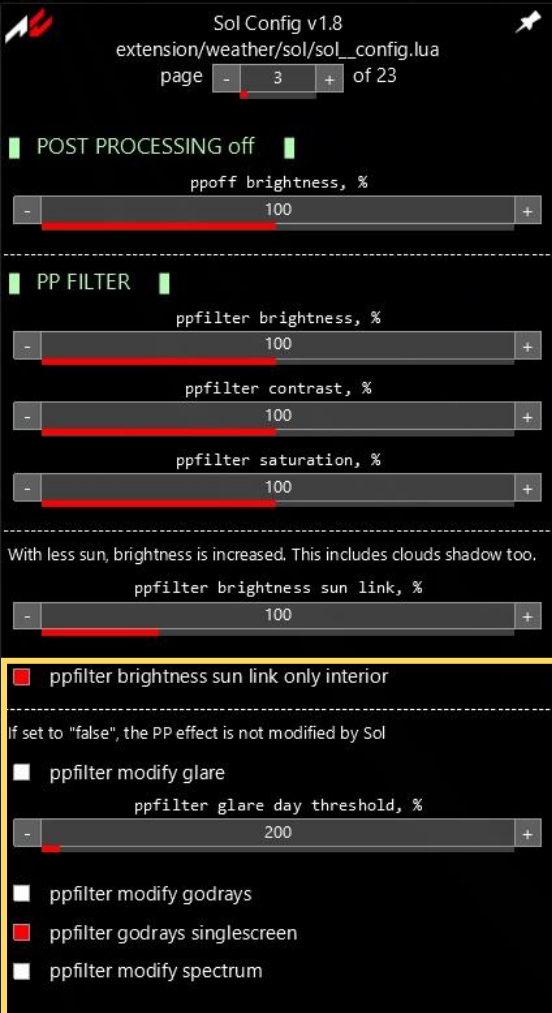
ppfilter__brightness_sun_link = 1.00

This parameter controls an integrated function, which gains brightness if sunlight decreases. The inputs of this function are sunlight, ambient light, cloud shadow and the overcast modulator. Different to Autoexposure of the PPFilter, this function controls the brightness more static and more stable. It could be described as a control of the needed additional exposure for different light situations.

0.00   1.00   2.00

POST PROCESSING off

ppoff brightness, %

- | 100 | +

PP FILTER

ppfilter brightness, %

- | 100 | +

ppfilter contrast, %

- | 100 | +

ppfilter saturation, %

- | 100 | +

With less sun, brightness is increased. This includes clouds shadow too.

ppfilter brightness sun link, %

- | 100 | +

☐ ppfilter brightness sun link only interior

If set to "false", the PP effect is not modified by Sol

☐ ppfilter modify glare

ppfilter glare day threshold, %

- | 200 | +

☐ ppfilter modify godrays

☐ ppfilter godrays singlescreen

☐ ppfilter modify spectrum

`ppfilter__brightness_sun_link_only_interior = 1.00`

Just do the brightness control in cockpit views. The brightness with external cams is fixed.

`ppfilter__modify_glare = false` If activated, Sol controls the glare thresholds of the PPFilter. Mainly they will be lowered in nighttimes, to show camera like effects.

