

F1GP-Ed

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COLLABORATORS

	<i>TITLE :</i> F1GP-Ed		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

F1GP-Ed

1.1 F1GP-Ed 3.03 Contents Page

F1GP-Ed 3.03 - the most powerful utility of its kind

Copyright © 1994-1995 Oliver Roberts, All Rights Reserved.

Introduction
about F1GP-Ed

Distribution
distribution conditions

Registration
registering this Shareware product

Disclaimer
important notices

System requirements
what you need to get F1GP-Ed up and running

Getting started
installing/running F1GP-Ed & CLI options

Quickstart guide
simple tutorial to update F1GP

Using F1GP-Ed
descriptions of features, menus & gadgets

On-line help
about F1GP-Ed on-line help

F1GP Versions
about the different versions of F1GP

Notes on F1GP saved games
about F1GP saved games

Known Bugs
bugs in F1GP-Ed and the game itself

Bug reports
reporting bugs

Acknowledgements
thankyous and credits

Update policy
where to get F1GP-Ed from

About the author
me, my addresses & other F1GP stuff

History program history

Future
future enhancements

1.2 Introduction

Welcome to version 3 of F1GP-Ed. The features in F1GP-Ed are made ↔ possible by the cooperation of a number of people (not just myself). See the

Acknowledgments
section.

With this editor you can customize your copy of MicroProse's Formula One Grand Prix (or World Circuit). Originally, I intended just to make an editor similar to the ones for the PC which would simply allow you alter the colours of cars, pit crews and helmets and change the way the computer drivers drive and respond, making F1GP more difficult. But, as you will discover, F1GP-Ed can do a whole lot more than that. In fact, it is safe to say that my editor is the most powerful F1GP/WC editor in existance, easily out-performing the editors for the PC version. Hence, the revised aim of F1GP-Ed is to allow users to make F1GP more realistic and more playable, by using a familiar easy-to-use interface. This is how it all started:

In February 1994, I discovered that editors were available for the PC version of F1GP, and after asking everywhere I could think of, I could not find an Amiga equivalent and I started to get jealous. By coincidence, I had just started a C course at Uni, so I decided to get the Complete Amiga C package. I then started work on an Amiga version, while learning how to program the Amiga OS. Then in April 1994, I released the first ever test version to about 10 willing F1GP players. From then, onwards F1GP-Ed has been updated regularly, until the burglary at my Uni lodgings on 31 January 1995. All my Amiga hardware was taken, along with my TV etc - 900

pounds worth in total :- (And to make matters worse, it wasn't insured. Needless to say, development came to a halt, but luckily the thieves did not decide to steal any of my 600 floppy disks, and I had backed up the source code just a couple of days before the break-in. I then managed to get a second-hand Amiga (thanks Jen) in April 1995 and I began work on F1GP-Ed 3.0. And this is the finished result :-)

I have supplied an example datafile which will convert your copy of F1GP, so it plays like the real-life 1995 season, with the computer cars driving at a more competitive speed! This is the datafile I use myself, so you may need to adjust a few things to suit yourself. The lap-times churned out by the computer cars will be alot faster than before and much faster than in real life - the performance of your car is not modified (it would be possible to make the computer cars travel the same speed as in real-life, but your car would also have to be slowed down if you you didn't want to win all the time!). It also contains some of my recent car setups and lap records.

For those of you who are interested F1GP-Ed was written in C and Assembler. It was compiled with DICE 3.01 and Devpac 2.

1.3 Distribution

F1GP-Ed is SHAREWARE. It is NOT Public Domain. However, it may be freely distributed legally providing: ←

- (1) None of the distributed files are changed in any way
- (2) F1GP-Ed is not sold for profit and it is not included on any disks that are sold solely for profit
- (3) No more than £1.50 (inclusive) may be charged for a copy of F1GP-Ed by PD libraries
- (4) F1GP-Ed is registered if it is found to be useful
- (5) Registered user keyfiles are NOT distributed with copies of F1GP-Ed

If F1GP-Ed is to be sold for profit, permission must be obtained from me, the author (Oliver Roberts). Included in the above are magazine coverdisks.

Permission is hereby granted to Steve Broadbent of "F1 Quality Amiga Products" to distribute F1GP-Ed. Amiga Format magazine has my permission to distribute only the special AF beta version.

The "F1GP-Ed.key" file is for registered users only and MUST NOT be distributed. F1GP-Ed MUST be distributed with ALL the following files:

F1GP-Ed	(Main Program)
F1GP-Ed.info	
F1GP-Ed.guide	(AmigaGuide® Documentation)
F1GP-Ed.guide.info	
History.txt	(Program History)
History.txt.info	
1994.flgp	(Datafile for 1994 settings)

```

1994.flgp.info
1995.flgp                (Datafile for 1995 settings)
1995.flgp.info
Install_F1GP-Ed         (HD Installer script)
Install_F1GP-Ed.info
Reg_Form                (Registration Form)
Reg_Form.info
Sound/RenaultV10'94.raw (Renault engine sound sample)
Sound/RenaultV10'94.raw.info
Sound/RevStart.raw     (Engine start sound sample)
Sound/RevStart.raw.info
Graphics/Cockpit.iff   (original cockpit picture)
Graphics/Cockpit.iff.info
Graphics/NewCockpit.raw (example cockpit raw image)
Graphics/NewCockpit.raw.info
Extras/F1GP_2          (information on F1GP 2)
Extras/F1GP_2.info
Libs20/reqtools.library
Libs13/reqtools.library
Libs13/gadtools13.library
Libs13/flgp.library

```

1.4 Registration

Why should I register?

F1GP-Ed is SHAREWARE, which means you are expected to register if you find it useful. The main reason for registering is because you appreciate the existing features, not because you want the disabled features (although this another good reason). I say this because some stupid idiotic people think it is a good idea to crack F1GP-Ed and spread a version with all features enabled (which is illegal), almost as if it was registered (but it isn't). Even if you have a cracked, illegal, version I still urge you to register - in fact, users of cracked versions are more obliged to register than honest users!

Once you have registered you will be shipped a disk by First Class post or Air Mail. This disk will be full with the latest version of F1GP-Ed and your personal keyfile which will enable all the features (and remove annoying requesters) in this and future versions of F1GP-Ed, and also any other F1GP related information/programs I can find. You are not allowed to give (or sell) this keyfile to anybody else!

Users who specify an email address will be put on a mailing list, and will receive free F1GP-Ed/F1GP news including notification of when new versions are released and

where they are available from

. I regret that I no longer

have the time or resources to automatically send updates and notification to users by conventional mail (there are over 650 registered users!), although I hope that this may be possible in the future. See my

update policy

.

How do I register?

To register, you simply have to send me a completed registration form (or the relevant details written down on paper if you don't have a printer) and a registration fee. Note that the amounts specified below are minimums, so feel free to send me more if you think F1GP-Ed is worth more :-). I do hope you'll register - literally thousands of hours have been spent on developing F1GP-Ed!

United Kingdom

The registration fee for people in the UK is 6 pounds (minimum). This can be in the form of a cheque, postal order or cash. If you send any coins please make sure they wrapped up or sellotaped to a piece of card so they can't move around freely, otherwise there is a high risk that the coins won't reach me.

