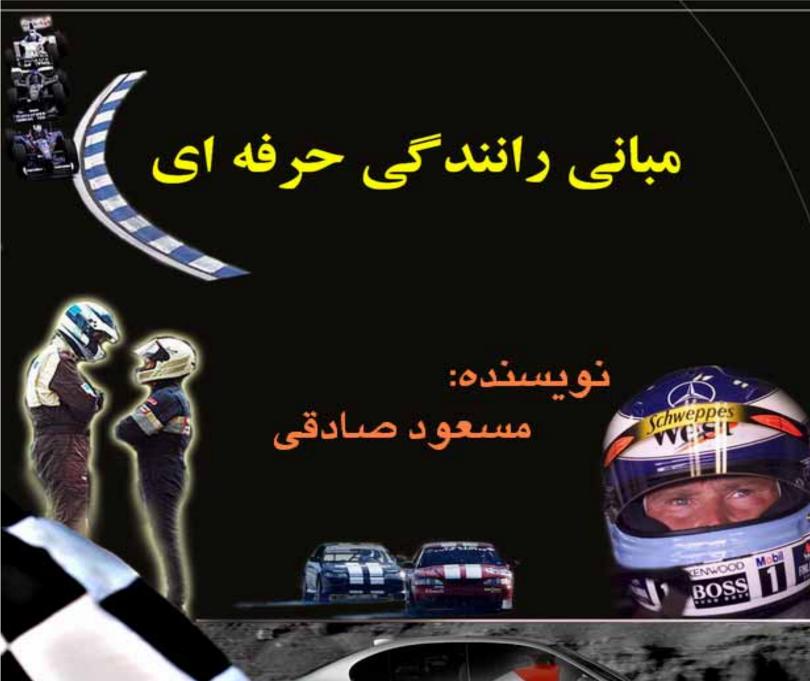


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شهر مجازي پارسيان







شناسنامه کتاب:

نویسنده : مسعود صادقی

ناشر : شهر مجازی پارسیان

نوبت چاپ : اول / بهار ۸۵

کلیه حقوق این اثر متعلق به مسعود صادقی از شهر مجازی پارسیان می باشد و هیچ بخشی از این اثر بدون مجوز نویسنده و شهر مجازی پارسیان قابل چاپ ، توزیع و یا کپی برداری نمی باشد.



(Seating Position)	
	(Pedals)
heel and	
(Braking and Accelerating)	
(racing line)	
(Complex Corner Sets)	
·(Visual	Field)
(Reference Points)	
(Passin	g)







(Seating Position)

