F1GP-Ed

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COLLABORATORS

	TITLE : F1GP-Ed		
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REVISION HISTORY

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F1GP-Ed

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```
              F1GP-Ed 3.23 - the most powerful utility of its kind

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1.2 Introduction

                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. In April 1995 I began work on a major overhaul of
the editor resulting in F1GP-Ed 3.0. What you have here is the latest
update of the V3 evolution :-)

I have supplied an example datafile which will convert your copy of F1GP,

so it plays like the real-life 1996 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.

Some of the features in F1GP-Ed wouldn't be there if it wasn't for the
cooperation of fellow F1GP hackers - see the
                Acknowledgments
                 section.

For those of you who are interested F1GP-Ed was written in C and Assembler.
It was compiled with DICE 3.20 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 £2 (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.

The "F1GP-Ed.key" file is for registered users only and MUST NOT be
distributed. F1GP-Ed MUST be distributed with ALL the original files, and
no files may be omitted in any redistribution!

1.4 Registration

                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 and the work I have done on developing the software over
the past 2 years or so. Look at it this way, could you live without
F1GP-Ed and go back to playing with slow cars and 1991 colour schemes? I
rest my case :-)

How to register

You can register
                directly from me
                , or
                via F1 Shareware
                . One advantage to
registering via F1 Shareware is that you can pay by credit card (from
anywhere in the world). I have allowed F1 Shareware to accept
registrations on my behalf to make it even easier for you to register.
Choose whichever method you prefer, but please note that the registration
fees vary between the two methods.

What you get if you register

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 if there is any space
left. You are not allowed to give (or sell) the keyfile to anybody else!
If you'd also like me to e-mail your keyfile to you, please e-mail your PGP
public key to me - I'm not prepared to send key files through e-mail
without encrypting them using PGP.

Users who specify an e-mail address have the option of receiving free
F1GP-Ed/F1GP news including notification of when new versions are released
and
                where they are available from
                . Also, I can e-mail new releases to you
automaticaly a few minutes after release via a MIME encoded LZX archive -
these messages can be quite large and can not be accepted by all e-mail
systems. 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 1000 registered users!), although I hope that this my be
possible in the future. See my
                update policy
                .

I do hope you'll register - literally thousands of hours have been spent on
developing F1GP-Ed!

1.5 How to register directly

                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 :-) Note:
credit card orders are only possible if you
                register via F1 Shareware
                !

United Kingdom

Registration direct from me costs 6 pounds (minimum). Payments by
cheque, postal order or cash are acceptable. 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

  Registration direct from me costs 7 pounds sterling (minimum). If
  possible this should be sent to me in cash, or a cheque (drawn on a UK
  bank) and the amount MUST be in pounds sterling. Eurocheques are also
  acceptable. As a last resort I will accept a registration fee of US $15
  in notes. If none of these payment methods are viable then perhaps you
  should consider
                registering via F1 Shareware
                 instead.

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

      Oliver Roberts
      30 Tillett Road
      Norwich
      NR3 4BJ
      ENGLAND

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

1.6   How to register via F1 Shareware

F1GP-Ed is included in the F1 Shareware Scheme. That means you can buy the
full registered version direct from F1 Shareware.

The same day F1 Shareware receive your payment, your order will be e-mailed
directly to me. I will then promptly send you the registered version of
F1GP-Ed.

United Kingdom

  Registration via F1 Shareware costs 7.50 pounds.
  Cheques, postal orders or credit card payments are acceptable.

Rest of the World

  Registration via F1 Shareware costs 8.50 pounds sterling.
  No Money orders or Postal Orders please.
  Cheques must be in Sterling and drawn on a UK bank.
  Please pay by credit card.