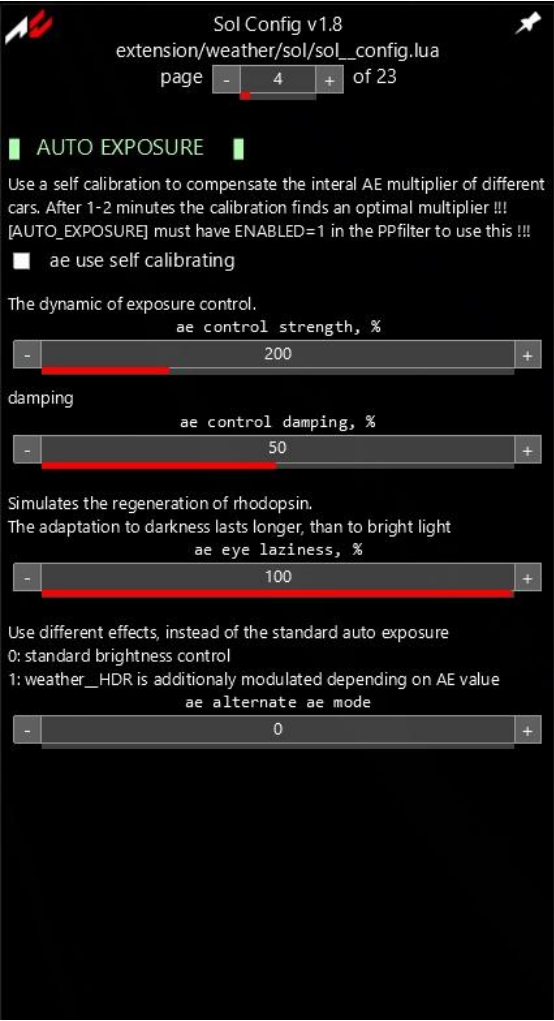`ppfilter__modify_godrays = false` If activated, Sol controls the settings of godrays. Godrays will be lowered for certain weather situations. ppfilter__modify_godrays will be activated, if Sun Dazzle Effect is used.

`ppfilter__godrays_singlescreen = true` If you use triplescreen, deactivate this. This will prevent the double sun glitch.

`ppfilter__modify_spectrum = false` If activated, Sol will change the color temperature with different inputs, like sunangle or air temperature.

▌ AUTO EXPOSURE ▌

Use a self calibration to compensate the interal AE multiplier of different cars. After 1-2 minutes the calibration finds an optimal multiplier !!!
[AUTO_EXPOSURE] must have ENABLED=1 in the PPfilter to use this !!!

☐ ae use self calibrating

The dynamic of exposure control.
ae control strength, %
[-] 200 [+]

damping
ae control damping, %
[-] 50 [+]

Simulates the regeneration of rhodopsin.
The adaptation to darkness lasts longer, than to bright light
ae eye laziness, %
[-] 100 [+]

Use different effects, instead of the standard auto exposure
0: standard brightness control
1: weather_HDR is additionally modulated depending on AE value
ae alternate ae mode
[-] 0 [+]

Auto Exposure

ae__use_self_calibrating = false

Use a self calibration method to compensate the internal AE multiplier of different cars. After 1-2 minutes the calibration finds an optimal multiplier. **PPFilter.ini: [AUTO_EXPOSURE] ENABLED=1**

In AC there is an internal AE multiplier for every car. With this multiplier, the YEBIS (a Post Processing Suite) Auto Exposure (AE) is adapted to the different shapes of the cockpit, because there are different sizes of the visible environment in different cars. E.g., open wheelers have a big area of visible environment or very little in le Mans prototypes. The internal AE multiplier adapts this area and tries to equal the AE for every car - BUT with less success! That's why AE differs much with different cars. To use an averaging over a certain amount of time stabilizes the AE for many cars.

ae__control_strength = 2.00	The dynamic of exposure control
ae__control_damping = 0.50	Dampening to prevent too fast controlling.
ae__eye_laziness = 1.00	Simulates the regeneration of rhodopsin. The adaptation to darkness lasts longer than to bright light.
ae__alternate_ae_mode	Activates a different method for Auto Exposure.
ae__alternate_ae_mode = 0	YEBIS controls the PPfilter's exposure.
ae__alternate_ae_mode = 1	YEBIS control is neutralized and brightness is fixed. The AE value can now be used independently. It is stored in the **weather__HDR** variable. Advanced AE logics can then be realized in a custom config by retrieving this variable: **weather__get_hdr_multiplier()**

CSP Lights

The headlights will be switched on or off with certain ambient light levels, sun angle, fog_dense levels, or dependent on the weather badness index

headlights if sun angle is under
[-] 3 [+]

headlights if ambient light is under, %
[-] 750 [+]

headlights if fog dense is over, %
[-] 70 [+]

headlights if bad weather, %
[-] 50 [+]

If this is activated, CSP lights appear with sunset and disappear with sunrise. It will also control CSP's new light's fog glow. Set it to false, if you like to use your own control in sol custom config over ac.setWeatherLightsMultiplier(x) and ac.setGlowBrightness(x).