Rest of the World

The registration fee for the people not living in the UK is 7 pounds sterling (minimum). If possible this should be sent to me as a cheque drawable from a UK bank (or cash) or somekind of postal order (as long as it is cashable in UK banks without charge). Eurocheques are also acceptable. If none of the above payment methods are viable I will accept a registration fee of US \$15, in notes. As a last resort, you may pay the equivalent of 8 pounds sterling in another major currency (cash only) - I will only accept it if my bank will negotiate it (I will be charged about £1 in this case).

Send the registration fee (cheques payable to Oliver Roberts) and a completed registration form to me at the following address:

Oliver Roberts
30 Tillet Road
Norwich
Norfolk
NR3 4BJ
ENGLAND

(Note: the above is "thirty" Tillet Road and NOT "thirty-eight")

1.5 Disclaimer

I cannot guarantee that every possible combination of the settings in F1GP-Ed will affect F1GP as intended.

I cannot be held liable if this program causes your copy of Formula One Grand Prix / World Circuit to become corrupt, nor can I be blamed if this program causes any other problems with your system. Any problems are entirely the user's responsibility.

Do not attempt to tamper with F1GP-Ed keyfiles and/or the executable. Doing so will cause problems and you may find things start going wrong!

*** IMPORTANT *** Please use a backup of the game, before you start

altering the binary. Then you will have another copy of the game if it gets corrupted (ie power failure when saving). Never use F1GP-Ed on your original copy of the game.

F1GP-Ed is NOT officially endorsed by MicroProse Software.

1.6 System Requirements

Any Amiga computer and an original copy of Formula One Grand Prix
/ World
Circuit by MicroProse - this must be version 1.02 (see the
F1GP Versions
section).

Registered users should make sure the "F1GP-Ed.key" file is in the current
dir, or the location specified by the
KEYPATH tooltype/cli option
.

Disk based libraries that should be in the LIBS: drawer on your boot disk.
Libraries marked "required" must be present for F1GP-Ed to run, while
"optional" libraries don't have to be present, but certain features will
not be available:

```
Kickstart 1.x:
gadtools13.library      (required)
retools.library        (required)
icon.library           (required)
flgp.library           (required)
amigaguide.library     (optional)
diskfont.library       (optional)
```

```
Kickstart 2.0 or higher:
asl.library OR retools.library (required)
flgp.library           (required)
amigaguide.library     (optional)
diskfont.library       (optional)
locale.library         (optional)
```

More than 1Mb of free ram is needed, if you want to use the
memory patches
or memory
load
/
save
features.

The stack needs to be set to at least 4000 bytes either from the icon
information or from the CLI. KS 2.0+ owners will get error messages to
remind you to set the stack.

COMPATIBILITY

F1GP-Ed will work on all Amigas, and this version has been tested on the

following machines: A500, A600, A1200, A2000, A4000

With the following kickstarts being put to test: 1.3, 2.05, 3.0, 3.1

A number of memory configurations, accelerators, HDs, etc, were also used.

F1GP-Ed will work fine on all Kickstarts, but it works best with KS 3.x, as KS 3.x includes various changes which F1GP-Ed takes advantage of. KS 1.x users may notice slight irregularities - this is due to the imperfect GadTools emulation.

1.7 Getting Started

For hard drive installation - just double-click on the " ←
Install_F1GP-Ed"

icon from Workbench, after booting from your hard drive as usual and inserting the F1GP-Ed disk. All necessary files will be installed, including system libraries (only if no versions exist, or the existing versions are old). Commodore's Installer program must be accessible.

There are two ways of running F1GP-Ed from Workbench:

- (1) Double-click on the F1GP-Ed icon.
- (2) Double-click on a F1GP-Ed datafile icon. F1GP-Ed will be loaded and the selected datafile will be loaded automatically.

You can also start F1GP-Ed via a
CLI or Shell
if you prefer.

F1GP-Ed may be customized via
valid icon tooltypes
, as well as from the

Settings

menu. Tooltypes may be changed by selecting the F1GP-Ed icon and selecting Information from the Workbench Icons menu - consult your Workbench manual if you don't know how to operate the resulting window.

For instance, I like to set the following tooltypes:

```
DATAFILE=PROGDIR:1995.flgp
KEYPATH=PROGDIR:
```

(note PROGDIR: was introduced in KS 2.0 - it refers to the location of the currently running program, which is F1GP-Ed in this case)

1.8 Starting F1GP-Ed from a Shell

F1GP-Ed command-line processing is carried out in the standard KS ←
2.0 way

(ie using ReadArgs()). Users with previous kickstart versions are forced

to customize solely via tooltypes, as the shutdown usage is:

```
F1GP-Ed <datafile>
  where datafile is the name of a datafile you wish to load
```

Now that's out of the way those of you with KS 2.0 or higher may read on :) Each parameter specified overrides the corresponding tooltype value (if it exists) in the F1GP-Ed icon. The parameters are identical to the tooltypes and are NOT case sensitive and can be specified in any order. The template is:

```
DATAFILE, SAVETOMEM/S, PATCH/S, LOADF1GP/S, FONT/K, FONTSIZE/K/N, ←
  KEYPATH/K,
```

```
NOACTIVATE/S, NOGUI/S:
```

```
Examples of running F1GP-Ed from a Shell (note that the actual ←
  result can
```

depend on what tooltypes you have set in the F1GP-Ed icon):

```
F1GP-Ed ?
```

Displays the template that is shown above and waits for you to continue entering parameters.

```
F1GP-Ed DATAFILE=1995.flgp PATCH NOGUI LOADF1GP
```

Load F1GP-Ed with settings from the 1995.flgp datafile, then attempt to load F1GP, enable all memory patches and wait until F1GP is quitted before exiting. No windows will be opened.

```
F1GP-Ed 1994.flgp FONT=topaz.font FONTSIZE=8
```

Load F1GP-Ed with settings from the 1994.flgp datafile and open windows using the topaz 8 font.

```
F1GP-Ed DATAFILE 1995.flgp KEYPATH PROGDIR:
```

Load F1GP-Ed with settings from the 1995.flgp datafile and load your personal keyfile from the same directory that F1GP-Ed is located in - not always the same as the current directory!

```
F1GP-Ed SAVETOMEM 1995.flgp NOGUI
```

Load F1GP-Ed and save the settings from the 1995.flgp datafile to the copy of F1GP currently running in memory, and then quit.

1.9 Tooltypes / Command-line options

```
DATAFILE (string - example: DATAFILE=1995.flgp)
```

This command tells F1GP-Ed to load a specific datafile, rather than using the defaults. This command overrides the "Autoload" feature found in previous versions of F1GP-Ed.

```
LOADF1GP (switch)
```

Runs F1GP automatically. This basically executes this command: "Run >NIL: <dir>flgp", where <dir> is the directory used in F1GP-Ed load/save Binary file requesters and is loaded from the config file. By default the command will be "run >NIL: flgp_disk_#2:flgp".

SAVETOMEM (switch)

Basically, performs the same function as the Save to Memory Project menu item.

PATCH (switch)

Installs all memory patches, as per the Install Patches Memory menu item. If NOGUI is also specified, then F1GP-Ed will wait until F1GP quits before it terminates.

FONT (string - example: FONT=topaz.font)

Choose a font for F1GP-Ed to use. If not specified the default screen font will be used. Note that if the specified font or the screen font are too large to be used for certain windows (ie the resulting window would not fit on the screen), Topaz 8 will be used.

FONTSIZE (number - example: FONTSIZE=8)

Specify the size (height) of the font specified by the FONT command.

