Manual Transmission v3.0 by ikt

Changelog

# Pre-v1.0

This mod started out as a simple C# ScriptHookVDotNet script with a few modifications allowing to piggyback ScriptHookVDotNet for memory access for gear handling and stuff. For independency of a butchered fork, this mod has been moved over to native ScriptHookV, borrowing the MemoryAccess class from the original ScriptHookVDotNet to find and read/write to addresses directly.

# v1.0

Initial release

# 1.1

Transmission optimizations

Disabled for bicycles

Fixed motorcycle support

# 1.2

Fix version 573 compatibility issues

Tweaked reverse behavior

Fix overrevving behavior

# 1.3

Full keyboard support

H-Shifter support - map to keyboard buttons

Preliminary compatiblity with LeFix Speedometer for gear shift indicators

Disable/enable manual notification

Changes in ini

# 1.3.1

Full compatibility with LeFix Speedometer for gear shift indicators

Restore 1.2 overrevving behavior

Tweak low-RPM low-throttle behavior

# 1.3.2

Enable/Disable manual gears by default in .ini

Persistent enable/disable manual gears

Enable/Disable engaging first gear on stopping

Enable/Disable automatic reverse gear

# 1.4

Enable throttle to be used for reverse

# 1.5

Top gear known (Thank you, kagikn!)

Full clutch control (Thank you, leftas!)

Allow analog clutch control

Add engine damage

Add engine stalling

Changed build parameters - should work for more people now

# 1.6

Enable Logging to Gears.log to clean up notifications.

Improve clutch control patching and restore

Improve clutch control at very low speeds

Change stalling conditions

Turn on reverse light in reverse gear

# 1.6.1

Fix wrong key in Gears.ini

Update readme.txt properly

# 1.6.2

Better compatibility: Dropped Microsoft Visual C++ Redistributable 2015 (x64) requirement

# 1.7

Add engine braking

Fix big trucks accelerating infinitely

Reset gear on changing vehicle

Turn on engine when toggling mod

# 1.8

Refactor project

Add controller button for toggle (Dpad Right for 0.5s)

Add keyboard key for toggle H-shifter (default: }] key)

Fix clutch fully depressed vehicle still moving

Disable patches and manual control as passenger

Tweak notifications behavior

# 1.8.1

Fix keyboard-controller detection

Fix ToggleH button being overwritten instead of EnableH

# 1.8.2

Only conditionally patch lower-end full clutch

# 2.0

Additions:

+ Add neutral gear functionality

+ Add exception for motorcycles

+ Add Clutch catching mechanism

Changes:

\* Switch to XInput controller readout

\* Change engine braking to use apply force

\* Engine braking locks up engine (handbrake) when going forward in reverse gear

\* Reworked engine stalling with awareness of current gear (old version still available)

\* Rework revving in higher gears

Fixes and tweaks:

- RPM Disparity at high gear low RPM fixed

- Fix Utility Trucks not being recognized

- Tweaked engine braking and allow for trucks

- Remove engine stalling on lots of damage

Misc:

+ Add configuration presets

# 2.0.1

Add check for invalid configurations

Improve requirements for AutoReverse

Remove lockup when choosing reverse, going forwards

# 2.0.2

Disable clutch catching in reverse gear

Enable free revving for trucks

# 3.0-beta2

Check the release notes on GitHub for more details, or the commit messages.

Add Logitech Wheel support

* Steering wheel support
* Pedal input support
* Force Feedback, physics-based and fully configurable

Add automatic input detection and isolation

* Switch to sequential on controller input

Add separate neutral to be in between R and 1st: R-N-1-2-3... for sequential shifting

Add clutch requirement option for H-shifting

Fix vehicle change detection

Fix specific first gear only vehicles having a nonfunctional neutral (remove neutral for these)

Fix other cars not moving when clutch pressed

Cleaner vehicle swap/leave procedure

Change neutral/clutch revving to be more gradual and natural

Change clutch slipping in higher gears to be less fake

Change .ini format

Minimize patching of game functions

* Less risky
* No AI impact
* Performance improvement