☐ global CSP lights controlled by sol

This multi effects all CSP lights, if global_CSP_lights_controlled_by_sol is activated
global CSP lights multi, %
[-] 100 [+]

Custom Shaders Patch Lights

The headlights of the AI will be switch on or off, with the following conditions:

headlights__if_sun_angle_is_under = 3.00   Sun angle

headlights__if_ambient_light_is_under = 7.50   Ambient light

headlights__if_fog_dense_is_over = 0.70   Fog dense

headlights__if_bad_weather = 0.50   All weather are categorized with a "bad" index. E.g., "Light Rain" has 0.2.

global_CSP_lights_controlled_by_sol = true

If this is set to true, Sol controls the brightness of bounced and emissive light. While Day, the brightness should be lower, to prevent visible reflections.
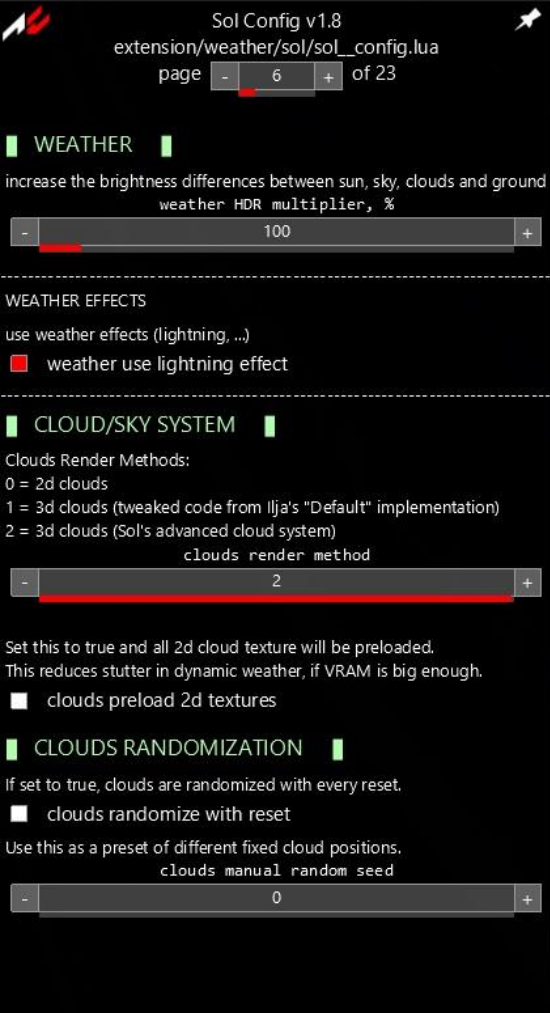

false   true

global_CSP_lights_multi = 1.00

Controls the overall brightness of bounced lights.

WEATHER

increase the brightness differences between sun, sky, clouds and ground

weather HDR multiplier, %

− 100 +

WEATHER EFFECTS

use weather effects (lightning, ...)

◼ weather use lightning effect

CLOUD/SKY SYSTEM

Clouds Render Methods:
0 = 2d clouds
1 = 3d clouds (tweaked code from Ilja's "Default" implementation)
2 = 3d clouds (Sol's advanced cloud system)

clouds render method

− 2 +

Set this to true and all 2d cloud texture will be preloaded.
This reduces stutter in dynamic weather, if VRAM is big enough.

◼ clouds preload 2d textures

CLOUDS RANDOMIZATION

If set to true, clouds are randomized with every reset.

◼ clouds randomize with reset

Use this as a preset of different fixed cloud positions.

clouds manual random seed

− 0 +

Weather

weather__HDR_multiplier = 1.00   If a custom AE method is used in PPFilters/Custom Configs, you can gain the effect here.

weather__use_lightning_effect = true   Use lightning effects

Cloud/Sky System

clouds__render_method = 0   "2d Clouds" called render method: Pictures of real clouds are used, to create a dome.

clouds__render_method = 1   This is a customized variant of Ilja Usupov's basic implementation of 3d clouds.

clouds__render_method = 2   Sol's advanced 3d cloud system: There a multiple layers of cloud types. Dynamic and static clouds are used, to draw a realistic sky.

clouds__preload_2d_textures = false

If 2d clouds are mainly used, set this to true, to prebuffer the cloud's textures in VRAM. This prevents stuttering in weather transitions. Then textures must not be loaded while runtime.