PUBSCREEN (string - example: PUBSCREEN=Workbench)

Specify a public screen for F1GP-Ed to open on. By default, the public screen is the Workbench screen.

KEYPATH (string - example: KEYPATH=S:)

Select the path from which to load the "F1GP-Ed.key" file (if you have registered). If not specified F1GP-Ed will look for the keyfile in the current directory.

ASYNCHHELP (switch)

When using the on-line help the guide will be opened asynchronously, so you don't have to close the window before continuing. This was the default prior to V3.02, but due to bugs in amigaguide.library (V34) this option should only be used if it doesn't cause crashes on your system.

NOACTIVATE (switch)

When opening windows on startup, they will not be activated. And if you preferences are for F1GP-Ed to use a custom screen, then that screen will not be brought to the front.

NOGUI (switch)

Do not open any windows, thus disabling user interaction.

1.10 Quickstart Guide

If you want to convert your copy of F1GP so that it uses the 1995. ↵
flgp
datafile supplied with F1GP-Ed, then here is one way to do it (after you've

made sure you have a backup of F1GP, of course):

- o Load F1GP-Ed
 - o Select Load from >> Datafile... from the "Project" menu
- o Select the "1995.flgp" file and click on "Load"
- o Select Save to >> F1GP Binary... from the "Project" menu
- o If you have a hard drive then select the "flgp" file in the relevant drawer, otherwise just put F1GP disk 2 (
 - versions A & B
 -) or disk 1
 - (
 - version C
 - change the drive from "flgp_disk_#2:" to "flgp_disk_#1:")
 - in any drive and click on "Save"
- o Read the message and click on "OK"
- o When disk activity has finished, load F1GP in the usual way

This will provide you with an updated version of F1GP - you can also customize many other features too by experimenting with F1GP-Ed.

1.11 AmigaGuide® On-Line Help

F1GP-Ed supports AmigaGuide®, thus enabling the possibility of on- ←
line

help. To get help when using F1GP-Ed, simply press the "Help" key and you will get help about the current window or menu item. All that is required is that amigaguide.library is available and the F1GP-Ed.guide database is in the same directory as F1GP-Ed.

F1GP-Ed sports a dynamic help system, meaning that the help file and amigaguide.library are only opened when required (ie pressing the "Help" key).

Synchronous help (default) will work on all systems, but

asynchronous help

is better although it only works properly with machines with ←
Workbench 3.0

or higher, as the amigaguide.library (V39) supplied with that version operating system is bug free. Users with Workbench 1.x or 2.x have to make do with V34 of the library which contains a number of bugs - the major one being that after using asynchronous on-line help everything you try to run on your Amiga will crash usually with a 8000000B guru, and if you use V34 with Workbench 3.x you'll probably find F1GP-Ed crashes after using the help. So, if you find this happening to you, don't use the asynchronous help

option.

Note: Workbench 1.x owners have to press the key with a "|" and/or ←
a "\"

symbol on it (near backspace key on English keyboards) instead of the "Help" key due to technical reasons. Also, you can not directly get help on menu items.

1.12 F1GP Versions

I currently know of 3 different versions of F1GP. Unfortunately, they all have the same version number (1.02). F1GP-Ed will work on all of them. It may fail on pirate versions, so go and buy the original now if you have not already done so. Pirate versions will never be supported, intentionally.

If you have a version of F1GP which is different to those below, please let me know so I can support it in F1GP-Ed. Here are the differences, sizes and locations of the "flgp" binary file which is altered by F1GP-Ed:

(A) Formula One Grand Prix - 4 disks (flgp_disk_#2:flgp = 582992 bytes)

The original version which is hard-coded for PAL machines. This version has also been re-released on the PowerPlus budget label.

(B) World Circuit - 4 disks (flgp_disk_#2:flgp = 582780 bytes)

US version of F1GP which is hard-coded for NTSC machines. All occurrences of "Formula One Grand Prix" text are replaced by "World Circuit". Also, there is no manual selection screen as the English manual is assumed. Same as (A) otherwise.

(C) Formula One Grand Prix - 3 disks (flgp_disk_#1:flgp = 582988 bytes)

This version of F1GP was bundled with the A600 Wild, Weird & Wicked pack, and hence the intro was omitted to save on disks. There are some minor changes in this version, but the only one I have pin-pointed is the screen position. In (A) & (B) you have to set up the overscan preferences to a certain position, otherwise the left-hand side of the game screen would be *chopped* off, with a black border on the LHS of the screen. This problem seems to have been corrected in this version. Apart from that it's essentially the same as (A). God knows why the 2 keypad keys used by F1GP weren't remapped to keys that are available on the A600 - that's MicroProse for you!

1.13 Notes on F1GP Saved Games

When saving a game from F1GP, these things are always saved, and will overwrite settings in the F1GP binary when loaded (this isn't a comprehensive list!):

- * Current settings from the "Race Options" menu
- * Current car setups
- * Names of teams, engines and drivers
- * Km or Miles per hour

Games saved mid-race also hold the following information:

- * Wet or dry race (decided when you start pre-race practice)
- * Action replay data
- * Car positions and lap times
- * Default car to be viewed after a replay or continuation
(this should be your car, but due to a bug in F1GP it isn't always)
- * Player HP - this temporary value is reset to the one in the binary when exiting to the pits or starting a new session

Notable settings that are NOT saved in save game files:

- * Frame rate
- * Team engine HPs
- * Speed factors

Therefore you may experience problems if you save a game, alter the allocation of drivers to teams using the

Team Editor
, and then load that

same game. If you make changes to any of the settings above they will always be replaced by the ones in the save game file. All other settings in the binary should remain unchanged when loading games.

1.14 Known Bugs

Bugs in F1GP-Ed

If you run the game at 25 fps or above, then go into race mode, and sometimes in other modes, the car will spin to its left around its axis. Grant has no idea why it does this at the moment. But, 20 fps works fine.

If you are using Grant's interrupt routines, and using autogears, then you will find that when the car is in neutral, and you push forward, the car will gear down into reverse, instead up into 1st. This is very annoying. My suggested solution is to disable the interrupt routines via the PatchF1GP window (but you then miss all the buffering features).

Bugs in the game (exist without using F1GP-Ed)

If you do a replay (viewing another car) shortly after leaving the pit lane, the game messes up. For example, enter a qualifying session in USA and wait for some computer cars to go out. Then drive out and around the first corner and then pause the game. Do a replay, and switch to another car. Then, if you try and return to your car or the replay finishes, you will still be in the pit lane instead of on the track. The game may go into accelerated time or something and it is sometimes difficult to get out of it!

Race lap records do not seem to be registered when playing the game as driver #40. This is weird, as the qualifying records work fine, so don't play as driver #40, if you can help it. This is a bug in F1GP, but then again F1GP doesn't usually use driver #40 :-)

1.15 How to report bugs

If you have found a bug in F1GP-Ed, contact me via e-mail, or send me a disk and SAE (or cash equivalent). Make sure you tell me what version of F1GP you have (A, B or C) and how you get the bug to occur. Also, please state your registration code. I will then try and fix the bug as soon as possible and send you the update. If nobody tells me about any bugs, I'll never be able to fix them :-)

1.16 Running F1GP and F1GP-Ed at the same time

If you are having problems working out how to run F1GP-Ed and the game at the same time (eg to make use of memory patches and the memory save features), then read on...