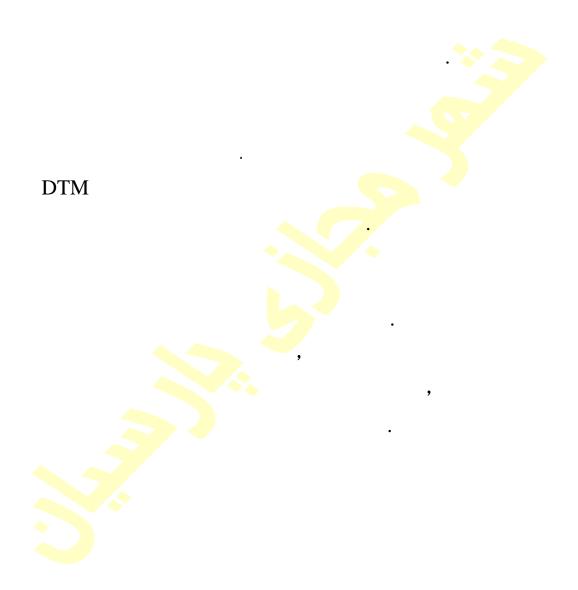
(race cars)
(formula1) \ open-wheel

DTM nascar full-bodied

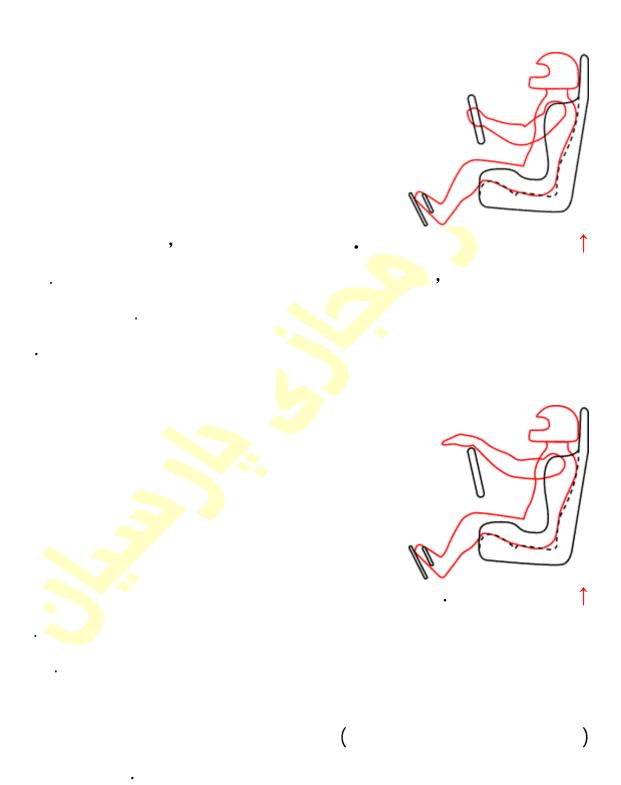
open-wheel

Nascar full-bodied













heel and toe



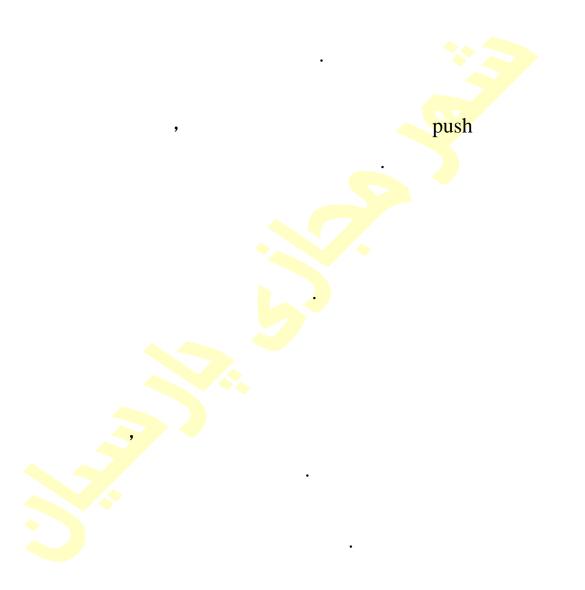




```
(limits)
(pushing)
(pulling)
                                         push
```



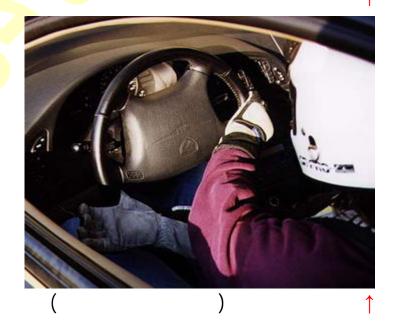
pulling



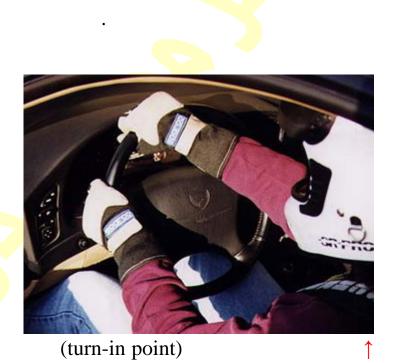


) Understeer





















ſ



hand over hand

) 7 77.