Clouds Randomizations

Clouds are positioned randomly. You can control this random process.

clouds__randomize_with_reset = false   If this is set to false, the random seed will be the same for every reset. Clouds randomization is then stable.
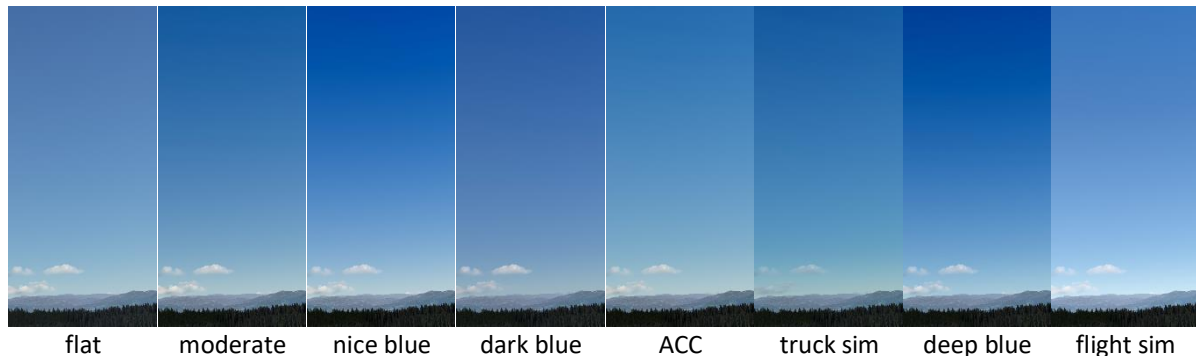
clouds__manual_random_seed = 0   Choose an individual fixed random seed.

■ SKY ■

Sky Blue Preset
0 - flat
1 - moderate
2 - nice blue
3 - dark blue
4 - ACC
5 - Truck Sim
6 - deep blue
7 - flight sim
8 - custom / custom_config
9 - PPoff

sky blue preset
- 1 +

sky blue strength, %
- 100 +

Smog simulation multiplier.
There are induvidual settings for the tracks.
sky smog, %
- 75 +

the brightness of the horizont while day
day horizon glow, %
- 100 +

the brightness of the horizont while night
night horizon glow, %
- 100 +

Sky

```
sky__blue_preset = 1
sky__blue_strength = 1.00
```

Choose your sky color and gradient. The appearance and feel of a sky, dependents much on your own expectations and the settings of your monitor. If you cannot see any differences while changing it, maybe the selected PPFilter has a fixed sky__blue_preset value. Select the "__Sol" PPfilter, to freely change all parameters. Adjust the richness of "blue" to your liking with `sky__blue_strength`.

flat   moderate   nice blue   dark blue   ACC   truck sim   deep blue   flight sim

```
sky__smog = 0.75
```

Sol has its own simulation of smog. Every track has/can have a different setting for smog at morning, noon and evening. Use the sky__smog multiplier, to globally control this effect.

```
day__horizon_glow = 1.00      The colorfulness of the horizon while dusk and dawn.
night__horizon_glow = 1.00    The amount of the horizon's light shimmer in nighttimes.
```

Clouds

```
clouds__opacity_multiplier = 1.00
```
The global opacity of clouds (all render methods)

```
clouds__shadow_opacity_multiplier = 1.00
```
The global cloud shadow opacity
(all render methods)
2d Clouds will dim sunlight completely.

```
clouds__distance_multiplier = 1.45
```
A multiplier for the maximum distance, until clouds are rendered. (only for method 2)

```
clouds__quality = 0.60
```
Clouds are built from multiple textures. The quality mainly controls how many textures are used.