As F1GP does not disable the system when you are not actually playing it (ie using the menus), it is possible to run any other program (eg a mod player) you wish while F1GP is running in memory (memory permitting) due to the fact that the Amiga is a multi-tasking computer. F1GP-Ed takes advantage of this fact to provide some unique features.

To run the game and F1GP-Ed at the same time and you don't have a hard drive, then boot your F1GP-Ed disk and load F1GP-Ed. Then insert F1GP disk 2 (or disk 1 if you have version C) and double-click on the game icon. Of course, you will need more than 1Mb of free ram to do this and if you have then you should now have both programs running. The principle is the same for hard drive owners, except there will be no need for disk swaps.

To switch between using F1GP-Ed and playing the game, you can make use of these standard Amiga keyboard shortcuts (L-Amiga is an abbreviation for the Amiga key to the left of the spacebar):

L-Amiga N	Bring the Workbench screen to the front of the display
L-Amiga M	Cycle through all open screens

If a screen has a gadget in the top-right corner you can click on this to cycle the screens, also. If you have saved to the binary at least once an invisible screen cycle gadget is available on the F1GP screen, so you can click in the top-right corner to switch screens, just like with the Workbench screen.

1.17 The Menus

	Project Menu	File Menu	Window Menu
+-----+	+-----+	+-----+	+-----+
	New		

```

      |      |
      Load Names...
      |      |
      File Editors
      |
|~~~~~|      |
      Save Names...
      |      |
      Memory Patches
      |
|
      Load from
      | +-----+      |
      Other
      |
|
      Save to
      | |~~~~~|
|~~~~~|      |
      Default Settings
      |
|
      About
      | +-----+
|~~~~~|
|
      Quit
      |
+-----+

```

```

Memory Menu          Settings Menu
+-----+          +-----+
|
      Install Patches
      |      |
      Create Icons?
      |
|
      Remove Patches
      |      |
      File Filter?
      |
+-----+          |
      Overwrite Files?
      |
      |      |
      Confirmation Requests?
      |
      |      |
      Save Window Positions?
      |
      |~~~~~|
      |
      Screen
      |
      |~~~~~|
      |

```

```

Save Settings
|
+-----+

```

1.18 Project Menu - New

Reset every setting in the File Editor and Memory Patch windows to the default values. Use this option with caution, as it will disregard all changes you have made. If, after selecting this option, you save to the binary, the game should be as it normally is without the use of F1GP-Ed.

1.19 Project Menu - Load from

Datafile

Replace current settings in the File Editor and Memory Patch windows with those contained in a F1GP-Ed datafile.

F1GP Binary

Replace current setting in the File Editor windows with the settings contained in the "flgp" file used by the game.

Memory

Replace current settings in the File Editor windows with those located in F1GP if

it is running in the background

.

1.20 Project Menu - Save to

Datafile

Save every current setting in the File Editor and Memory Patch windows to an F1GP-Ed datafile, which can be reused at a later date.

F1GP Binary

Save every current setting in the File Editor windows directly to the "flgp" file used by the game. Then when reloading F1GP all your changes will take effect. This option also removes certain file checksums used by the game and makes a little change so you can switch screens by clicking in the top-right corner of the F1GP screen.

Memory

Save every current setting in the File Editor windows directly to memory (

if F1GP is running in the background

). This options also removes certain

file checksums used by the game. For best and expected results, use this option while F1GP is at the main menu.

1.21 Project Menu - About

Displays information about F1GP-Ed, including the version number, compilation date and credits.

1.22 Project Menu - Quit

Exit from F1GP-Ed - make sure you have saved before you do this! ↔
 If you
 have any
 Memory Patches
 installed you will be asked if you want to remove
 them. F1GP-Ed cannot quit until all patches are removed.

1.23 Extras Menu - Load Names...

Load Team Names, Engine Names and Driver Names into the Team and ↔
 Driver
 editors, from a F1GP names file. A F1GP names file can be created from the
 "Save names" option in F1GP, or from the F1GP-Ed
 Save Names...
 menu item.

1.24 Extras Menu - Save Names...

Save current Team Names, Engine Names and Driver Names from the ↔
 Team and
 Driver editors, to a F1GP names file. A F1GP names file can be loaded in
 F1GP with the "Load names" option, or back into F1GP-Ed via the
 Load Names...
 menu item.

1.25 Window Menu - Default Settings

Reset all the settings in the current window to their default values. This applies only to the File Editor and Memory Patch windows.

1.26 Memory Menu - Install Patches

Install all available memory patches. This is equivalent to ↔
 clicking the
 "Install" button in each of the
 Memory Patch
 windows.

1.27 Memory Menu - Remove Patches

Remove all available memory patches. This is equivalent to clicking the "Remove" button in each of the Memory Patch windows.

1.28 Settings Menu - Create Icons

Automatically save icons when saving FIGP-Ed datafiles.
(default is on)

1.29 Settings Menu - File Filter

Only display appropriate files in file requesters. For example: When loading/saving datafiles, only files of size 5716 (V1.00) or 6275 (V2.00+) bytes will be shown. This is similar to the "Filter" button in the file requesters in FIGP. (Doesn't affect sound sample reqs.)
(default is on)

1.30 Settings Menu - Menu Overwrite

Automatically overwrite existing files without asking for any confirmation.
(default is off)

1.31 Settings Menu - Confirmation Requests

Select this item if you want requesters that require a yes/no answer. If you get annoyed with these requesters deselect this item and the requesters won't appear and everything will be confirmed automatically.
(default is on)

1.32 Settings Menu - Save Window Positions

Select this item if you want the status of the windows (ie open?) to be saved to disk when Save Settings is selected.
(default is off)

1.33 Settings Menu - Screen

Public

F1GP-Ed will open its windows on the default public screen (which is usually the Workbench screen). Another public screen can be specified with the

```
PUBSCREEN
  tooltype/cli parameter.
```

Custom

F1GP-Ed will open its windows on its own custom screen. KS 2.0+ owners will be able to choose the exact requirements for the screen. KS 1.x owners will not get a requester, and the screen defaults to 640 x 256 x 4 Hires-Lace.

1.34 The Settings Menu

Save all the settings in this menu, the current directories and ↔
filenames.

The settings are saved in the "F1GP-Ed.prefs" file. The
window positions

are saved in the "F1GP-Ed.win" file. These two files are located ↔
in the

ENV:F1GP-Ed directory (and also ENVARC:F1GP-Ed) and are loaded by F1GP-Ed
every time it is started.

1.35 Using F1GP-Ed

The heart of F1GP-Ed is the main window. From here you can open ↔
any of the

other windows. Other actions are performed via the
Menus

which are brought

into view with the right mouse button, from any of F1GP-Ed's windows.

There are three main categories of windows in F1GP-Ed:

File Editors

Memory Patches

Other

It is important that you understand the differences between these ↔
three

basic types, and then you will find it easier to use F1GP-Ed to its full
potential. To put things into perspective 99% of all the features available
in versions 1 and 2 of F1GP-Ed would be classed as File Editors.

1.36 File Editors

Generally, these windows allow you to customize currently available features in F1GP. Each window contains a number of similar or related settings. Every setting in each of these windows can be saved in F1GP-Ed datafiles.

For the settings to take effect in F1GP itself, you must either save directly to the F1GP binary (and run the game afterwards) or to a running

copy of F1GP in memory

.