hand over hand



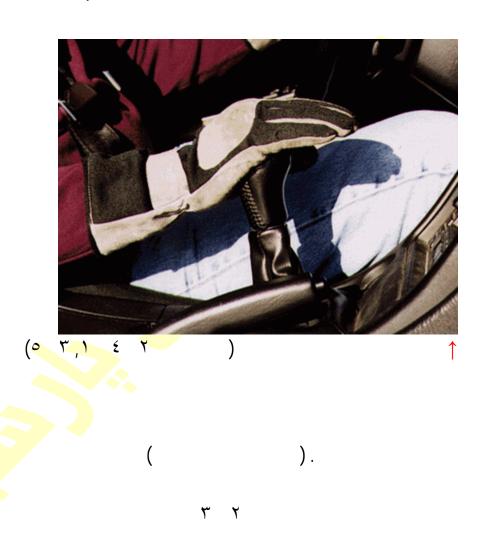
%°. %°.

.









heel and toe downshifting power shifting



```
) speed shifting
                                (Pedals)
             ) heel-toe downshift
             ٤
                                        ٤
                           Accelerator (gas)
                                     Brake
                                               ۲
                                   Clutch
                                               ٣
                     Rest (dead pedal)
```







heel and toe

۲

Heel-Toe Downshift

heel and toe





heel and toe downshift

) heel and toe downshift

heel and toe downshift

heel-toe downshift



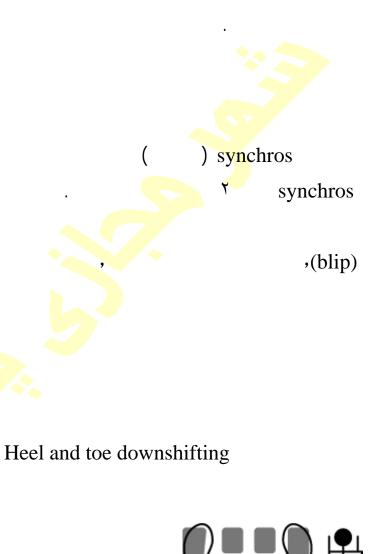


```
ball of the foot )
(Blip)
       (blip)
                                 (turn-in point)
```

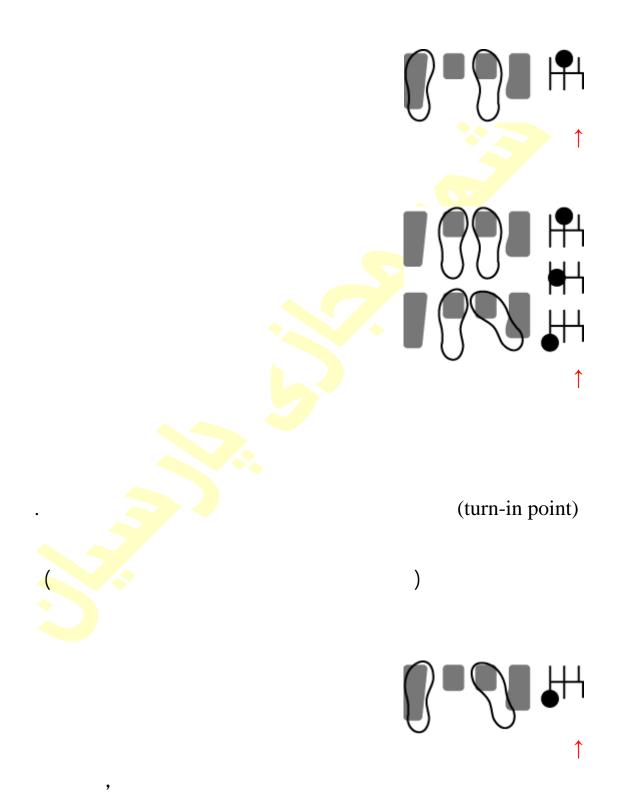


heel and toe downshifting (turn-in point)

