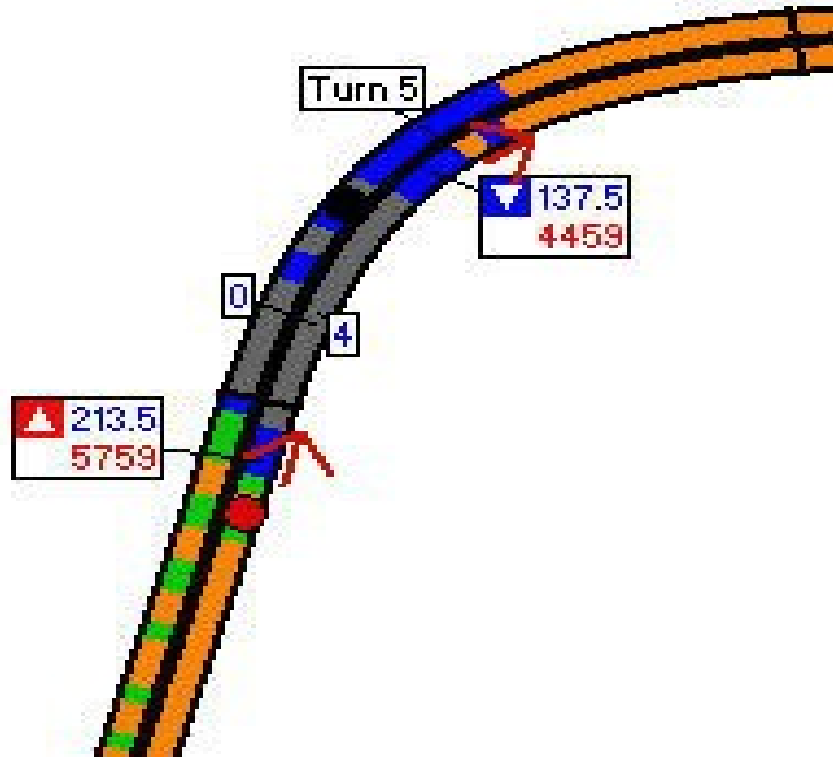


Part 2 of 2

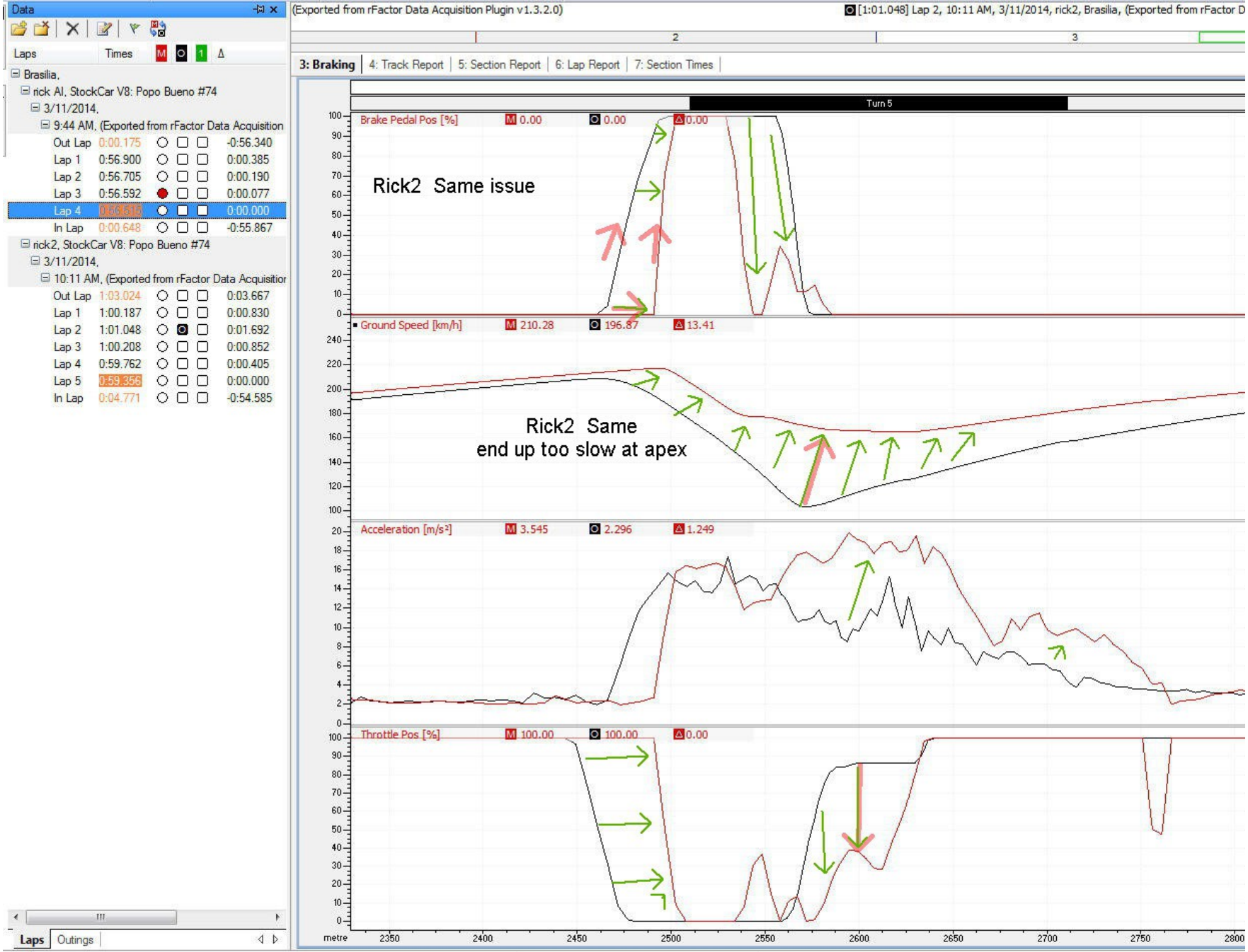
Turn5 (large radius, shorter breaking time)

In the straight before #5 AI letting off on throttle (green dots), and again breaks later where the curve starts in.