Clouds optimizations

```
clouds__render_limiter = 0
```
All clouds are calculated with every frame.

```
clouds__render_limiter = 1
```
Only visible clouds are calculated every frame, the rest is calculated by the "render per frame" limiter.

```
clouds__render_limiter = 2
```
Only a certain number of clouds are calculated every frame.

```
clouds__render_per_frame = 10
```
The maximum number of clouds calculated in a frame (limiter 1 and 2)

```
clouds__movement_linked_to_time_progression = false
```

If this is true, clouds move faster with higher time progression (only with method 2).

```
clouds__movement_multiplier = 2.00
```

Set an overall speed multiplier for clouds (only with method 2).

STELLAR

size of moon and sun

sun size, %

− 100 +

litten atmosphere by the sun

sun sky bloom, %

− 63 +

litten fog by sun

sun fog bloom, %

− 100 +

modify sun reflecting on objects with specular

☐ sun modify speculars

If set to false, the moonlight will not cause shadows.
This will save gpu consumption.

☐ moon casts shadows

- -

Sun Dazzle Effect

ppfilter_modify_godrays (page 1) must be activated !

dazzle ratio

sun dazzle mix, %

− 0 +

maximum effect strength

sun dazzle strength, %

− 50 +

the amount of dazzle with sun above 65°

sun dazzle zenith multi

− 0 +

Stellar

sun__size = 1.00   The Size of moon and sun.

Amount of sunlit atmosphere sun__sky_bloom = 0.63		Amount of sunlit fog sun__fog_bloom = 1.00	
0.00	1.00	0.50	1.50

sun__modify_speculars = true   Sol will modify the sun's reflections on the environment.
moon_casts_shadows = true   Set this to false to prevent moon is casting shadows. This will save GPU
                                   consumption at night.

Sun Dazzle Effect

The dazzle effect uses the YEBIS godrays. It has its maximum with a sun angle of 10°.

sun__dazzle_mix = 0.00   The overall mix of godrays effect.

sun__dazzle_strength = 0.50   The length of godrays, resulted in a certain dazzle look.

sun__dazzle_zenith_multi = 0.00   The maximum amount of dazzle with sun angles higher than 20°.

AMBIENT

ambient sun color balance, %
100

[ ] ambient use directional ambient light
[ ] ambient use overcast sky ambient light

ambient AO visibility, %
100

NIGHT

seemless blend from night without additional effects to
maximum Sols's night effects.
night effects multiplier, %
50

adjust the ambient brightness from dusk till dawn
night brightness adjust, %
50

the brightness of the moonlight
night moonlight multiplier, %
100

the brightness of the stars
night starlight multiplier, %
100

Ambient

ambient__sun_color_balance = 1.00   This will adjust the saturation of sun and ambient light for daytimes.

| 0.00 | 0.50 | 1.00 |

| ambient__use_directional_ambient_light | ambient__use_overcast_sky_ambient_light |

| false | true | false | true |

ambient__AO_visibility = 1.00   The visibility of Ambient Occlusion

| 0.00 | 1.00 |

AMBIENT

ambient sun color balance, %
100

☐ ambient use directional ambient light

☐ ambient use overcast sky ambient light

ambient AO visibility, %
100

NIGHT

seemless blend from night without additional effects to
maximum Sols's night effects.
night effects multiplier, %
50

adjust the ambient brightness from dusk till dawn
night brightness adjust, %
50

the brightness of the moonlight
night moonlight multiplier, %
100

the brightness of the stars
night starlight multiplier, %
100

Night

night_effects_multiplier = 0.50   This gains various settings, to have a more intense night scenery, like the shining around the moon, its light on the ground the visibility of stars and the YEBIS glare effect.

0.00   0.50   1.00

night_brightness_adjust= 0.50   This raises the ambient brightness to have a better visibility. This is an artificial way to also compensate wrong monitor settings.

0.00   1.00   2.00

night_moonlight_multiplier = 1.00   Global moonlight multiplier.
night_starlight_multiplier = 1.00   Global brightness of the stars.

■ NIGHT LIGHT POLLUTION ■

use light pollusion from the lighting ini

■ nlp use light pollusion from track ini

Default night light pollusion, when not used from track.