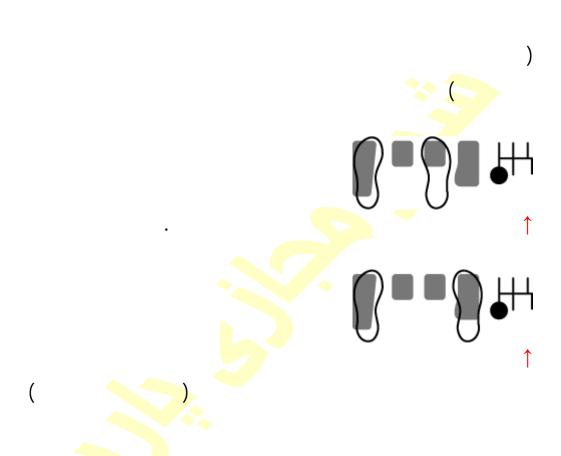












(Braking and Accelerating)

(race driving)



Braking





```
(suspension)
racing shoes
```



```
(turn-in point)
                                                 spin )
              turn in
    (turn-in point)
                                      late-apex
- steady state
                                                             apex
                                                          (throttle
```



Accelerating

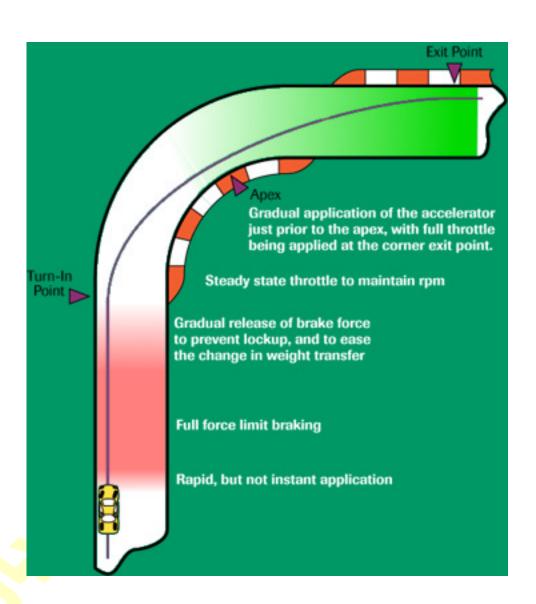
```
(exit point)
                             (steady state throttle)
                                                            10.
```



) open wheel () ۸۲. ٦٨. F3 ٧.. (lap time)

race line







(racing line)

```
Lap time

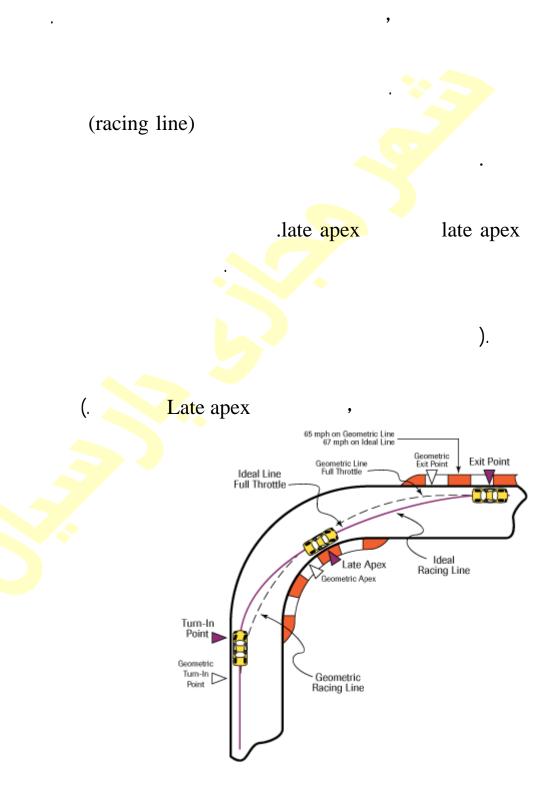
( apex, entry turn in point)
Apex,

( ( )
```



```
٩.
         (Geometric Line).
                                 (Racing Line).
                                  Exit Point
Geometric
Line —
                                   Racing Line
                   Apex
     Turn-In
     Point
```







