

Other_F1GP_Stuff

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	<i>TITLE :</i> Other_F1GP_Stuff		
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Chapter 1

Other_F1GP_Stuff

1.1 Other F1GP Programs and Activities

Other F1GP related programs and activities

All the programs described in this guide can be found on the Amiga Formula One Web Site (<http://www.nanunanu.org/~oliver/AmigaF1.html>), and some of them are also available on Aminet (in the locations shown).

Most of these programs are also available on the "F1GP Accessories" disk. I used to send regularly updates of this disk to 17 Bit Software (PD library in the UK), but as 17 Bit (and many other PD libraries) aren't as interested in selling floppy disks nowadays I don't send them updates very often :(

Software

SplitTime

AGPPerf

GPDisplay

AGPLapTime

AGPLap

AGPLapMix

AGPLapD

F1GP-SaveEd

F1GP-HFED

F1GP Backdrop Datatype

SnapshotF1GP

F1GP-RES

HoF-Analyzer

HoFPoints

HoF Qualifier
Competitions

Internet Amiga F1GP Championship

Amiga F1GP Hall of Fame
Resources

Amiga F1GP PerfBase

Amiga F1GP Mailing List

Amiga F1GP Webring

1.2 SplitTime 1.7

SplitTime 1.7 (5.8.97) by René Smit (rsdi@xs4all.nl)

Aminet: game/misc/SplitTime.lha
WWW: <http://www.xs4all.nl/~rsdi/>
<http://www.nanunanu.org/~oliver/utils/SplitTime.html>

SplitTime is a utility that displays split times at every quarter of a track while you drive F1GP (so you need that game to use it). Not only the splittimes are displayed, but also the best splittimes before they show up (like on TV). There are 3 split times on every track and they are at exactly 25%, 50% and 75% distances, while on TV they now use only 2 split times (intermediates) at specific points on the track.

1.3 AGPPerf 0.5i

AGPPerf 0.5i (21.10.95) by Grant Reeve (reevel@cs.waikato.ac.nz)

Aminet: game/misc/AGPPerf.lha
WWW: <http://www.nanunanu.org/~oliver/utils/AGPPerf.html>

This program is based fairly loosely on the PC version of GPPerf. It records telemetry of your F1 car as you drive around the track in F1GP, and allows you to then save it to disk for viewing with some other displaying utility (ie
GPDdisplay
) . It also puts some cute extra
little lights on the dashboard.

1.4 GPDisplay 0.02

GPDisplay 0.02 (3.10.95) by Grant Reeve (reevel@cs.waikato.ac.nz)

Aminet: game/misc/GPDisplay.lha
 game/misc/GPDisplayTrack.lha
 WWW: <http://www.nanunanu.org/~oliver/utils/GPDisplay.html>

This program will display perf files saved from
 AGPPerf
 , or directly
 from AGPPerfs memory. It allows comparison and analysis of up to 4
 perf files at once, plus it has some (very) rudimentary editing
 facilities.

1.5 AGPLapTime 1.2

AGPLapTime 1.2 (17.6.97) by René Smit (rsdi@xs4all.nl)

Aminet: game/misc/AGPLapTime.lha
 WWW: <http://www.nanunanu.org/~oliver/utils/AGPLapTime.html>
<http://www.xs4all.nl/~rsdi/>

This program can record various things whilst you are driving. It can
 be set up to record a whole race. The resulting log file can be
 viewed by an appropriate displaying utility (eg
 AGPLap
). During a
 race for example all fastest laps are recorded along with speed
 factors, driving aids and the horsepower. Pit stops, damage, crashes,
 setups and many other things are logged.

