

## How to Install:

Extract contents of focusaistpf.zip to your physics folder, example: F:\Program Files\SCi Games\Richard Burns Rally\Physics. You can also extract to a temporary folder and manually overwrite the contents of the setup file(ex. ..physics\h\_accent\setup-d\_gravel.lsp, d\_snow.lsp, and d\_tarmac.lsp) if you installed Focus 06 physics in a different car physics slot, like in 'h\_accent' for example.

## Setup Features:

**Summary** – Setups used is closely related to my WRC Setup Packs but unlike the very generic setup packs, this was tweaked to suit the Focus '06 only. It will improve upon the strong points of the WRC setups, and will be the most realistic(like I can't give you 'ricer boy' lowered setups for example) attempt altogether ;) **Changes your default setup for Gravel, Snow and Tarmac.**

1. **Realistic Suspension Travel** – improves suspension efficiency(that includes grip and stability on bumpsJ ), provides better cushion during landings, and minimize bottoming out. This feature was also implemented on Tarmac as well.



RBR



Real Life

2. **Realistic Ride Height** – tailored to suite all RBR stages, in addition to stiffer springs, to avoid bottoming out as much as possible. As bottoming out can damage chassis and suspension in real life, as well as cause unpredictable handling.



Real Life



RBR

3. **Reduced Dive/Pitch setups** – ALL real life WRC cars observed have this tendency, obviously, to improve handling, and to keep the car from ‘kissing’ the ground every time you brake J . Not a big deal in RBR, but something to worry about in real life.



3.. 2.. 1..



Go!!!



Braking...

4. **Enhanced Handling** – more oversteer on turn ins but otherwise easy to catch and sharp transition on handling balance is minimized on all conditions.



5. **Much improved stability and minimal nose diving on bumps** – an admired feature on the WRC Setup v1, and has been improved on Focus 06 setup, due to the fact that Focus '06 seems to be the most stable car and nosedives the least compared to other cars in bumps and crests as seen in Eurosport reviews. Jingle(Flatout) all the way!!



The second huge bump in Noiker, driven flat out.  
Another flat out in the dangerous two successive crests in Hualapai



## **Suggested Driving Style:**

As Marcus Gronholm does it, correct use of 'Pendulum' technique will get you through the tightest corners without using the handbrake J

Other than pendulum, just upsetting the suspension will get the car to oversteer handling balance. You can upset the suspension by (1) quickly (but smoothly) turning the steering wheel or by 'wiggling' it (2) dabbing the brakes (3) lift off throttle + throttle or a combination of (1) + (2) or (1) + (3). You may also do the same to sustain a powerslide. For turn ins, braking during turn in (trail braking) is more than enough to have oversteer.

Keep this in mind if you're having problems with understeer. I've intentionally setup the car to oversteer on turn in and understeer afterwards. It makes the car agile on turn ins and yet, remain very stable and easy to drive (works on your side if you haven't memorized the road yet ;). But this may also make sustaining prolonged power slides more difficult. This may be the reason, why you'll never see a WRC driver smooth on the wheel when powersliding. Still, it makes a lot of sense as I've experienced myself

Finally, practice!!! More likely, this setups will feel different than what you're get used to. You may make a lot of mess initially, give some time to get used to it and it's gonna be flatout throughout.. :D

## **Credits:**

**Rueda** – For a really great physics to start upon. Nothing more I could say except that judging in the videos, replays and pics, it's spot on J

**Eddy3spain** – The excellent 3D model that otherwise gave the focus a lot of suspension travel, making the car the most efficient in suspension design IMO. It's spot on too..

**Razordriver** – For his excellent review on the WRC Setups 2. Little tweaks done to WRC2 that may make a big difference, hope he'll still like it (fingers crossed) J

**Jirik** – small tweaks done to solve the snow understeer issue he encountered in WRC 2. Will make the car oversteer more on turn in and sustaining a powerslide easier, but not by much.

**Gaspo** – for his opinion regarding the understeering issue with WRC Setups 2 as well as stability issues on bumps. And suggesting a compromise between WRC Setup 1 and 2, which I tried J Since this is a Focus '06 which I observed, to be the most 'bump stable' car in WRC, it should be as stable as WRC Setup 1 if not, exceed it, due to longer suspension travel.

**Aigars Shulins** – again for confirming the 'too much understeer' issue in WRC 2. The setups for the Focus will have less understeer this time, and possibly more grip in tarmac due to even longer suspension travel.

**To all others** – who shared their warm appreciation in my previous setups.

**Agreement:**

**You may reuse this setup to other vehicles, you're free to share this in BHMS or other file sites as long as you credit me or other person deserving. Email/chat: dustfactorz@yahoo.com**