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how to drive truck with unlimited speed in EURO TRUCK SIMULATOR 2 (WITHOUT MOD)[Engine Ets 2 Mods](#)

But the truth is these images are not representative of what driving games have to offer. The genre has diversified hugely in the last decade. There are driving games that focus on the physics of ...

AFX Magazine issue 3. This issue contains Connecticut's own Mr. Evo (David Rokowski) and the ECT Car club and the new excitement their bringing to the custom auto scene.

While building big horsepower has become easier, putting that power down to the pavement is still quite a challenge. Getting great "bite" involves a lot more than sticky tires and a smoky burnout. The suspension system is being put to work in a way it was never designed to operate. A better understanding of exactly what is happening to the suspension when the car launches from a standing start will assist you in maximizing your car's effectiveness on the street or at the track. In How to Hook and Launch: Traction Mods for the Street & Strip, author Dick Miller explains the physics behind what gets a car moving from a standing start, and how to best harness the various powers at work. Getting the rear tires to really bite and gain maximum traction is divided into several small steps, and Miller walks you through each phase of the launch. Today's enthusiasts face a wide range of potential traction improvements, from softer tires and basic bolt-ons to complete or partial chassis replacements. Most opt for something in-between, where some well-engineered components are chosen to replace the factory equipment and offer a greater capability and range of adjustment. It is this range of upgrades where Miller spends most of his time, explaining what the parts and pieces do, and how to use them to their highest potential.

The 4.6- and 5.4-liter modular Ford engines are finally catching up with the legendary 5.0L in terms of aftermarket support and performance parts availability. Having a lot of parts to choose from is great for the enthusiast, but it can also make it harder to figure out what parts and modifications will work best. Building 4.6/5.4L Ford Horsepower on the Dyno takes the guesswork out of modification and parts selection by showing you the types of horsepower and torque gains expected by each modification. Author Richard Holdener uses over 340 photos and 185 back-to-back dyno graphs to show you which parts increase horsepower and torque, and which parts don't deliver on their promises. Unlike sources that only give you peak numbers and gains, Building 4.6/5.4L Ford Horsepower on the Dyno includes complete before-and-after dyno graphs, so you can see where in the RPM range these parts make (or lose) the most horsepower and torque. Holdener covers upgrades for 2-, 3-, and 4-valve modular engines, with chapters on throttle bodies and inlet elbows, intake manifolds, cylinder heads, camshafts, nitrous oxide, supercharging, turbocharging, headers, exhaust systems, and complete engine buildups.

Renowned engine builder and technical writer David Vizard turns his attention to extracting serious horsepower from small-

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block Chevy engines while doing it on a budget. Included are details of the desirable factory part numbers, easy do-it-yourself cylinder head modifications, inexpensive but effective aftermarket parts, the best blocks, rotating assembly (cranks, rods, and pistons), camshaft selection, lubrication, induction, ignition, exhaust systems, and more.

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