1.6 AGPLap 1.1

AGPLap 1.1 (21.12.96) by René Smit (rsdi@xs4all.nl)

Aminet: game/misc/AGPLapTime.lha
 WWW: <http://www.nanunanu.org/~oliver/utils/AGPLapTime.html>
<http://www.xs4all.nl/~rsdi/>

Processes log files created by
 AGPLapTime
 , and produces text describing
 virtually every aspect of the race in detail. Here is a brief snippet
 of output from a Brazil race log file:

Car	DriverName	Lap	Pos	LapTime	BestTime	RaceTime	Diff
#30	Heinz-Harald Frentzen	1	20	Pitstop, in	FW RW	0h02m08.548s	
#21	Pedro Paulo Diniz	1	21	2:00.072	=2:00.072	0h02m08.948s	+ 0:43.487
# 8	Mika Hakkinen	1	20	Pitstop, out		0h02m14.033s	pit 22.874
#30	Heinz-Harald Frentzen	1	21	Pitstop, out		0h02m31.318s	pit 22.770

```
*39 Oliver Roberts          2   1  1:19.133 =1:19.133! 0h02m44.594s
Fastest lap 1:19.133 by Oliver Roberts, 716 HP, Ace, 18700 AIG, aids 0
# 5 Damon Hill             2   2  1:21.300 =1:21.300 0h02m48.514s + 0:03.920
```

1.7 AGPLapMix 0.3

AGPLapMix 0.3 (14.1.96) by Grant Reeve (reevel@cs.waikato.ac.nz)

```
Aminet:  game/misc/AGPLapTime.lha
WWW:     http://www.nanunanu.org/~oliver/utils/AGPLapTime.html
         http://www.xs4all.nl/~rsdi/
```

Merges separate

```
AGPLaptime
log files together in one log file. For example,
```

in the

```
Internet F1GP Championship
all the drivers could send in log files
```

of their races. This program can then take all these log files, and recreate the race as if everybody was racing together.

1.8 AGPLapD 0.2β1

AGPLapD 0.2β1 (13.11.96) by Grant Reeve (reevel@cs.waikato.ac.nz)

```
Aminet:  game/misc/AGPLapTime.lha
WWW:     http://www.nanunanu.org/~oliver/utils/AGPLapTime.html
         http://www.xs4all.nl/~rsdi/
```

A graphical logfile displayer, similar to

```
GPDisplay
, for use in
```

conjunction with

```
AGPLapTime
.
```

1.9 F1GP-SaveEd 1.1

F1GP-SaveEd 1.1 (19.10.97) by Mario Sarno

```
Aminet:  game/misc/F1GP-SaveEd.lha
WWW:     http://www.nanunanu.org/~oliver/utils/F1GP-SaveEd.html
```

Allows you to change various settings in your F1GP end of race save game. The following settings can be changed:

- The result of every race in the season so far
- The name of every driver, and also which driver is a computer/human driver
- The names of every Team, and also their Engine names. You can also

change which driver drives for them.

1.10 F1GP-HFED

F1GP-HFED (1.2.96) by Stephen Leary (9600149L@student.gla.ac.uk)

WWW: <http://www.nanunanu.org/~oliver/utils/F1GP-HFED.html>

Allows you to alter the helmet images on the driver selection screen in the game. Simply design your helmets in any decent paint package and use this program to convert them into the game. Maybe useful to some people I guess, but depends on how often you visit the driver select screen (ie me -> very rarely :-)

1.11 F1GP Backdrop Datatype 1.1

flgp_bkg.datatype 1.1 (13.1.97) by Oliver Roberts (oliver.roberts@inet.com)

Aminet: [util/dtype/flgp_bkg_dt.lha](http://www.nanunanu.org/~oliver/utils/bkg_dt.html)

WWW: http://www.nanunanu.org/~oliver/utils/bkg_dt.html

The F1GP Backdrop datatype is a picture datatype for displaying any of the backdrop files (filename suffix .bkg) supplied with F1GP. All of these images are sized 320x200 and have a 32 colour palette.

Requires Workbench 3.0 or higher.

1.12 SnapshotF1GP 1.0

Snapshot 1.0 (14.12.97) by Oliver Roberts (oliver.roberts@inet.com)

Aminet: [game/misc/SnapshotF1GP.lha](http://www.nanunanu.org/~oliver/utils/SnapshotF1GP.html)

WWW: <http://www.nanunanu.org/~oliver/utils/SnapshotF1GP.html>

SnapshotF1GP is a program which can be used to take in-game "screenshots" from F1GP. As well as being able to take static screenshots, there is an option which automatically stores multiple successive frames from the game which can then be used to make an animation

Requires Workbench 2.0 or higher.