Radius in km

nlp radius

- 5 +

Density

nlp density, %

- 50 +

nlp color

Hue

- 220 +

Saturation, %

- 25 +

Level, %

- 10 +

Night Light Pollution

```
nlp__use_light_pollusion_from_track_ini = true
```

Night light pollution will be taken from the track's light ini, if its configured there. If set to false, or light pollution is not configured in the track's light ini, the default pollution is used!

Do light pollution in track inis like this:

```
[LIGHT_POLLUTION]
RELATIVE_POSITION = 0.76, 0, 0.78 ;position in km relative to the center of the track
DENSITY = 0.2 ;density of the pollution
RADIUS_KM = 0.7 ;expansion radius in km
COLOR = 1.0, 0.55, 0.16 ;the color of the pollution
ACTIVE = 1
```

Night time pollution is a weatherFX feature, so it is not only in Sol, but the weatherFX implementation must process it.

Default night light pollution:

nlp__radius = 5   Radius in km

nlp__density = 0.50   Density of the pollution

nlp__color.Hue = 220   Hue
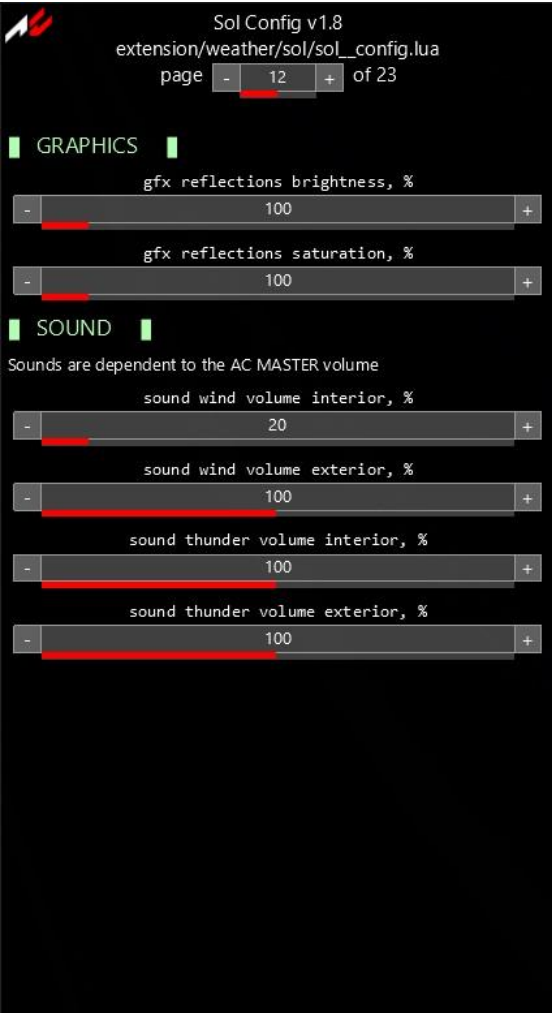   (0 = red, 60 = yellow, 120 = green, 180 = cyan, 240 = blue, 300 = magenta)
nlp__color.Saturation = 0.25   Saturation

nlp__color.Level = 0.10   Brightness

GRAPHICS

gfx reflections brightness, %
[-] 100 [+]

gfx reflections saturation, %
[-] 100 [+]

SOUND

Sounds are dependent to the AC MASTER volume

sound wind volume interior, %
[-] 20 [+]

sound wind volume exterior, %
[-] 100 [+]

sound thunder volume interior, %
[-] 100 [+]

sound thunder volume exterior, %
[-] 100 [+]

Graphics

```
gfx__reflections_brightness = 1.00
gfx__reflections_saturation = 1.00
```

This allows you, to have access to the look of CSP's reflections.

Sound

```
sound__wind_volume_interior = 0.20
sound__wind_volume_exterior = 1.00
sound__thunder_volume_interior = 1.00
sound__thunder_volume_exterior = 1.00
```

Adjust the volume of Sol's sound effects.

PARTICLES

Particles_quality regulates the lenght of the smoke (spray) and the opacity's decay.

particles quality

- 10 +

Visual adjustments of the particles:

particles brightness multiplier, %

- 100 +

particles saturation multiplier, %

- 100 +

Particles

This section is only working with old Sol and CSP versions. With the "wet mod", a tweak to get rain like graphics for track textures by A. Fracasso, it controls the appearance of particles (water spray, mud).