The File Editors consist of the following windows:

Teams

Drivers

Car Setups

Lap Records

Camera Views

Car Control

Standard Options

In-Game Prefs

Preferences

Cheats

1.37 The Team Editor

The Team Editor allows you to alter team settings in a similar way to that of F1GP itself. The difference is that this editor allows you to change relative team performances, car numbers, the number of teams to compete and more.

You select the teams via the listview gadget at the left of the window. Underneath this gadget are buttons to move the positions of the selected team and also a cycle gadget which allows you to view the teams in their physical F1GP order (Normal) or in the order of garage position in the pit lane (Pit Order). In the case of the Pit Order the top of the list represents the pit bay closest to the pit entrance and the bottom represents the bay next to the pit lane exit.

Team Name

Name of the selected team.

Engine

Name of the team's engine.

HP

Horsepower setting for the team's cars. This will determine how quickly computer controlled cars can accelerate. Values between 0 and 1431 are accepted. The higher the setting, the faster the cars in that team will accelerate in relation to the others.

(default is 716 for the fastest teams)

Driver A

Use the slider to select a driver from the list of drivers specified by you in the Driver Editor. Legal values are 0-40 (0 means that the car will not participate in any events). Note that strange driver combinations may cause the game to get confused (and maybe crash).

Driver B

Select the second driver - as above.

Global HP

This will increase/decrease each cars HP setting by 5. You do this by clicking on the "+" or "-" gadgets.

Max Teams

This determines how many of the teams will actually be used by FIGP. You can select between 13 and 20 teams, but you must have at least 26 drivers allocated to your chosen teams.

(default is 18 teams)

Speed Factor

Increasing this value will make computer cars go faster along straights and around corners without affecting HP settings. This allows the cars to make more challenges and brake later into the corners - this is NOT a real solution to the early braking techniques employed by computer cars, but it is the next best thing. This value is applied to all circuits. Values between 15000 and 32767 are acceptable. This setting has been superceded by the

Local Speed Factors
memory patch.

(default is 16384)

Edit Car

Click this button to bring up a colour editor so that you can alter the colour and design of the cars. You should be aware that the style of the first team's car is different from all the others. The first team has a car with a different nose design (ie McLaren style nose).

Edit Pit Crew

Click this button to bring up a colour editor so that you can alter the colours of the pit crews.

1.38 The Driver Editor

The Driver Editor allows you to change driver names like you do in F1GP itself, but it also lets you specify whether a driver should be selected automatically, and their qualifying and race performances.

Name

Name of the current driver.

Selected

Allows you to determine if a driver should automatically be selected when you load F1GP.

Qual

How well a driver performs in Qualifying sessions. This will determine how fast the actual driver is (not taking the HP setting of the car into account). Low values will ensure that the driver will driver reasonably well, and high values will result in the driver spinning off too often. This also affects how quickly the driver accelerates. This will **not** affect starting positions if you skip the qualifying session - the HP values for the teams are used to calculate the grid positions in that case. Acceptable values 0-255.

Race

How well a driver performs in a Race. Details as above.

Global Perform

This will increase/decrease each drivers' Qual and Race performances by 5. You do this by clicking on the "+" or "-" gadget.

Edit Helmet

Click this button to bring up a colour editor which will allow you to change the colours of drivers' crash helmets.

1.39 The Colour Editors

The colour editors allow you to change the colours of the cars, helmets and pit crews. There is a window for each of the above, but each works in the same way. Basically, select a colour from the palette and then click on the part of the car you wish to change - just like a fill type tool in graphics programs.

When running on a 16 colour custom screen, F1GP-Ed will automatically switch the palette of the screen when you switch between normal windows and colour editor windows.

There are also two buttons in each colour editor - their actions are described below:

All

Change the colour of the major parts to that of the currently selected colour.

Undo

Resets the colours to what they were before you altered them. Note that the remembered colours are lost when you close the editor or select another team or driver.

1.40 The Car Setup Editor

This editor allows you to alter the car setup just like in F1GP ↔ itself. The difference is that you can easily access all the setups a touch of a button, without the need of loading each circuit and editing them via F1GP. I'm not going to explain all the gadgets as most of them do the exactly the same as the editor in F1GP, so consult your manual for more information.

Note that if you do not have the
Separate Qual/Race Setups
option selected,
the race setups will be used by F1GP in both qualifying and races.

The file operations described below deal with the same format files as F1GP uses. However, to be able to load files into F1GP that F1GP-Ed has saved, you must have

saved to the binary
at least once.

Load

Load a single car setup, to replace the currently displayed one.

Save

Save the currently displayed car setup to a single car setup file.

Load Global

Load and replace all the 32 current setups with those in a global car setups file.

Save Global

Save all the 32 setups currently loaded, in a separate global car setups file.

1.41 The Lap Record Editor

Select circuits from the list on the left, and use the cycle gadget to switch between race and qualifying records.

Driver

The name of the driver.

Team

The name of the team.

Time

The lap time in the same format as in F1GP (ie min.sec.thousands). Valid times range from 0m 00.000s to 9m 59.999s. Setting the lap time to zero

tells F1GP that no lap record exists.

Date

The date the lap time was set, in the same format as in F1GP (ie DD.MM.YYYY). Dates are checked for validity, and allowed dates range from 1.1.1978 to 10.11.2022.

Load

Replace ALL current lap records with those from a F1GP lap records file. Note that when loading lap records in F1GP, only the records in the file that are faster than the current records are loaded.

Save

Save all current lap records to a F1GP lap records file.

1.42 Camera Adjustment Window

It should be noted that the camera parameters below do not always produce the results you would expect - so I suggest you experiment. ←

Length of Shot

The time a shot from the trackside camera should last, before viewing is automatically switched to the next camera. Acceptable values range from 0 to 128.

(default is 16)

Tracking Speed

How long the chase camera takes to catch up with the car. Acceptable values range from 0 to 128.

(default is 64)

Zoom

How close the camera is to the car. High values mean the camera will be very close. Acceptable values range from 0 to 32767. This affects the chase views.

(default is 30848)

Height

How high the camera is from ground level. A value of 0 means ground level. Acceptable values range from 0 to 8192, although a minimum of around 10 is suggested otherwise you will be looking up through the track at floating cars!

(default is 384)

Ride-Height

This affects only the view from the cockpit. Physically the car will always be at the same height.

(default is 160)

Presets

There are 6 presets for you to choose from, which provide you with some good, varied views. You may only alter settings in the "Custom" preset.

Redefine Keys

Redefine
the keys used to switch views and cars.

1.43 Car Control

These settings allow you to customize car control aspects that cannot be preset by F1GP. ←

Redefine Keys

Redefine
the left, right, brake & accelerate keys.

Keyboard Default

Automatically set F1GP so that it expects keyboard control as default. This removes the need of having to press the "K" key for users who prefer to play F1GP with the keyboard.
(default is off)

Analog Gearchange

Allows you to use 2 different buttons on your analog joystick to change up and down gears. With this method you can change down a gear while accelerating and vice versa. Note: this feature cannot be saved to memory while the Car Control memory patch is active with Interrupt routines enabled!
(default is Buttons Equal)

Analog Joystick Calibration

Preset the six calibration figures that F1GP will use in analog joystick mode. These figures should be the ones that are displayed when you calibrate your joystick in F1GP. Once preset, you no longer have to calibrate your joystick everytime you play F1GP.