When ordering, please state your full name (or at least your surname &
initials). This is necessary so I can create your personal key file.
Contact F1 Shareware now and place your order:

                      Call F1 on (44)01392-493580

E-mail: steve@F1LW.demon.co.uk

WWW: http://www.F1LW.demon.co.uk/

Snail: 31 Wellington Rd, Exeter, Devon, EX2 9DU, England

PLEASE MAKE CHEQUES PAYABLE TO: F1 LICENCEWARE
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The benefits of the F1 Shareware scheme to you as a customer are:

 * No more waiting months for your software to arrive
 * F1 Guarantee you will receive your goods or you will get a FULL REFUND
 * Easy payment by credit card - Access/Visa/Mastercard/Eurocard
 * Safe order by E-Mail once you are a registered F1 customer
 * You will also get a free copy of the F1 Licenceware catalogue
   containing over 150 EXCLUSIVE full titles at incredible prices

F1 has full permission direct from me to perform this service.

1.7 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.

INSTALLER SOFTWARE IS PROVIDED "AS-IS" AND SUBJECT TO CHANGE; NO WARRANTIES
ARE MADE. ALL USE IS AT YOUR OWN RISK. NO LIABILITY OR RESPONSIBILITY IS
ASSUMED.

1.8 System Requirements

Any Amiga computer and an original copy of Formula One Grand Prix ←
        / World
Circuit by MicroProse - this must be version 1.02 (this is the only version

in existance as far as I know - 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)
        reqtools.library   (required)
        icon.library   (required)
        f1gp.library   (required)
        amigaguide.library   (optional)
        diskfont.library   (optional)
        iffparse.library   (optional)

    Kickstart 2.0 or higher:
        asl.library OR reqtools.library   (required)
        f1gp.library   (required)
        amigaguide.library   (optional)
        diskfont.library   (optional)
        locale.library   (optional)
        iffparse.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 a
A1200. 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.

1.9   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 accessable.

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:1996.f1gp
   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)

1.10   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 soley via tooltypes, as the cutdown 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,LOADF1GP/S,DELAY/K/N,SAVETOMEM/S,PATCH/S,QUIT/S,FONT/K,

```
                    FONTSIZE/K/N,PUBSCREEN/K,KEYPATH/K,HELPFILE/K,ASYNCHELP/S, ←
                        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.f1gp PATCH NOGUI LOADF1GP
```

Load F1GP-Ed with settings from the 1995.f1gp 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.f1gp FONT=topaz.font FONTSIZE=8
```

Load F1GP-Ed with settings from the 1994.f1gp datafile and open windows
using the topaz 8 font.

```
    F1GP-Ed DATAFILE 1995.f1gp KEYPATH PROGDIR:
```

Load F1GP-Ed with settings from the 1995.f1gp 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.f1gp NOGUI
```

Load F1GP-Ed and save the settings from the 1995.f1gp datafile to the copy
of F1GP currently running in memory, and then quit.

1.11 Tooltypes / Command-line options

```
                    DATAFILE (string – example: DATAFILE=1996.f1gp)
    This command to tells F1GP-Ed to load a specific datafile, rather than
using the defaults.  This command supercedes the "Autoload" feature found
in previous versions of F1GP-Ed.
```

```
LOADF1GP (switch)
    Runs F1GP automatically.  This basically executes this command: "Run
>NIL: <gamefile>", where <gamefile> is the contents of the
                    F1GP Binary
                    gadget and is loaded from the config file.  By default the command ←
                        will be
"run >NIL: f1gp_disk_#2:f1gp".
```

```
DELAY (number – example: DELAY=150)
    Delay the starting of F1GP-Ed by a specified number of ticks (50 per
second – e.g. 150 ticks = 3 seconds).  This is mainly of use when using the
LOADF1GP option and will delay any initial patch installations or memory
```

saves. For example, if you use the LOADF1GP and SAVETOMEM options together
and F1GP-Ed complains that F1GP isn't in memory then use this feature to
give the operating system time start F1GP.

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.

QUIT (switch)
   This makes F1GP-Ed quit automatically when you exit the game. This
always happens when using the PATCH and NOGUI options together, so this
option has no effect in that case.

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.