It becomes obsolete with CSP's rainFX modul.

Debug Options

Activate debug information of certain parts of Sol.

DEBUG OPTIONS

☐ sol debug runtime

sun, moon...

🟥 sol debug solar system

temperature, wind, ambient light...

☐ sol debug weather

dynamic weather plan

☐ sol debug weather change

weather effects

☐ sol debug weather effects

id, altitude

☐ sol debug track

direction, altitude

☐ sol debug camera

headlights

☐ sol debug AI

shadows

☐ sol debug graphics

custom config

☐ sol debug custom config

Auto exposure

☐ sol debug AE

external light pollution from track's lighting

☐ sol debug light pollution

nerd sky adjust

Hue, %
- 100 +

Saturation, %
- 100 +

Level, %
- 100 +

SunIntensityFactor, %
- 100 +

AnisotropicIntensity, %
- 100 +

Density, %
- 100 +

Scale, %
- 100 +

GradientStyle, %
- 100 +

InputYOffset, %
- 0 +

Nerd Options

Using nerd options in custom configs:
Do not overwrite tables!!!
Access the single members!

Sky

```
nerd__sky_adjust.Hue = 1.00
nerd__sky_adjust.Saturation = 1.00
nerd__sky_adjust.Level = 1.00
nerd__sky_adjust.SunIntensityFactor = 1.00
nerd__sky_adjust.AnisotropicIntensity = 1.00
nerd__sky_adjust.Density = 1.00
nerd__sky_adjust.Scale = 1.00
nerd__sky_adjust.GradientStyle = 1.00
nerd__sky_adjust.InputYOffset = 0.00
```

nerd sun adjust

light source

ls Hue, %
- 100 +

ls Saturation, %
- 100 +

ls Level, %
- 100 +

appearance

ap Level, %
- 100 +

nerd speculars adjust

Level, %
- 100 +

Light Source

```
nerd__sun_adjust.ls_Hue = 1.00
nerd__sun_adjust.ls_Saturation = 1.00
nerd__sun_adjust.ls_Level = 1.00

nerd__sun_adjust.ap_Level = 1.00
```

Speculars

```
nerd__speculars_adjust.Level = 1.00
```

nerd clouds adjust

Saturation, %

- 100 +

Saturation limit, %

- 90 +

Lit, %

- 100 +

Contour, %

- 100 +

Clouds

```
nerd__clouds_adjust.Saturation = 1.00
nerd__clouds_adjust.Saturation_limit = 0.90
nerd__clouds_adjust.Lit = 1.00
nerd__clouds_adjust.Contour = 1.00
```

nerd ambient adjust

Hue, %
- 100 +

Saturation, %
- 100 +

Level, %
- 100 +

nerd directional ambient light

Level, %
- 100 +

nerd overcast sky ambient light

Level, %
- 100 +

Ambient

```
nerd__ambient_adjust.Hue = 1.00
nerd__ambient_adjust.Saturation = 1.00
nerd__ambient_adjust.Level = 1.00
```

Directional Ambient Light

```
nerd__directional_ambient_light.Level = 1.00
```

Overcast Sky Ambietn Light

```
nerd__overcast_sky_ambient_light.Level = 1.00
```

▉ NERD FOG ▉

☐ nerd fog use custom distant fog

nerd fog custom distant fog

distance
30000

blend, %
85

density, %
175

exponent, %
75

backlit, %
5

sky, %
0

night, %
0

Hue
220

Saturation, %
50

Level, %
250

Custom Distant Fog

```
nerd__fog_custom_distant_fog.distance = 30000
nerd__fog_custom_distant_fog.blend = 0.85
nerd__fog_custom_distant_fog.density = 1.75
nerd__fog_custom_distant_fog.exponent = 0.75
nerd__fog_custom_distant_fog.backlit = 0.05
nerd__fog_custom_distant_fog.sky = 0.00
nerd__fog_custom_distant_fog.night = 0.00

nerd__fog_custom_distant_fog.Hue = 220
nerd__fog_custom_distant_fog.Saturation = 0.50
nerd__fog_custom_distant_fog.Level = 2.50
```

