

I'm not robot!

Posted 11 February 2006 - 10:08 PM I was wondering what does everyone do. I have been playing games for many years and always picked auto. I started picking manual and its make it a little more fun once you get used to it IMO. So what do you do? Posted 11 February 2006 - 10:36 PM When I was younger, I used auto. Then, I decided to start using Manual with GT1. The last game I used manual in was Rallisport. However, I had a lengthy discussion with a friend. We eventually came to the conclusion that automatic and manual transmissions don't act the same in the real world and video games. For instance, in the real world, auto transmissions are typically bogged down by torque converters, less gears that are wider and less intelligent switching systems that are a bit laggy. However, in the game, the car revs to redline before changing gears. There appears to be no loss of power due to torque converters, nor do the transmissions feel sluggish. Essentially, the computer knows where you ought to be transmission wise, and will make appropriate decisions. Rallisport was quite fun switching around, but GT1 was not. I've found that only a few games really are fun with manual, and most are just fine with auto. Posted 11 February 2006 - 10:38 PM Usually I pick auto, I mostly play arcade style racing games (ridge racer, etc.) and there usually is no advantage to a manual. Are there any racing games that actually use a clutch? Posted 11 February 2006 - 10:50 PM Usually I pick auto, I mostly play arcade style racing games (ridge racer, etc.) and there usually is no advantage to a manual. Are there any racing games that actually use a clutch? Not that I know of, but that would be cool in something like a Rallisport. You would have to hit b for the brakes, then hold the black button for the clutch then use the right thumb stick just like a real shifter. Or however a manual works in real life. Rallisport was quite fun switching around, but GT1 was not. I've found that only a few games really are fun with manual, and most are just fine with auto. I think manuals best in rally games. Posted 11 February 2006 - 11:00 PM No reason to hit brakes when shifting gears. One of the Rush games had a clutch in the arcade, but I noticed no difference between just shifting and clutching while shifting. Posted 11 February 2006 - 11:03 PM In my experience, manual just makes the game harder...and not in a good way either. Posted 11 February 2006 - 11:03 PM I drive a manual in real life, but when playing games, I think its pointless. I usually pick manual if I am playing an arcade machine, but on a controller it just feels awkward. Posted 11 February 2006 - 11:15 PM Usually I pick auto, I mostly play arcade style racing games (ridge racer, etc.) and there usually is no advantage to a manual. Are there any racing games that actually use a clutch? F355 Challenge in the arcades had a clutch. But the dreamcast version didn't. Some games give manual a higher Max speed but you really don't get the chance to hit max speed in most video games. So I stay with auto. With Auto I can focus more on driving. Posted 11 February 2006 - 11:18 PM Auto - unless I feel like punishing myself for some odd reason. Posted 12 February 2006 - 12:59 AM Auto @ home, Manual @ the Arcades. Posted 12 February 2006 - 01:04 AM Manual but thats because I also use steering wheels (fanatec force shock for xbox, and the driving force pro for ps2) so it makes it more fun. Posted 12 February 2006 - 01:28 AM manual always, in video games, and real life. I find it's more fun in both with a manual. Nothing like screaming to redline and shoving it into the next gear in the game, the automatics act just like the manual cars. Instead of you switching gears, the driving avatar changes gears just like a manual car. So, you're not penalized for having an automatic. In real racing... automatics slow you down except for some drag racing cars. Posted 12 February 2006 - 03:23 AM Manual in real life, automatic in video games. I guess I've never given it a serious attempt, but I always end up forgetting to shift appropriately and horribly fail. I think I get too absorbed in watching the track for steering and can't really handle much else. Posted 12 February 2006 - 05:03 AM I can't even handle Spy Hunter's our OutRun's "Lo" and "Hi" gears, let alone a real manual transmission in a game. I stick with automatics in my games. Posted 12 February 2006 - 05:47 AM Always automatic, I like to be able to focus on driving instead of worrying about when to shift. Posted 12 February 2006 - 12:55 PM Automatics. Like other people have said the penalty of an automatic is practically non-existent in games, while driving manual on a controller is a pain in the ass. I tried manual on PGR3 a couple times to get that achievement, but it was really awkward. Yeah it's ridiculous. If you choose manual, you should get a boost - but what do we expect from games that don't show collision damage. Posted 12 February 2006 - 03:42 PM Cruisin' the World = Manual Everything else = Automatic Posted 12 February 2006 - 06:35 PM I drive a manual in real life, but when playing games, I think its pointless. I usually pick manual if I am playing an arcade machine, but on a controller it just feels awkward. Same here. Posted 12 February 2006 - 07:37 PM auto always. Posted 12 February 2006 - 07:41 PM Really depends on the game for me. If it's an easy game like Top Gear I use manual, but harder games like Gran Turismo I use Auto. Supposedly, you get better race times using Manual over Auto. Posted 12 February 2006 - 07:50 PM Really depends on the game for me. If it's an easy game like Top Gear I use manual, but harder games like Gran Turismo I use Auto. Supposedly, you get better race times using Manual over Auto. If you not wrecking into walls while shifting. Posted 12 February 2006 - 08:06 PM I always use manual. Since most games won't let you blow the