

AK Racing Gen3 Supercars 2026

The Project

2026 represents a major redevelopment of the AK Racing Gen3 Supercars.

Rather than simply updating the original release, a large portion of the underlying car has been revisited as we've continued to develop the project, gather more information and learn more about the Gen3 platform.

As always, this is AK Racing's interpretation of the Gen3 Supercars, developed using the information and references available to us alongside our own development, testing and feedback.

The goal remains to create a Gen3 package that is challenging and rewarding to drive while producing close and competitive racing.

What's New

A significant amount has changed underneath the cars since our first release in 2025.

One of the biggest changes is an entirely new 2026 tyre model, with revised grip characteristics, pressures, flex, load sensitivity, temperature behaviour and wear.

The suspension has also undergone significant redevelopment, including changes to the geometry, wheelbase, springs, dampers, anti-roll bars, bump stops, suspension travel and steering characteristics.

Braking and drivetrain behaviour have been revisited with changes to braking performance and balance, gear ratios, shift behaviour, engine braking and engine response.

The aerodynamic model has also been reworked, including changes across the body, front aero and rear wing behaviour.

This package also includes changes to vehicle inertia, steering and force feedback behaviour, AI, ground colliders, instruments and numerous other areas throughout the underlying vehicle data.

Altogether, This package isn't simply a balance adjustment to V1. It represents a significant redevelopment of the underlying Gen3 package.

Driving the gen3 supercars

Tyre management, braking and throttle application all play an important role in getting the most from the car.

The revised tyre model means the condition and temperature of the tyre should be considered throughout a run rather than simply chasing maximum grip over a single lap.

Under braking, getting the initial phase right and controlling the transition into the corner will help keep the car underneath you. On corner exit, throttle application becomes increasingly important as you begin asking more from the rear tyre.

The aim isn't to make the car unnecessarily difficult. The 2026 package has been developed to reward drivers who understand what the car is doing and progressively find its limits.

Setup

The baseline setup has been created to provide a good starting point across a range of circuit with updated tool tips that give you an insight to what drop gear to run at a range of s.

It also provides more setup adjustment than the original release, particularly around the suspension. Drivers have additional control over areas such as suspension travel and bump-stop behaviour alongside the existing spring, damper, anti-roll bar, alignment and other adjustments.

As with any setup change, we recommend making small adjustments at a time.

Before changing the car, try to identify where the problem is occurring. Entry instability, mid-corner understeer and poor traction on exit are different problems and shouldn't necessarily be addressed with the same setup change.

The baseline is there to get you on track. From there, the setup can be fine-tuned to suit the circuit and your driving style.

MoTeC Dash System

One of the biggest additions to the Gen3 package is our new Lua-based MoTeC dashboard system.

Rather than using one generic display across every car, the system allows us to recreate the different dashboard designs used throughout the Gen3 field.

Different team profiles can have their own layouts, information and behaviour.

The system also supports session-specific dashboards, allowing different pages to be displayed depending on whether you're in Practice, Qualifying or a Race.

For the liveries supplied with the release, the appropriate dashboard has already been assigned. Simply select the car and livery and the system handles the rest.

Custom Liveries & MoTeC Assignment

We've also made the MoTeC system easier to use with custom liveries.

Rather than requiring a custom skin to be manually added to the main MoTeC Lua, a dashboard profile can be selected directly from the skin's ext_config.ini.

For example:

```
[AKR_MOTEC]
TEAM=TICKFORD
```

The TEAM value determines which MoTeC profile that particular skin will use.

This means painters can create a new livery, assign the appropriate dashboard and distribute everything together without modifying the core Gen3 files.

For example, changing the assignment to:

```
[AKR_MOTEC]
TEAM=WAU
```

would tell the system to use the Walkinshaw/TWG dashboard profile for that skin.

The liveries supplied with the release already have their appropriate assignments, so this feature is primarily intended for new and custom skins.

Because the dashboard system is Lua-based, users familiar with Assetto Corsa Lua are also free to explore and customise the system further.

Liveries

The Gen3 package includes liveries configured to work with the new MoTeC system.

The skin-level dashboard assignment also gives us considerably more flexibility when additional liveries are created.

New skins don't need to wait for an update to the core MoTeC Lua simply to receive the appropriate dashboard. This should make it easier for both AK Racing and community painters to continue expanding the available Gen3 grids.

Feedback & Future Development

Releasing V2 doesn't necessarily mean development stops.

Getting the updated cars into the hands of more drivers gives us an opportunity to see how the new physics package behaves across different circuits, driving styles and racing environments.

Feedback is welcome.

If you find an issue, have a suggestion or simply want to share your experience with the mod, you can contact us through Discord, Facebook or email.

Where appropriate, feedback and any additional information available to us may contribute to future updates and refinements.

Credits

Physics & Tyres: McEwen & Mellow

3D Modelling: PearCo

Liveries: Slyfox, Hoodlum & Zeath

Sounds: Falzon

MoTeC / Lua Development: PearCo

Flames: Hughes

Testing & Support: McEwen, Mellow, PearCo, Slyfox, Hoodlum, Zeath, Falzon, Hughes & Mr Spool

Good Vibes: Scoot

A massive thank you to everyone who has contributed, tested, provided information or helped us throughout the development of V2.

And, as always, thank you to the community for continuing to support what we do.