HELPFILE (string – example: HELPFILE=PROGDIR:F1GP-Ed_deutsch.guide)
   Select the location of the F1GP-Ed AmigaGuide file. By default this is
F1GP-Ed_english.guide in the same drawer as F1GP-Ed (current directory on
Kickstart 1.x)

ASYNCHELP (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.
```

1.12 Quickstart Guide

```
              If you want to convert your copy of F1GP so that it uses the 1996. ←
                 f1gp
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 "1996.f1gp" file and click on "Load"

 o Make sure the
              F1GP Binary
               path in the main window is set correctly: if
   you have a hard drive then select the "f1gp" file in the relevant
   drawer, otherwise just put F1GP disk 2 (
              versions A & B
              ) or disk 1
   (
              version C
               - change the path from "f1gp_disk_#2:f1gp" to
   "f1gp_disk_#1:f1gp") in any floppy disk drive.

 o Select
              Save to >> F1GP Binary...
               from the "Project" menu

 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.  It is
also possible to save directly to memory (ie without reloading the game)
```

1.13 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 or as specified by
              HELPFILE
                .
```

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
                asynchrous 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.

1.14 F1GP Versions

I currently know of 3 different versions of F1GP. Unfortunatly, 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 "f1gp" binary file which is altered by F1GP-Ed:

(A) Formula One Grand Prix – 4 disks (f1gp_disk_#2:f1gp = 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 (f1gp_disk_#2:f1gp = 582780 bytes)

US version of F1GP which is hard-coded for NTSC machines. All occurences
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 (f1gp_disk_#1:f1gp = 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!

1.15   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.

1.16   Known Bugs

                Bugs in F1GP-Ed

   If you run the game at high frame rates (20+ ???), then go into race
mode, and sometimes in other modes, the car will spin to its left around
its axis. This is probably due to some calculations (the game makes)
overflowing, as it was not intended to be run at high frame rates :-(

   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).

    When using the Position Snapshot keys, there is a small chance, that for
some odd reason, your car will have very low air resistance. This usually
happens if you "restore" your position when you were/are behind a car and
hence picking up the tow. This bug does not occur if you deselect all the
computer drivers (ie make them all controllable by the player(s)).

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

    The game intro won't run directly on AGA Amigas, but the game itself
will. You don't need to switch to ECS on the "Early Startup Control" menu,
unless you want to see the intro properly. Of course, you could bypass the
intro altogether (like I do).

    A major problem with the game is that it will lock-up when you enter the
cockpit, if the VBR is located in fast ram. Generally, this only happens
on 68030/040/060 based machines, and usually SetPatch moves the VBR to fast
ram by default. If you experience this problem you should use a program
that resets the VBR, like ResetVBR or Embedder for example. These programs
are available on Aminet.

    During qualifying if you drive into the pits after your first run and
then go out again the pit light will be lit whenever you cross the
start/finish line (even after your warm-up lap!). The solution is to
either press the 'Q' key to return to the pits and/or use the
                Pit Light Off
                feature in 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!

    There are bugs on some circuits – notably Brazil, where if you go off
line after the two chicanes your car switches position on the track for no
reason. In Montreal, if you cut across the slowest chicane, when you
complete the lap your lap time is not registered.

    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 :-)

1.17 How to report bugs

If you have found a bug in F1GP-Ed, contact me via e-mail, or send me a
disk and S.A.E (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. If you send me a disk and the bug actually
appears when playing F1GP (i.e. not in the F1GP-Ed user interface) then it
may help if you put a copy of the F1GP-Ed datafile, which you use to cause
the bug to occur, on the disk. 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 :-(

1.18   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.

1.19   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?
                          |
                                  | .
                          Patch After Loading?
                          |
                          |~~~~~~~~~~~~~~~~~~~~~~~~~~~|
                                  |
                          Screen
                          |
                          |~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
```

```
                              |
                         Save Settings
                          |
                              +---------------------------+
```

1.20   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.

1.21   Project Menu - Load from