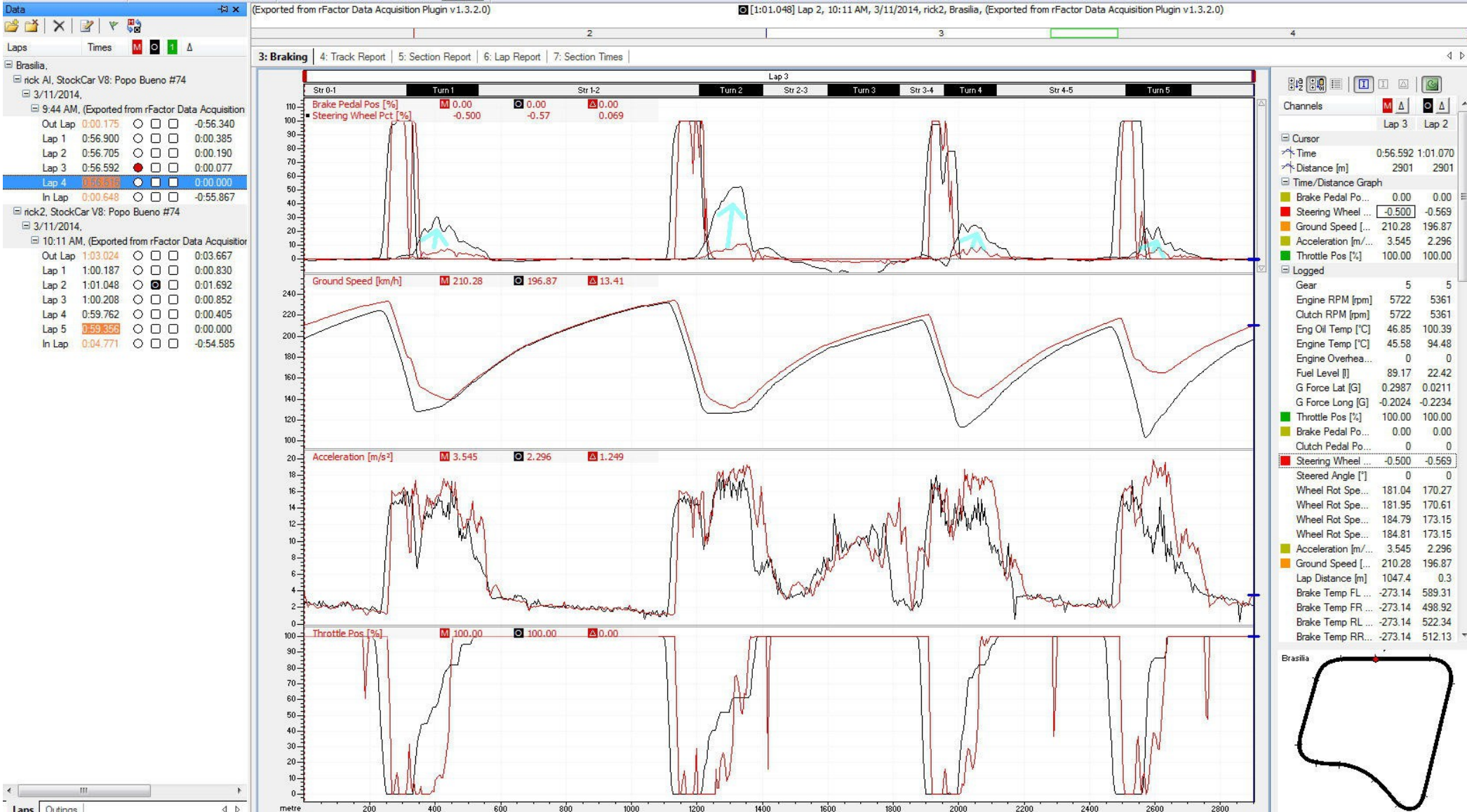
Rick2 (red inside) accelerates at apex earlier than AI who seems to coast longer carrying speed before getting on throttle.



Turn5 continued (Rick worse overbraking too slow at apex)



The following show my attempt to correct with better targets and faster transitions but still 3 sec slow.



Speed targets below from AI running and checking MoTeC values.

My data is the outside track. More Blue throttle. Less Green, Orange too early before end targets.

Turn 1 Break 20m past the 100 sign mark, turn in just before the guys at the left on the stand or about 10m before the start of the inside curb, apex past the sign on the right, exit 20m short of the left curb end.

Turn 2 Break 10m past the 100mark, turn in just before the guys at the left on the stand or 10m before the inside curb starts, apex past the sign on the right exit 30m short of the left curb end

Turn 3 aim for the big object center field, no break, apex and aim for thr 50 sign on turn 4

Turn 4 Break at the 50m sign, turn at at the start of the right curb, apex at the sign on the right, exit left curb 20m before then end.

Turn 5 Break at the cones on the right and 50 sign on the left (much shorter break lenght) and turn in right away before the guys on the left, apex just after the sign on the right and exit 20m from the end of the curb on the left.

What out with plot, Rick now shown on the outside as black stop. (learning about MoTeC still) Still see some of the same problems.



After some practice for a week, still a too slow at 3 apex points,
Need advice on how to check which tires are locking up. Maybe break bias that might be helpful.