racing line

Late apex

(Turn in) late apex
Apex,

Race line

lap time

late apex





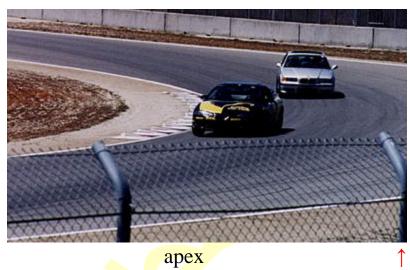
. turn-in point



apex. turn in

late apex





. apex

race line late apex



Apex





(corner

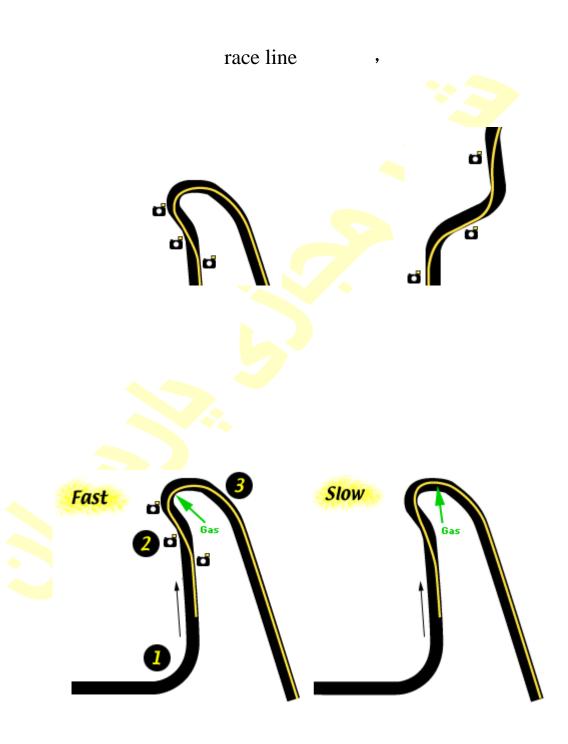
markers)

(Complex Corner Sets)

Complex Corners

Racing line







```
: (
                                                       ) Fast Line
                               ٣
           late apex
                                     apex
                   , late apex
   apex
, ۲
          (very late apex)
                                                          apex
                  late apex
                                 ۲
```



```
understeer
turn-
                                                          ) in point
                                                          , ۳ ۲
turn-in
                                                              (٣
                         . (
                                                    understeer
   turn in
                     turn in
              , ۲
                             turn in
   ۲
                                                              apex
           understeer
Slow Line
                                             :(
      ۳ ۲
                   turn in
```



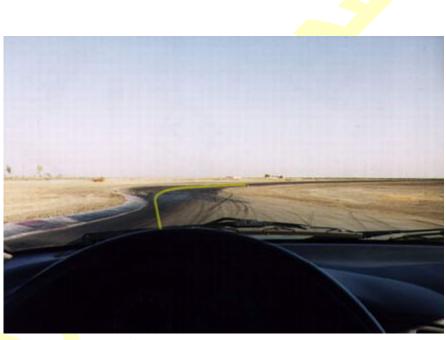
fast line

apex push understeer ٣

↑ turn-in

turn-in point





(very late apex)

