

Part1

MoTec analysis 3/14/2014 shows errors before I fixed breaking starting point and increased my footwork speed. I will show plots of all 4 major corners and you will see the repeating symptoms.

Same car step for both AI driver and me (Rick2) AI at 110% using MoTeC capture.

Turn 1

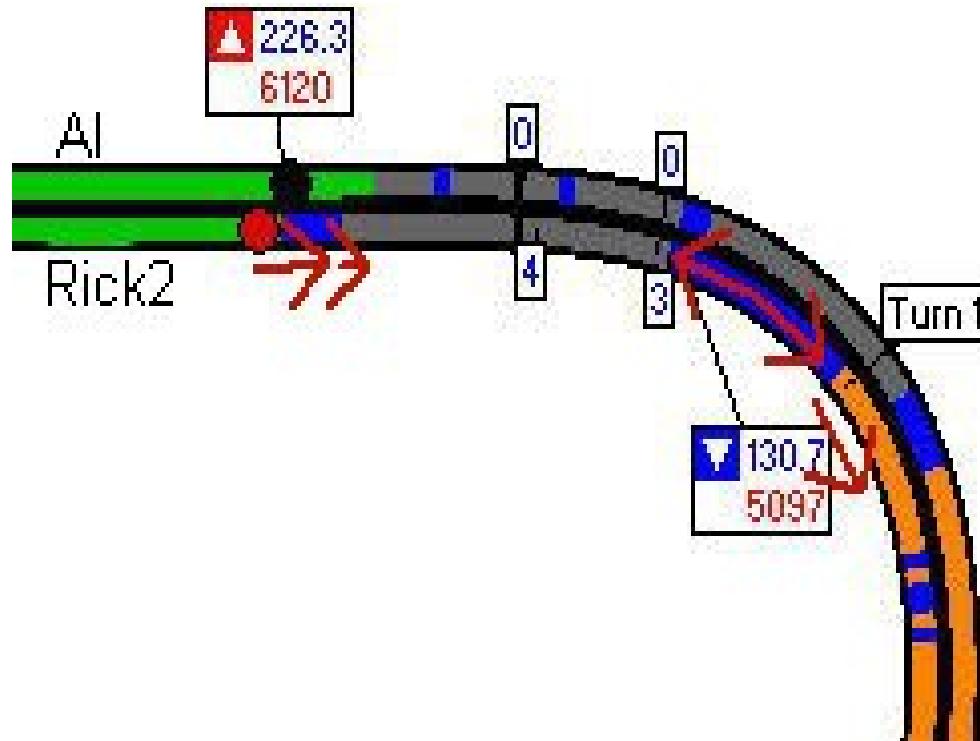
AI (black circle on outside) breaks 10-20m later, little if any throttle (blue) on until 10m after the apex.

Rick2 has too much throttle at turn in and around to the apex and accelerates just before the apex (results in rear loose?)

20m behind out of corner since did not threshold break and carry speed through apex

MoTeC speed plot shows AI has I higher speed in the turn. (see next page)

Rick2 overbreaking before apex?. Like 40kmh too much slowdown AI gets on acc LATER vs Rick2. Also BELOW see Red rick2 cutting corner.



Turn 2 (smaller radius and longer in turn)