nerd moon adjust

low Hue
- 32 +

low Saturation, %
- 160 +

low Level, %
- 360 +

high Hue
- 210 +

high Saturation, %
- 30 +

high Level, %
- 200 +

mie Exponent, %
- 1500 +

mie Multi, %
- 150 +

ambient ratio, %
- 50 +

nerd stars adjust

Saturation, %
- 100 +

Exponent, %
- 100 +

Moon

```
nerd__moon_adjust.low_Hue = 32
nerd__moon_adjust.low_Saturation = 1.60
nerd__moon_adjust.low_Level = 3.60

nerd__moon_adjust.high_Hue = 210
nerd__moon_adjust.high_Saturation = 0.30
nerd__moon_adjust.high_Level = 2.00

nerd__moon_adjust.mie_Exponent = 15.00
nerd__moon_adjust.mie_Multi = 1.50

nerd__moon_adjust.ambient_ratio = 0.50
```

Stars

```
nerd__stars_adjust.Saturation = 1.00
nerd__stars_adjust.Exponent = 1.00
```

nerd csp lights adjust

bounced day, %

- | 0 | +

bounced night, %

- | 100 | +

emissive day, %

- | 65 | +

emissive night, %

- | 100 | +

CSP Lights

```
nerd__csp_lights_adjust.bounced_day = 0.00
nerd__csp_lights_adjust.bounced_night = 1.00

nerd__csp_lights_adjust.emissive_day = 0.65
nerd__csp_lights_adjust.emissive_night = 1.00
```

--- TRACK ADAPTATIONS ---
ks_red_bull_ring

This values are track individual values and can be configured in the track's light config. "reset to defaults" has no effect on these values.

Technical fog (distance fog) adjustments
ta fog level, %
100

ta fog blend, %
100

ta fog distance, %
100

The angle where sun is faded in/out
ta sun dawn, %
200

ta sun dusk, %
350

The local humidity correction
ta humidity offset, %
50

Local smog
ta smog morning, %
20

ta smog noon, %
35

ta smog evening, %
50

Track Adaptions

All parameters you edit here have no global values, they are bound to the loaded track.

ta_fog_level = 1.0
ta_fog_blend = 1.0
ta_fog_distance = 1.0

With Sol 2.0, those values are multipliers for the distant fog. So only this fog part can be adapted to a track. All other parts like humidity, mist and smog are not influenced.

ta_sun_dawn = 1.0
ta_sun_dusk = 1.0

These are angles where the sun is faded in/out. Sunlight cover like from mountains can be adapted to this.

ta_humidity_offset = 0.5

Set the tracks minimum humidity, to achieve a realistic look of the track, esp. with tracks near the sea. For deserts this should be 0.

ta_smog_morning = 0.25
ta_smog_noon = 0.35
ta_smog_evening = 0.5

Set different average smog values for morning, noon and evening.

Exposure fix

ta exp fix, %

100

Horizon offset

ta horizon offset, %

-300

ta dome size, %

2.50684e+006

Smoke track adaptation

g ta spray, %

98

ta_exp_fix   Multiple tweaks are used, to change the basic parameters like sun and ambient light. This function tries to fix overbright textures, too high ksAmbient and ksDiffuse values of some tracks. Instead of editing many things, often a fix with lower lights is possible.
This should be used as a last resort.

1.00   0.78   1.00   0.65

ta_horizon_offset = 0.0   For some tracks it could be helpful to adapt the height of the horizon, because of a missing distant map or big mountains. Mainly the distant clouds are adapted.

ta_dome_size = 35000   This mainly adapts the distant fog to the track. Not every track has geometrically correct distant textures. Often a vertical wall is used, to fake a distant area.

g_ta_spray = 0.98

Just ignore this parameter, it became obsolete with CSP's rainFX.

1 2 3 4 5 6 7 8 9 10

11 12 13 14 15 16 17 18 19 20

21 22 23 24 25 26 27 28 29 30

1 2 3 4 5 6 7 8 9 10

11 12 13 14 15 16 17 18 19 20

21 22 23 24 25 26 27 28 29 30