apex ↑

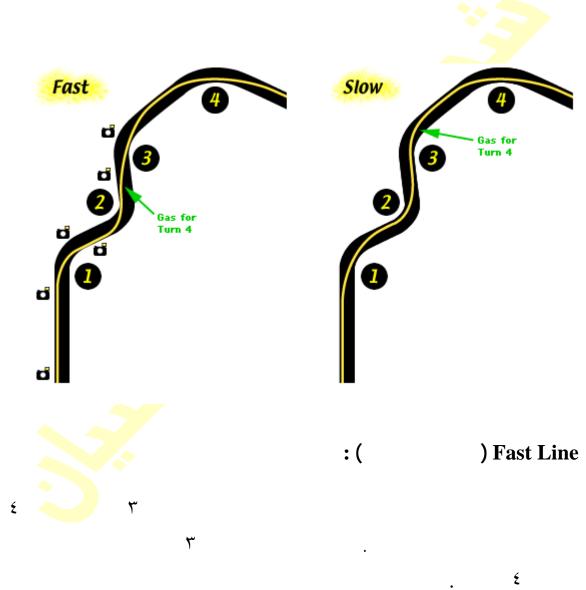




late apex

1







```
turn-in
                                                         very late apex
             apex
                                       ۲
very late apex
                                        ٣
                                  (sacrifice)
                         <sup>τ</sup> proper "setting up" of turn prioritization
      racing line
                              slow
                                                   ٣
                                                     ٤
                                                           ) Slow Line
                                        :(
٤
                                                                   ٣
                                                                      ۲
```





turn-in













very late apex apex turn-in ↑



very late apex

٣

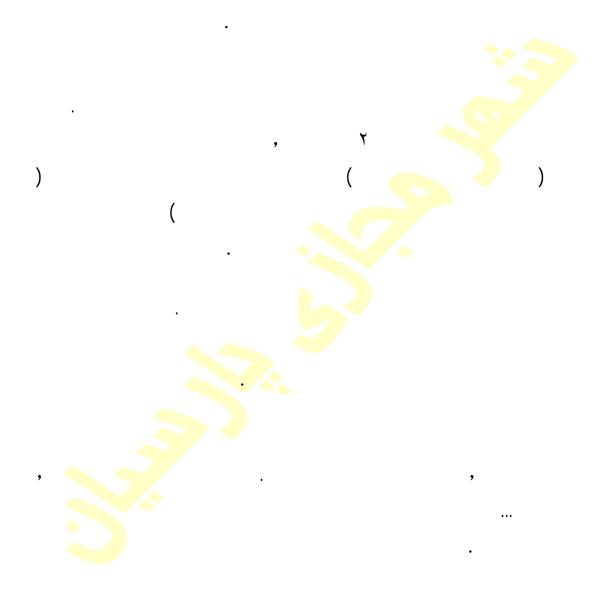


٤

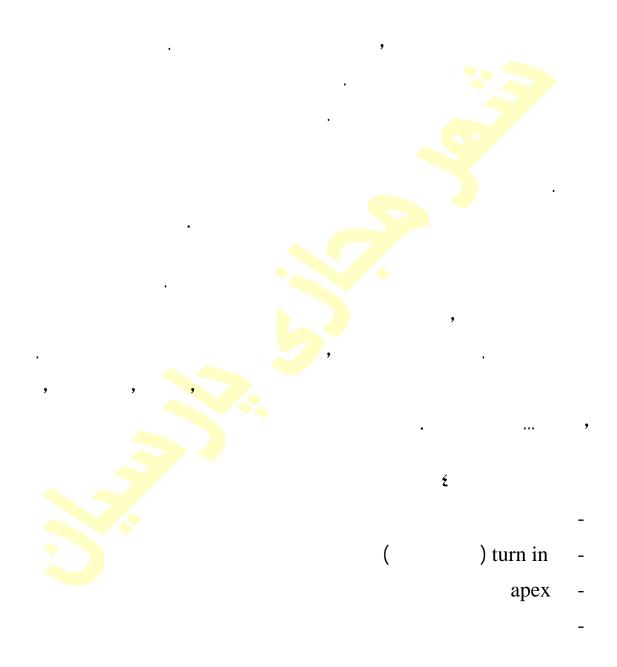


(Visual Field)