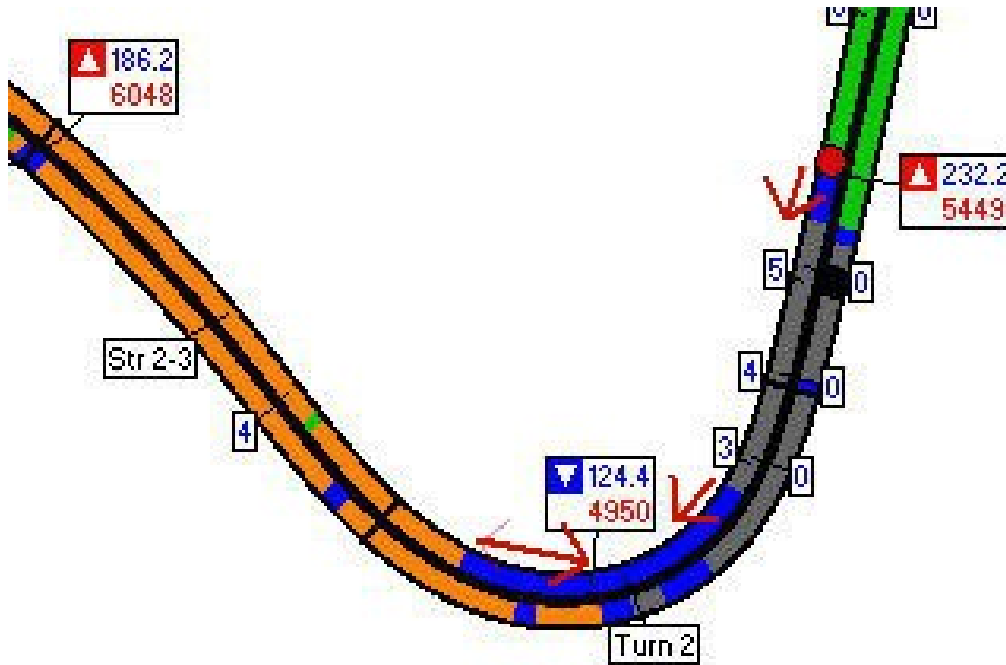
Rick2 lets off on throttle 20m earlier again, slower to get to break,

breaks for shorter distance and gets back on throttle (blue worst than Turn 1) before apex which is too early and does not acc until 50m past apex on this turn.

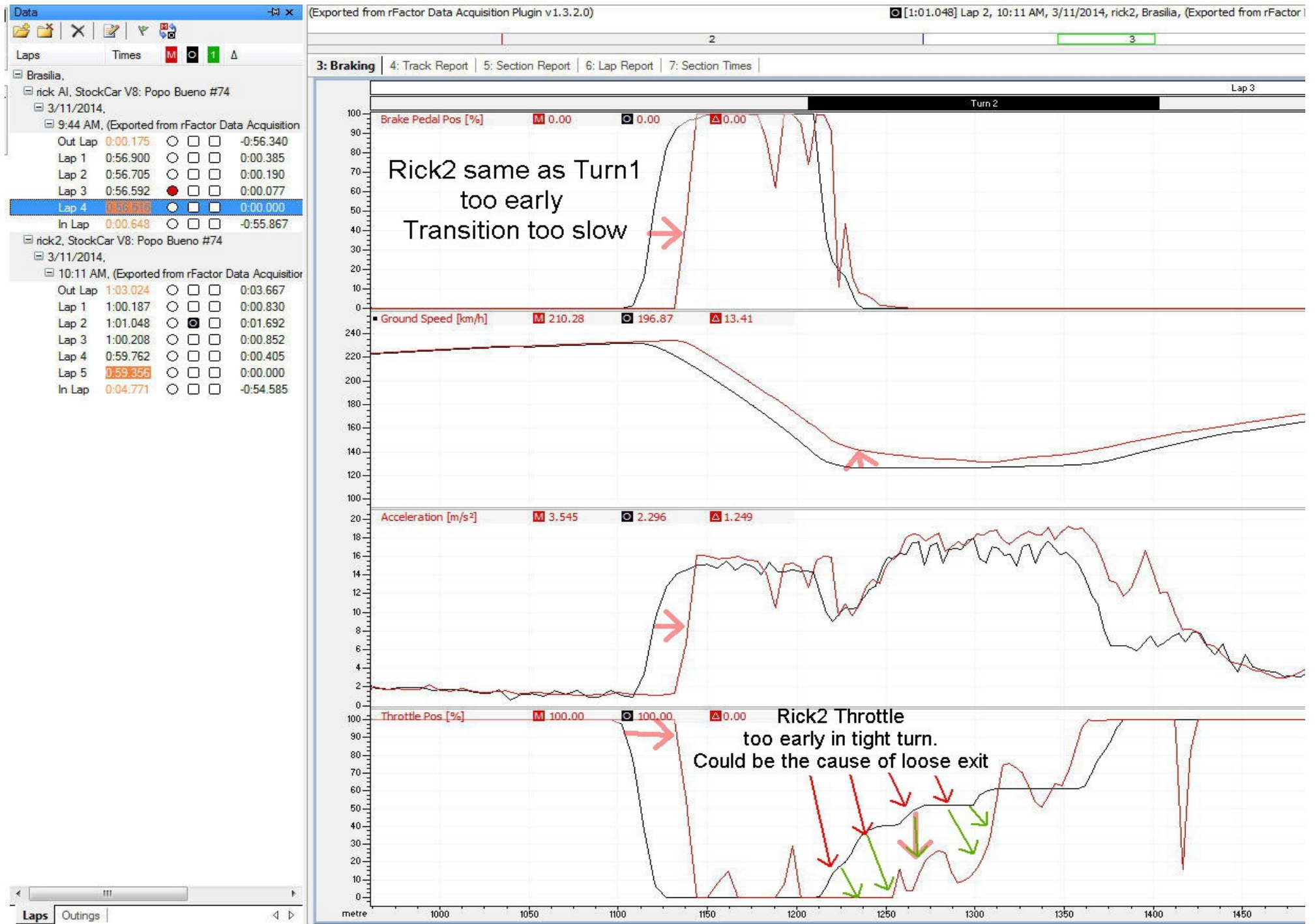
AI off throttle quicker and later into the corner. AI Throttle off until some just before apex and on throttle from apex. 50M ahead at this point

