

AccuRC 2.0.9 Change Log

AccuRC Release 070919

- LOGO 700 rotor position tweak.
- Fixed rotor instances using the same rpm control.
- Fixes for night blades.

AccuRC Release 020919

- Fixed input settings not been saved for cars.

AccuRC Release 300819

- Regenerated some model LOD data
- Stopped grey discs from appearing in multiplayer
- Multiplayer fixes for sessions sometimes not showing up and model movement
- Physics code tweak to regain some lost speed

AccuRC Beta 230819

- Goblin Kraken Yellow paint scheme
- Setups of all 3D helis tuned to eliminate high speed pitch up
 - This adjustment may alter the feel in 3D slightly, feel free to play with settings to adjust
- Re-cached tail data on some models
 - Eliminates tail wag and no tail control with FCSS turned off
- Fixed LOGO 480 tail collision
- Fixed virtual Tx curves for RPM 2 and 3 being swapped
- Sun position in IRCHA optimized
- Smoothness optimizations



AccuRC 2.0.9 Release 120819

- Hover training now working in all sceneries
- Resolved a bug where the sim would forget a battery exists if you cancel out of the battery selection menu instead of hitting apply
- Fixed RevLock 20 not saving RPM change on Goblin BTS, Synergy N7 and GLOGO
- Fixed a bug where servo arm balls would always initialize in the outer hole



AccuRC 2.0.9 Beta 090819 (Windows & Mac)

- IRCHA
 - 8k resolution skybox faces added
 - Corrected visible stitching seams
 - Removed remaining camera sensor spots from sky
- GLOBAL 3D
 - Shadow fixes
- LOGO 600 SX
 - Adjusted shader of stock SX V3 canopy
- Multiplayer
 - Removed loading hang when other players join or switch models
- Zoom level now saved across model swaps etc.
- Contrast and brightness settings now save
- Race mode can now be exited more easily



AccuRC 2.0.9 Beta 050819

- New V3 canopies for some Mikado models
 - LOGO 600 SX
 - LOGO 600 SE
 - LOGO 690 SX
- IRCHA material fixes to hide skybox seams on lower quality settings
- Multiplayer model loading tweaks



AccuRC 2.0.9 Beta 020819

- New scenery
 - IRCHA Center Stage
- GLOGO 690 SX
 - New Blue/Yellow color scheme as seen at GLOBAL 3D Venlo
 - Adjusted engine position
- Added collision objects to all remaining sceneries
 - 3D Champs
 - Airfield Hangar
 - Lee Runway
 - MF Emskirchen
 - MFC Niederrhein
- Corrected horizon height on some sceneries (fixes model feeling “out of scale”)
 - Lee Runway
 - Airfield Hangar
- Switch indicator on right side of screen now auto-hides after 3 seconds
 - Becomes visible for 3 seconds upon mode change
- Removed rubber deflector from MRCI 105 muffler
- Fixed shadows at medium quality sometimes not lining up
- Fixed Zeal Energy Red / SAB ThunderBolt blurs not appearing



AccuRC 2.0.9 Alpha 270719

- New model
 - GLOGO 690 SX
- New scenery
 - GLOBAL 3D Venlo
- Modifications to the rotor disk rendering
 - Added light reflexes
 - Added slight opacity variations
 - New rotor blurs were generated for the following blades
 - AZ700
 - Cyclone Blades
 - MSC Rapid
 - SAB Thunderbolt
 - VTX
 - ZEAL Energy
- Various fixes
 - Ability to hot plug controllers in wizard
 - Fixes for fuel tank shader going invisible sometimes



This is the official AccuRC 2.0.9 Change Log. We have decided to go ahead and do multiple, small, incremental updates with new content before releasing AccuRC V3, as that way we can get new content out to our users more effectively than having it sit in Alpha/Beta for a long time while we're working on fixed wing physics.