1.13 F1GP-RES 2.0

F1GP-RES 2.0 (29.3.96) by Edo Nijmeijer (130588@student.fbk.eur.nl ←
)

Aminet: [game/misc/F1GP-RES.lha](http://www.nanunanu.org/~oliver/utils/SnapshotF1GP.html)

WWW: <http://www.nanunanu.org/~oliver/utils/F1GP-RES.html>

F1GP-Record Entry System - mainly a utility for use by
Hall of Fame
participants. Used to store lap times, setups and options used. ↔
Can
scan HoF AmigaGuide files.

1.14 HoF-Analyzer 1.4

HoF-Analyzer 1.4 (26.4.98) by Christophe Macours (s952025@student. ↔
ulg.ac.be)

Aminet: <game/misc/HoF-Analyzer.lha>
WWW: <http://www.nanunanu.org/~oliver/utils/HoF-Analyzer.html>

A utility mainly for use by
Hall of Fame
participants. Allows you to
enter records and easily work out how many points you have improved by, etc.
Similar to
HoFPoints
.

1.15 HoFPoints 3.7

HoFPoints 3.7 (9.11.96) by Michal Janak (chemont@chemont.anet.cz)

Aminet: <game/misc/HoFPoints.lha>
WWW: <http://www.nanunanu.org/~oliver/utils/HoFPoints.html>

Another utility for use by
Hall of Fame
participants. Allows you to
enter records and easily work out how many points you have improved by,
etc.

1.16 HoF Qualifier 2.05

HoF Qualifier (4.5.98) by Micro Dimensions Software

Aminet: <game/misc/HoFQ.lha>
WWW: <http://www.nanunanu.org/~oliver/utils/HoFQ.html>

Very similiar to
F1GP-RES
- in fact, it essentially supercedes it.
HoF Qualifier offers some new different features too, and is fronted by
an OS friendly user interface (F1GP-RES uses AMOS).

1.17 Amiga F1GP Hall of Fame

Amiga F1GP Hall of Fame (administrated by Alan Strang - aws@enterprise.net)

Aminet: docs/hyper/F1GP-HoF.lha
WWW: <http://homepages.enterprise.net/aws/hof/>
<http://www.nanunanu.org/~oliver/hof/>

The latest Internet list of F1GP qualifying lap records from various participants. Supplied as an AmigaGuide document. Released monthly.

1.18 Internet Amiga F1GP Championship

Internet Amiga F1GP Championship
(administrated by Markus Kruggel - Markus.Kruggel@uni-duisburg.de)

WWW: <http://www.nanunanu.org/~oliver/ic/>
<http://homepages.enterprise.net/oliverr/ic/>

Compete against other Amiga F1GP players over 100% races. Players send in their races times before the posted deadline, and championship points are calculated according to the fastest times. To find out more take a look at the web sites or e-mail Markus.

1.19 Amiga F1GP PerfBase

Amiga F1GP PerfBase (administrated by Oliver Roberts - oliver. ↔
roberts@inet.com)

WWW: <http://www.nanunanu.org/~oliver/PerfBase.html>

Collection of various
AGPPerf
perf files, from contenders in the

Hall of Fame
, for use with
GPDisplay
. Perfs can be downloaded from
the web site.

1.20 Amiga F1GP Mailing List

Amiga F1GP Mailing List (administrated by Oliver Roberts - oliver.roberts@inet.com ↔
)

WWW: <http://www.nanunanu.org/~oliver/amigaflgpml.html>

The ultimate e-mail based mailing list for F1GP fans. The mailing list

is used for public discussions about all aspects of F1GP and also for things related to the Internet Amiga F1GP Championship and Hall of Fame.

To subscribe, send mail to majordomo@thule.no with "subscribe amigaf1gp" in the message body. To post messages to the list, send mail to amigaf1gp@thule.no

1.21 Amiga F1GP Webring

Amiga F1GP Webring (administrated by Oliver Roberts - oliver.roberts@inet.com)

WWW: <http://www.nanunanu.org/~oliver/flgpring/>

I'm sure you probably know what a webring is, but just in case you don't, it's basically a way of linking a number of web pages/sites together which forms a ring of pages. Obviously, this particular webring is dedicated to quality web pages related to F1GP on the Amiga.