transmission, you can use it as a reliable speed control. Coming into a tight corner, downshift from 5th to 2nd, brake, max out the rpm in 2nd until you're halfway through the turn, then upshift. You can also keep the rpm maxed in a lower gear during s turns or other tricky spots so that you keep better control of the car. For me, it's easier speed control than the analog accelerator button. Posted 13 February 2006 - 03:34 PM Playing simulator games like Forza and GT4 I will use manual shifting. Seems to be the best way for me to control my speed to make certain turns. For arcade racers like Burnout 3, I have to go with automatic. Too much damn things going on like dodging traffic to concentrate on shifting. Posted 13 February 2006 - 04:04 PM I always use manual to get the most out of the car as possible! I loved how Burnout 2 had manual transmission option because you could control your drifts so much better, like you could shift down to slide more or shift up to get more traction. I'm suprised how many people have picked auto over manual because manual is faster like 90% of the time. Posted 13 February 2006 - 04:09 PM I pick auto everytime because it's easier for me. The only thing I've had to use a manual in is the drag portion of the NFSU games only because you dont have any other choice but to use a manual. Posted 14 February 2006 - 06:43 AM I always use auto because I suck. I can upshift at the right time, but I never remember to downshift when I slow down. Usually I pick auto, I mostly play arcade style racing games (ridge racer, etc.) and there usually is no advantage to a manual. Are there any racing games that actually use a clutch? Race Drivin' has a clutch. It's been retained in Midway Arcade Treasures 3. We do not take responsibility for addiction this game will simulate your real manual car...and it recommended for driving learners... Car Manual Shift will simulate the most reality way to driving a manual car in a Game for car control you have - Clutch-Breaks-Gas-Transmission 1 to 5-Neutral mode-Start/Turn off the engine-And everything you need to drive a real car! This game have 75 Levels! and 9 medals to win! The car will react the same way it react in real life if you make some mistake with control, for example if you not adjust the speed with the correct gear the game is not easy, you will be need to learn how to drive, if you do have a driver licence, it will be easy to you to faster understand how to use the app. So, if you don't, you have nothing to worry about, the game include a tutorial with auto-learn system... and if that didn't help, there is a video tutorial, so be sure you will be able to play and learn how a real manual car work! In the car you will have some type race: 1. You VS time: the race is to travel amount of distance, with the allotted time. 2. You VS Speed: the race is to reach 180 KM/h (112 mph) fast as you can before time out. 3. Drag race: drag to 200m (656 feet) fast as you can. 4. Police: Sometimes a police car will appear, all you have to do is drive better from the cop. 5. Flags: this race is different from the 'You VS time' (1) but it the same idea... but with few flags (passages) that every flag you pass the time will reset and give you more time to reach the next flag. 6. You VS Master: 9 car gangs, 9 medals, 9 master! in this race is your drag vs the Master! every Master you will you will get a medal, if you have do all levels 3 star in the same gang, you will get a gold medal. *My Cars: All car you have bough, you can choose to play with it or sell it. *Garage: You can upgrade your car performance and speed by improve parts. *Car Market: the market offer you a selection of all kinds of car models. *Register: 1. regular register 2. Facebook connect *Profile view: You can see your level, and see what medals you have earn! *Settings: Support MPH / KMH unit for speed Support Meters / Feet unit for distance Facebook Logout Music, sound and vibration can be turn of differently the game compatible With Game Center to submit your profile level in the game...***** This app is only a game. Do Not try to pass the speed limit in real life, if you want to learn driving in a real car go to a professional teacher. This application is only for entertainment purposes to understand the principle of the a manual car!!!!***** Jul 20, 2018 Version 1.0.6 This app has been updated by Apple to display the Apple Watch app icon.-bugs fixes I like the game so far, it just needs some things that need to be fixed. The first one is, the car sound just stays the same. Hopefully that will be fixed soon. Another things is that the graphics need some help. The graphics are not so good. The game overall just needs some minor fixes I agree with kelvin, this game is extremely buggy. I upgrade my car's exhaust, and its too speed drops 70 mph???? Then a couple days later its back to normal? And it's called brakes not breaks, breaks is like you are breaking something, in cars it's brakes as in I had to slam on the brakes, the in app ads are disgraceful. I hit replay, the game pops up an ad that doesn't even pause the game so the timer starts while I'm trying to hit the difficult x because the developers are too money hungry and will make as many ads as possible, fix the missions, fix the cars, fix the god awful misspelling of many words, and finally fix the ads. There is potential here and you devs just seem to not try, I could do much better, fix this After you equip a upgrade go to my cars and click the one you just upgraded to refresh it. But my problem is the last few missions one of them is impossible, I Have the fastest car in the game all the way upgraded and can't beat it The developer, Jordanmeir, has not provided details about its privacy practices and handling of data to Apple. The developer will be required to provide privacy details when they submit their next app update.

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