1.44 The Standard Options

The options in this window allow you to preset all the standard options available in F1GP - more specifically all the options in the "Help Options", "Race Options" and "Game Options" menus. They are all described in the F1GP manual and documentation, so I'm not going to describe each of them here. Time to consult your manual, if you don't know what each option is already :-)

1.45 In-Game Prefs

This window contains a number of settings which actually affect the game while you are playing it.

Frames/sec

The number of times FIGP updates the screen in one second. Basically, higher values make the game look and feel a lot smoother and more playable. Here is a small table showing the maximum performance you can expect to get out of various machines:

Computer	CPU	MHz	fps	Detail
A4000	68040	25	20	minimum
A1200	68030	50	16.7/20	minimum
A1200	68020	14	12.5/15	minimum
A500/A600	68000	7	8/10	minimum

Currently, the computer cars drive slower at higher frame rates. To get the cars to drive at about the same times as at 8 fps, you should adjust the Speed Factor in the Team Editor accordingly. This can be done by multiplying it by the corresponding scale:

fps	scale
20	1.0653
16.6	1.0341
15	1.0227
12.5	1.0114
12	1.0085
10	1.0028
8	1

WARNING: You may find you cannot control your car and it continually spins. This usually happens with high frame rates (eg 25fps) and during a race (especially 100% ones). The higher the frame rate and the higher the race distance, the more likely this will happen. The only way to get around it at the moment is to lower the frame rate or race distance.

WARNING: Do not change the frame rate in the middle of a race/driving session. You must go back out to the main menu before you change it, since the game calculates some values from the time constant when it enters a race/driving session.

WARNING: Replays made at different frame rates just don't work very well at all. So, if you make a replay, you MUST play it back at that exact same fps, or all the calculations will stuff up, and results in all the cars ending up in strange places. Also, continuing a game which was saved at a different frame rate will result in the air resistance being incorrect.

(default is 8 fps)

Target Display

Set this to the type of display you will be running FIGP with. Faster updates are available in NTSC mode as the screen is updated 60 times per second (rather than 50 in PAL mode). You can toggle your Amiga between PAL and NTSC with a utility such as Degradar, or via the KS 3.0+ Early Startup Control menu.

(default is PAL (50Hz))

Detail Level

Preset the level of detail that F1GP should use.
(default is Full)

Car Fragility

There are 4 different values which affect how easily you can damage your wings or be put out the race in different situations. This also applies to the computer controlled cars. The lower the value the easier it will be to damage your car. Values between 0 and 32767 are allowed.

Yellow Flag Delay

The amount of time before the marshalls start waving yellow flags (and the computer cars slow down) after a car spins off. Values ranging from 0 to 65 seconds are allowed.
(default is 20 seconds)

Car Removal Delay

The amount of time before the marshalls start pushing stationary cars, thus rendering that car "out of the race". Values ranging from 0 to 65 seconds are allowed.
(default is 15 seconds)

1.46 Preferences

This window contains a number of settings which allow you to ←
customize the
way F1GP runs - mainly when you are fiddling about with the awfully slow
menus (I recommend Fast GUI).

Default Dir

This is the directory/volume that F1GP will use for save games, etc.
(default is DF0:)

Level Name

The text in that will appear in the middle level button on the "Race
Options" menu in F1GP.
(default is 1991 Levels)

Quick Race Laps

The number of laps to be run for a Quick Race.
(default is 3)

Qual Laps

The number of fast laps that can be completed on a single set of
qualifying tyres, before the pit light is switched on. This affects all
cars. Note that this doesn't affect the lastability of the tyres.
(default is 1)

Fast GUI

Makes the F1GP GUI a bit less sluggish by speeding up the fades,
responses and displaying unnecessary screens for less time.
(default is off)

Select Quick Race

Tell F1GP to ask you to select the circuit you wish to use for a Quick

Race.

(default is off)

Skip Startup Menu

After loading F1GP, go straight to the main menu after you have entered the correct password (skips the Quick Race option).

(default is off)

File Filter

Preset the "Filter" button in F1GP file requesters.

(default is off)

Pit Light Off

Switches the pit light off automatically when crossing the start/finish line in qualifying. Now you don't have to turn it off manually every time you've done a flying lap and want to do another one. This does not affect the computer driven cars.

(default is off - pit light on)

Manual

Tell F1GP to automatically select a specific language for the manual password protection. This option has no effect on

version B

as that only

uses the English manual.

(default is Select as normal).

Timing

Change the timing according to whether you are running F1GP on a PAL or NTSC system. The "Auto Detect" option will use the correct timing for PAL and NTSC systems, so the game will always run at the correct speed. The "Default" option use the standard F1GP timing routine. One example is for owners of 68000 Amigas which are not accelerated - set this to "Default" and switch your Amiga to NTSC mode, either via "Early Startup Control" or a utility such as degrader and then F1GP should run a little bit faster.

Wet Race Probability

Change the chance of a wet race (100% means all races will be wet). Note that it is impossible to have a wet race in the USA (Phoenix).

(default is 3%)

Points

The points to be awarded to the top 10 finishers in a championship season. Valid points for places are in the range 1-49. Use the vertical slider to tell F1GP how many of the first finishers will get points - this effectively sets unused points to 0.

(default is 10, 6, 4, 3, 2, 1)

1.47 Cheats

All the options in this window (with the possible exception of Degrade HP), allow you to increase the performance of your car and generally cheat.

All Driving Aids

Allows you to use any of the driving aids on any level, including Ace.

(default is off)

Q Tyres in Practice

Allows you to use Qualifying tyres in practice periods and races as well as qualifying sessions. This option also activates the "Unlimited Q Tyres" feature.

(default is off)

Unlimited Q Tyres

Turn off for 4 set limit for qualifying tyres in qualifying sessions.

(default is off)

Use Team HP

Tells F1GP to use the HP value you have specified for the team you are driving for. Usually F1GP will use a separate HP value for your car (you can alter this with the "Player HP" setting). This feature doesn't work properly in a multiplayer game, so best leave it off in this case.

(default is off)

Degrade HP

F1GP normally reduces the "Player HP" by a random amount (between 0 and 20, approximately), everytime you start a new session. So even if the "Player HP" is set to 716 you could be driving with only 694 or something. Disabling this feature ensures you will always have the HP you expect.

(default is on)

Player HP

The acceleration of your car. The higher, the faster you can go. However, the value is really your maximum HP you want, as F1GP will lower it by a small random amount automatically - see the "Degrade HP" setting. This parameter also affects the place you will qualify at, if you skip the qualifying session. Values between 0 and 1431 accepted.

(default is 716)

Finish HP

When you cross the line, after finishing a race your HP is automatically changed so that you can't go very fast. Setting this to the same value as that of the "Player HP" will result in no HP change. This HP value applies to every car. Values between 0 and 1431 accepted.

(default is 95)

1.48 Memory Patches

The features provided by these windows are different because they ←
add new

features to F1GP, which require more code and space than the original routines in F1GP. Thus, the patches alter F1GP while the game is resident in memory so that the extra code (which is located in F1GP-Ed) can be used. For this reason, you may not quit F1GP-Ed while any patches are active.

Each window has at least an Install and Remove button which are used to add and remove settings in each window to F1GP. It is impossible to install these patches directly to the F1GP binary file for the reasons above. However, the settings in each window can be saved to an F1GP-Ed datafile.

