

PC-Crash 9.2

Version 9.2

Laut englischsprachiger Website des Herstellers sind in Version [PC-Crash](#) 9.2 folgende Neuerungen bzw. Verbesserungen integriert:

Features:

- Antiroll forces added to suspension model
- Traffic lights that change phase according to customizable sequence tables
- Load custom multibody vehicle shapes for rollovers and pedestrian impacts
- Render animations of the 2D window
- Adaptive, real-time sight lines between any combination of vehicles
- Load securement calculations
- More functions available for scripting
- 350 new 3D vehicles (2400+ DirectX)

Improvements:

- Save and load Sequence tables from files
- User interface enhancements, including:
 - Easier numeric point entry
 - Rectangular and polar array copy
 - Trim, champfer, filet
 - Improved layer handling
 - Easier object selection

Weitere Informationen

- Custom multibody vehicles