

Entity RA Log

[30/12/2,025 : 0.50.9] - *The last call*

[Fixes]

Fixed suspension and body shaking at low speeds (swap initialize script into your existing car).

[Optimizations]

Slight code optimizations.

[17/10/2,025 : 0.50.8] - *Bug fixing donor chassis*

[Changes]

Changed engine graph link to the 0.50 version I made earlier this year.

Enabled by default tyre heating and edited the default loss.

Returned the gauge manual transmission mode colour to the A-Chassis 1.5 one.

[Fixes]

Grip in grass fixed. (backport pacejka except the edit module)

Aero sound switched to a working one.

Sound memory leak when re-entering the chassis fixed.(backport the sound plugin except the edit module)

More consistent theming.

Updated GitHub link

When you have the diffuser disabled and re enter your car the error is gone.

Slightly nerfed slipstream to be like 0.51

[Optimizations]

Slight code and part optimizations.

Removed quick setup in the wheelscript, it was useless anyway we don't need it anymore.

Duplicate ABS text in the gauges removed.

Optimized anti ghost car code from 0.51

Resurface wheels removed from the initialize. (what even is the point of this?)

The pacejka script will no longer try to update a UI that does not exist. (again)

Optimized exitIsOn code in the drive script.

[23/12/2,024 : 0.50.7] - *Off sync sound patch 2: Electric Boogaloo*

[Fixes]

Permanent fix for the sound system not syncing. Backport instructions are the same as 0.50.6.

[Optimizations]

Cleaned up code and legacy nonsense from A-Chassis like random usernames added to lines of code over and over again.

[15/12/2,024 : 0.50.6] - Off sync sound patch

[Fixes]

The sound system which always works perfectly in studio now works perfectly in game too without syncing issues when you try revving on and off or spamming the starter.
(replace everything in the sounds script except the edit module to backport)

[Optimizations]

The sound system has the crackles handler fully integrated instead of being on it's own.
FE optimizations.
Minor size optimizations.

[15/7/2,024 : 0.50.5] - Slippery character patch

[Fixes]

Slippery characters when using ragdoll systems or character realism or strafing fixed.
(replace the initialize script to backport)

[7/4/2,024 : 0.50.4] - Optimization patch

[Optimizations]

The DriveSeat no longer has custom physical properties.
The aero bricks are fully smoothed out and no longer have hinges.
The creep force's end rolling on exit script got needless code removed as it's already installed.
The pacejka plugin no longer tries to make a ui that does not exist visible.

[6/4/2,024 : 0.50.3] - Metric tuning fix

[Fixes]

Fixed the imperial engine tune values with a simple multiplier (replace tune to backport).
Fixed the power to weight reader units and simplified the needless toggle. (replace the plugin to backport)

[Optimizations]

Disabled HeadsUpDisplay in the DriveSeat and the code that turns it off in the gauges.
(to backport disable it in the DriveSeat too and replace the gauges).

[4/3/2,024 : 0.50.2] - Startup fix

[Fixes]

Fixed the startup off sound looping (replace the ignition plugin to backport).

[4/3/2,024 : 0.50.1] - Crackles fix

[Fixes]

Fixed the crackles (replace the sound plugin to backport).

[2/3/2,024 : 0.50] - A new beginning

(no patch notes as this is the first release but this is meant to replace A-Chassis 6 C Version 1.51.2.)