For the settings to take effect in F1GP itself, you must be running F1GP at

the same time as F1GP-Ed
, and then click on the "Install" button(s).

Note that when redefining keys in any of the windows below, you are not required to install the patch again. The new keys take immediate effect.

The Memory Patches are configured in the following windows:

Car Control

Information

Speed Factors

1.49 PatchF1GP - Car Control

The settings in this window sprout from Grant Reeve's PatchF1GP utility. It ←

can actually buffer the button presses, so you don't miss gear changes any more and a number of other useful additions which transform F1GP into what it *should* be like. This window contains the more complex features (code-wise) - the others can be found in the

File Editor
windows.

PatchF1GP does have its limitations (or perhaps that should be bugs), so before using PatchF1GP features make sure you have read the warnings

.

You can configure PatchF1GP with the following options:

Interrupt Enabled

Turn the interrupt driven routines on or off. These routines enable buffering and 2 button gear changes. To check that it's working, accelerate up to 6th gear, turn on autofire, and press the button for 1/4 of a second while braking. If you don't have autofire, just press the button really fast about 8 times. You'll well and truly end up in reverse. PatchF1GP can buffer up to 12 button presses and releases (24 events). F1GP will read off these events at a rate of 1 per frame. So if you manage to fill up the buffer, (ie: autofire) then it will take about 3-4 seconds to empty the buffer. So expect your gears to go mental until then. These routines are of no use to players who use the automatic gears driving aid, so this should be disabled in this case.

(default is off)

Debounce

With the buffering on, it is possible that you may get unwanted gear changes (i.e. two gear changes with one button press). This option allows you to remove these changes. Higher values will result in the gear buttons being read less often.

(default is 3)

Digital Joystick Gears

Allows you to use 2 different buttons to change up and down gears. With this method you can change down a gear while accelerating and vice versa. This is only possible if your joystick has independent buttons (e.g. CD32 joystick).

(default is Buttons Equal)

2 Key Gearchange

With this enabled, you can use space to change up a gear, and left-amiga to change down a gear. Select "Redefine Keys" to alter the keys, via a standard

Key Redefinition
window.

(default is off)

Traction Control

Turn traction control on or off. If you select an option which is "Changable", you will be able to toggle it on or off from a new item in the Game Options menu in F1GP itself, and/or by pressing the "T" key while driving. If you play F1GP with an analog joystick you are advised to leave this setting alone, as traction control is always off with an analog joystick by default.

(default is on)

1.50 PatchF1GP Warnings & Limitations

PatchF1GP will still buffer button events while the game is paused! This can cause havoc when unpaused! It also does not clear the buffer at all, ie: pressing autofire to fill up the buffer, then pressing escape, is not really advised.

At the moment the replay routine doesn't keep track of the state of traction control. So a replay of you alternating between states will cause the car to end up somewhere other than it should be.

1.51 GPPatch - Information

This window allows you to install and remove some pretty neat patches which have evolved from Toni Wilen's GPPatch utility. Hopefully, the features below should be more configurable in the future: ↔

- * Shows remaining time and your current lap in practice and qualifying
 - * Shows the time difference to the cars on front and behind when you've crossed the finish line
 - * Shows the racers' names who are in front and behind of you
 - * Realtime laptime updating
 - * A block flashes on the upper left corner when the first competitor crosses the finish line
 - * Several listings: drivers by their positions, fastest lap times, race
-

time - "*" shows your car's position and cars marks with "#" are the other human players
 * Can show a realtime drivers' list while racing, similar to a HUD view on flight simulators (Heads Up Display).

There are also a number of extra keys (most can be redefined if you want) which provide other features while you are driving. The defaults are listed below:

Ctrl	Shows cars and their positions in front and behind of your car
R-Amiga	Shows positions and times of all cars (qualifying and race only)
R-Alt	Exit the position display activated with R-Amiga
R-Shift	Enter car setup menu
1-6	Alter the game speed. 1 = slowest and 6 = fastest. The exact function of these keys depends on what you have set the actual frame rate to.
numeric keypad	
5	Toggles drivers' list HUD on/off (race only)
0	Selects size of the HUD display (lowres/hires/superhires) - requires AGA-chipset to use smaller modes
8	Move HUD display up
2	Move HUD display down
4	Move HUD display left
6	Move HUD display right

1.52 Local Speed Factors

One of the major drawbacks of F1GP is that the computer cars ← travel at different speeds, in relation to your speed, on each circuit. An example would be that the computer cars are much faster at Hungary than at Monaco. A solution is to provide a separate Speed Factor for each circuit. F1GP doesn't account for this normally, so I've added some extra code to make it happen :) This makes it possible for you to set the speeds of the computer cars to relatively match your personal speed for each circuit.

If you alter the Local Speed Factors once you've installed this patch, the new values take immediate effect (ie you don't have to reinstall the patch each time you make a change). Note that the global Speed Factor in the

Team editor window is ignored by F1GP when you have this patch installed!

Local Speed Factor

Speed Factor to be applied to the currently selected circuit. Values between 15000 and 32767 are allowed.
(default is 16384)

Reset

Set the Local Speed Factor for the currently selected circuit to same value as the global Speed Factor in the Team editor window.

Decrease All

Decrease the Local Speed Factor for all circuits by 50.

Increase All

Increase the Local Speed Factor for all circuits by 50.

1.53 Other

These windows don't contain any settings as such. Instead they can process data, or load external sound/graphics files which can then be installed to F1GP either in memory or directly to the binary. Basically, any window which can't be categorized as either a File Editor or a Memory Patch, will end up here.

The "Load" and "Save" items in the Project menu do not process these windows at all. However, any selections in these windows are saved when you

save the settings

.

Options are available for:

Sound Samples

Graphics

Statistics

1.54 Sound Samples

This window allows you to replace any of the sound samples used by F1GP. Select one of the eight sounds you wish to replace and click on one of the two "Save RAW Sample To" buttons. Saving to memory will change the currently running F1GP (if present), whereas saving to F1GP binary will save the sample in the F1GP file so it will be used everytime you play F1GP providing a more permanent change.

These buttons allow you to replace the selected sound sample used by F1GP with a sample of your choice. For best results this sample must be in RAW format, and be exactly the same size as the recommended sizes:

Sound Description	Size (bytes)
Air-Socket Wrench	8116
Car Pass 1	15400
Car Pass 2	10862
Klaxon	12882
Skid	8094
Rev Start	12728
Crash	13452
Engine	21160

If the sample is longer than the recommended size then F1GP-Ed will truncate it. If shorter then blank space (silence) will be added to the end of the sample.

The Engine sample is continuously looped so it is vital that the size is 21160 bytes and the loop point is disguised well for a good result. There is an example sample for the engine, supplied with F1GP-Ed taken from Damon Hill's Williams-Renault in Austrailia 1994, which demonstrates the possibilities.

You can edit sound samples in programs such as TechnoSound Turbo and Protracker, for example.

I am currently looking for realistic sounds sounds that can be used by F1GP effectively (please let me know if have some).

1.55 Graphics

At the moment the only thing available in this window is an option to replace the cockpit graphic with one of your own. However, there are a few limitations:

- * The image must be 320 x 97 x 4 (ie 320 x 97, and 16 colours)
- * The palette cannot be altered
- * Any part of the cockpit that F1GP changes during the game (eg indicator lights, speedo) must remain identical to the original
- * The main outline of the cockpit must be symmetrical about the vertical axis

Bearing these in mind, the best solution is to use the existing cockpit design as a template.