turn -in turn in point turn in point apex

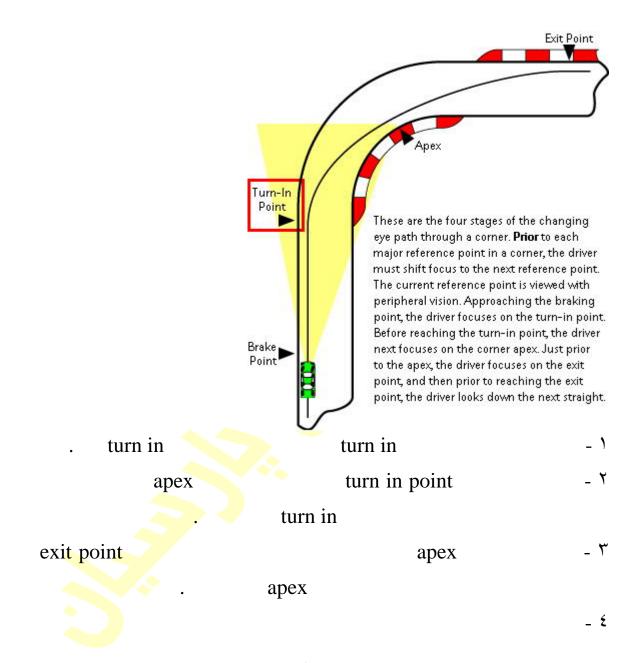
exit apex exit point

exit point -





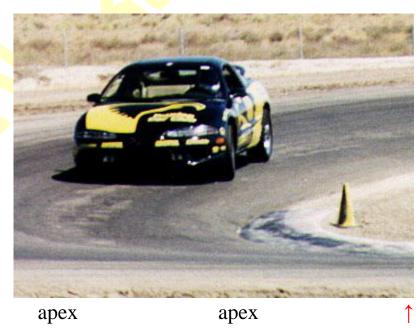
















exit point apex

(Reference Points)

Racing line

Reference Points

, (



turn in

turn in

apex

turn in

racing line

apex

lap time

apex

reference point

...



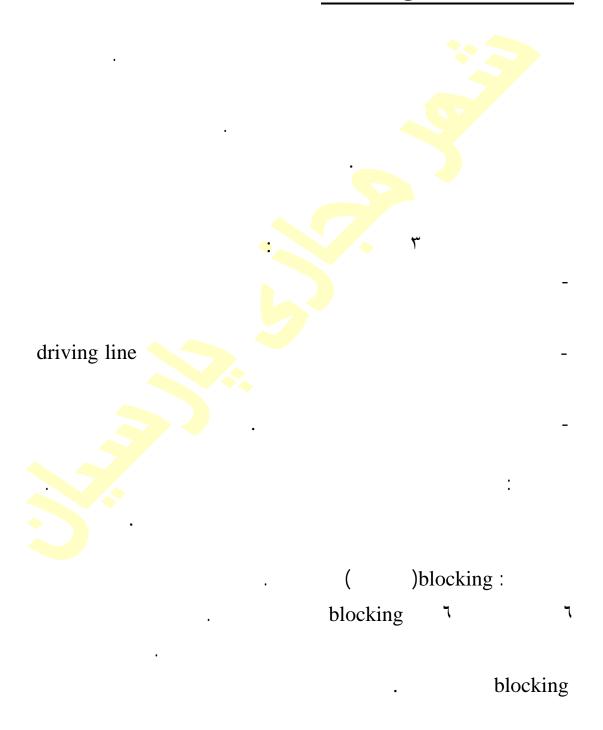
bump markers corner markers apex apex markers apex (exit markers) reference point turn in turn in turn in point



```
time
       qualifying,
                                    reference points
                                                          trialing
                                    ) braking reference point
 turn-in
                           (.
                     point of reference
                                            reference point
 apex
                                                    exit turn in
 raceing
                                           (driving line) line
```



(Passing)





(Side by side) Racing line (. Pit stop Race Apex driving line apex



Racing line (passing lines)

(. blocking

passing lines

Handling

Handling

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