Graph shows Rick2 gets to a lower speed before turn in. Like 20kmh

AI squeezes on acc better vs Rick2 (inside) is later to to full throttle.



Turn 2 continued (plots) show same issues in in turn 1

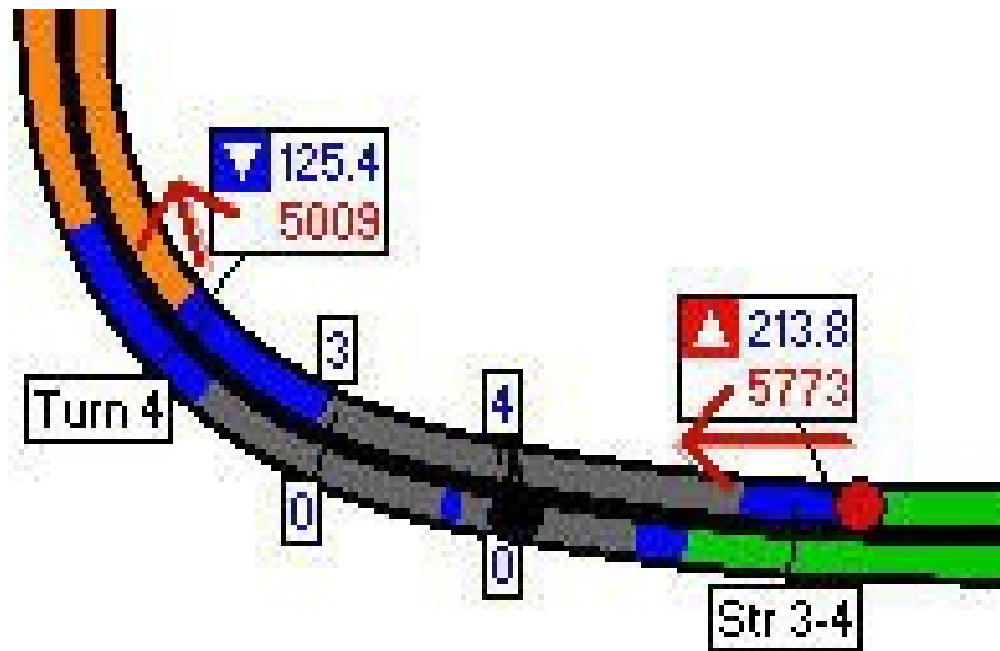


Turn3 nothing interesting, AI slight let off on throttle for some reason

Turn 4

Rick2 Same issues, breaks 50m early, notice BLUE before the apex could be because of over breaking and feel that throttle could be increased.

AI and Rick2 off throttle about the same **length of time** but Rick's (red inside) start is shifted back from apex vs AI



Turn 4 continued (plots) Same problems as turn 1 and 2