In the distribution is a file called "Graphics/Cockpit.iff". This is an IFF image of the original cockpit which may be loaded and changed in virtually any decent graphics program such as Deluxe Paint or Photogenics.

The final step in the process is to convert the IFF graphic into an Amiga raw bitmap. To do this you will need a utility to convert it, of which there are many in the public domain (GfxMaster or PicCon for example). Once you've converted the file and made sure it is 320 x 97 big, you can now use it in F1GP-Ed.

As an example I have included a file called "Graphics/NewCockpit.raw" which may be loaded straight into F1GP-Ed.

1.56 Statistics

This window allows you to print out various statistics such as lap records, car setups, team/driver performances.

Print

Print the text corresponding to the current selection in the list to the location displayed in the "Output" gadget.

Output

Where to output the text to. This can be any suitable Amiga device, including PRT: (to a printer), CON: (Console window), as well as a path path to a file. Click the "GetFile" gadget to the right of this text gadget to display a file requester.

1.57 Key Redefinition Windows

When you click on the "Redefine Keys" button in that appears in various windows, a small simple window will open. In the window will be the description - you just have to press the key you want to activate that feature.

The only thing you have to worry about is clashes. F1GP-Ed does not check your chosen keys, therefore you can assign more than one function to a single key, which is generally not advisable.

Current key settings will be reset to their defaults when selecting the Default Settings item from the Window menu.

1.58 Acknowledgements

First of all, big thanks to the following who have helped contribute to the features provided by F1GP-Ed:

Grant Reeve, Toni Wilen, Nicola Salmoria, Steve Smith, Rob Buis,
René Smit & Patrick Giesbergen

Thanks to my army of beta testers for pointing out many bugs in various pre-release 3.0 beta versions, and offering suggestions:

Claudio Di Martino, Anthony Holloway, Steve Broadbent, Grant Reeve,
Simon Austin, Riccardo Carletti, Chris Coulson, Alisdair Walker,
Edo Nimeijer, Soyeb Aswat, Dwayne Rideout, Dave Wright, René Smit,
Stephan Jansen & Mike Grey

Extra thanks to those who helped me graphically:

Anthony Holloway for the rendered F1GP-Ed logo and ideas.
 Riccardo Carletti for ideas which I used to draw the F1GP-Ed icon.

Thanks to Steven Whittaker for the engine sound sample from Damon Hill's Williams-Renault in the Australian GP 1994, as well as some other good samples.

Thanks to the following who have helped aid development in one way of another:

Obvious Implementations Corp. for Dice 3.01.
 Edd Dumbill for Heddley V1.1.
 Geoff Crammond for creating F1GP - contact me if you're reading this!
 MicroProse US for giving me permission to release this editor.
 Nick Veitch at Amiga Format for taking me up on my F1GP-Ed AF offer

And of course, last but not least, thanks to everybody who has taken the effort to register F1GP-Ed.

Catalog Translation Credits

German translation by Steve Broadbent
 Czech Republic translation by Michal Janak

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reqtools.library	(c) Copyright 1991-1994 Nico Francois
gadtools13.library	(c) Copyright 1992-1993 Jaba Development
AmigaGuide®	(c) Copyright 1992 Commodore-Amiga, Inc. All Rights Reserved.
Installer project icon	(c) Copyright 1991-1993 Commodore-Amiga, Inc. All Rights Reserved.

1.59 How to get F1GP-Ed updates

The latest versions of F1GP-Ed should be available from:

- * The F1GP-Ed web page - <http://cswww2.essex.ac.uk/users/robeoy/F1GP-Ed/>
- * Aminet ftp sites (game/misc directory) - also Aminet CDs, BBSs
- * PD libraries (you should not pay more than £1.50)
- * Steve Broadbent of "F1 Quality Amiga Products"

The alternatives for registered users only (make sure you state your

registration code) are to send me:

- * your original F1GP-Ed disk and a SAE (UK only)
- or
- * £1 (UK + Europe only), or £2 (Rest of the World), or US\$3

I can't afford to notify everyone when new updates become available, as the number of registered users is very large, and I don't have the resources to write to that many people - it would just take too long. I will notify everyone who has an Internet email address though, as it only takes a couple of minutes to notify everyone.

Recommended distributors

As you've probably gathered by now I don't want PD libraries selling F1GP-Ed for more than £1.50 (single disk including P+P).

17 Bit Software is my personal favourite as I've never experienced any bad service with them, and I've always received my order within a couple of days. I regularly send new versions to, at least, 17 Bit - although after a few weeks the disk will have spread to most of the other libraries. So, chances are, if you live in the UK, just ask your favourite PD library if they have F1GP-Ed and what version - I'm sure they will be willing to help. I also send F1GP-Ed to NJH and Blitterchips/NBS.

For those of you living in Germany, it may be more convenient to get F1GP-Ed from:

Steve Broadbent
F1 Quality Amiga Products
Dorfstrasse 6b
58730 Fröndenberg-Ardey
Germany

TEL/FAX 01049 (0)2378 5045

1.60 The Author

I'm currently studying Computer Science (3rd Year) at the University of Essex in the UK. As you have probably gathered, I'm also a dedicated F1/F1GP/Amiga addict, otherwise I wouldn't have bothered writing F1GP-Ed in the first place :-)

Mail will be forwarded to me if I am at Uni, so please allow an extra couple of days for a reply - and please supply an SAE if possible, and state your registration number (if you have one) in any correspondence (except initial registrations).

My address is:

30 Tillett Road
Norwich
Norfolk
NR3 4BJ
ENGLAND

You can contact me via Internet e-mail at this address (valid until July 1996):

O.J.C.Roberts@essex.ac.uk

I also have a World Wide Web (WWW) homepage on the Internet. This is also the WWW home of F1GP-Ed. I have created the Amiga Formula One Homepage, and I also maintain the WWW pages for the F1GP Hall of Fame and the Internet F1GP Championship. The Amiga Formula One Homepage also holds all the Amiga F1GP utilities, Amiga F1GP 2 News, F1GP/WC FAQ, and loads of other Amiga / Formula One related links. So, for an Amiga F1GP junkie's dream, set your web browser to:

<http://cswww2.essex.ac.uk/users/robeoy/AmigaF1.html>

My web pages are available at the above adresss until July 1996, and I'm hoping that somebody else will take the pages over just before then - any offers?

I can also be found lurking around on Internet Relay Chat (IRC) on the #Amiga channel with nickname "F1oli" (usually during Uni term-time :).

1.61 Future

I really don't know what is going into future versions of F1GP-Ed ↔
in the
way of new features. Usually, I discover things first and then implement
the features in F1GP-Ed. But, rest assured, if I (or other
contributors
)
find some things that are worth changing, I will add features in F1GP-Ed to
change them :-)

The "Use Team HP" needs to be improved to work in multiplayer races, and perhaps a few other features need to be made multiplayer compatible.

The way keys are redefined may be improved.

I might implement a feature to alter the shape of the cars, but I have not done so yet because the way I've found to alter the cars at the moment is too limited.

A track editor is very unlikely :-)

It is not going to be feasible to build more of other peoples utilities into F1GP-Ed (eg SplitTime). Instead F1GP-Ed V4 *might* be fully modular (like DeliTracker) if I ever get around to coding it.

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