```
                    Datafile
   Replace current settings in the File Editor and Memory Patch windows
with those contained in a F1GP-Ed datafile.  An attempt will be made to
load a
                    calculator settings file
                     with the name of the datafile and a suffix
of ".events" - for example, if loading "1996.f1gp", F1GP-Ed will attempt to
load the "1996.f1gp.events" calculator settings file.
```

F1GP Binary
   Replace current setting in the File Editor windows with the settings
contained in the
                    main binary 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
                    .

1.22   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

                    main binary file
                     used by the game. Then when reloading F1GP all your
changes will take effect. This option also 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 and also allows music modules to be played
in the background without interruption when navigating the game menus. For
best and expected results, use this option while F1GP is at the main menu.

All
   Save to the current datafile, the F1GP Binary and to memory all in one
go. Effectively, this does the same as selecting all of the three items
above separately.

1.23   Project Menu - About

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

1.24   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.

1.25   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.

1.26   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.

1.27   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.

1.28   Memory Menu - Install Patches

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

1.29   Memory Menu - Remove Patches

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

1.30   Settings Menu - Create Icons

Automatically save icons when saving F1GP-Ed datafiles.
 (default is on)

1.31   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 F1GP. (Doesn't affect sound sample reqs.)
 (default is on)

1.32   Settings Menu - Menu Overwrite

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

1.33   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)

1.34   Settings Menu - Save Window Positions

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

1.35   Settings Menu - Patch After Loading

                Automatically re-install all
                memory patches
                 after
                loading in a new

                datafile
                . This means that new patch settings in the loaded datafile will
take immediate effect, without the need of having to install them again
manually.

1.36   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.

1.37   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.

1.38 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 catagories 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.

There is one important gadget, which should be set correctly:

F1GP Binary
   Specify the location of the main F1GP file. This defaults to the "f1gp"
file on disk 2. Generally, you won't need to change this - even if you
have the game on a hard drive you will have a f1gp_disk_#2 assign anyway.
If you have
                 version C
                  of the game you will need to alter this to
"f1gp_disk_#1:f1gp". For any feature which involves saving to the F1GP
binary to work, you must make sure this is set correctly.
 (default is "f1gp_disk_#2:f1gp")

1.39 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

1.40 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.

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.

Max Teams
   This determines how many of the teams will actually be used by F1GP. You
can select between 1 and 20 teams, but without the
                  Less cars in races
                   patch
enabled you must have at least 13 teams and at least 26 drivers allocated
to your chosen teams. You will be warned if you don't have enough
drivers.
 (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)

Risk Factor
   Like the speed factor, increasing this value will make the computer cars
go faster. It doesn't do quite the same thing though. As far as I can
tell it alters some steering variable – the more you increase it the more
the rear of the car will slip out allowing the computer cars to lose
control. It also specifies how fast the computer drivers think they can go
around corners (i.e. setting it too high will result in kamikaze drivers
taking chicances at full whack!) – the speed factor adjusts how fast they
can actually go around corners without crashing. Another effect as a result
of increasing the risk factor is that it makes the computer cars more
aggressive, which allows them to overtake more often. Unlike the speed
factor the risk factors are circuit based and are actually loaded from the
track files normally, so I advise you to use the
                 Local Risk Factors
                  patch
instead if you can. Values from 0 to 32767 are acceptable, although
decreasing the value from the default is pretty pointless and results in
seriously slow computer drivers.
 (global default is 17792)

Race Risk Factor
   The same functionality as the risk factor described above. However,
this value is used for races only.
 (global default is 16640)

Normal Risk Factor
   Normally the risk factors are loaded from the separate track files.
Switch this off to allow to alter and use your own global risk factors.
 (default is on)

1.41   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.

1.42   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.

1.43   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.

Computer Car Tyre Compound
    By default, the tyre compound for computer cars at the start of a race
is based on a value in taken from the track files (which happens to be the
C compound on every circuit) and after a pit stop computer cars always use
C compound. This option allows you to alter the compound to any of the
others. Note that the tyre compound at the start of a race may vary: in
races < 25% distance the cars will get D compound, 25-50% C compound and >
50% they usually get what you specify (or maybe one compound softer). Due
to the stupid pit strategy employed by the computer cars, it may be better
to set the compound to something harder so it lasts longer - then maybe
increase the
                    speed factor
                     to account for their lost speed.

Default Tyre Compound
    The is the default tyre compound that is selected when you are up on the
jacks in the pits. Also, the computer driven cars always use this compound
after a pitstop. Note that during qualifying or a wet race the default
selection will be qualifying tyres (if you haven't used them all) or wets
respectively. This does not affect the tyre compound used at the start of
a race.
  (default is C compound)

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.

1.44 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 0:00.000 to 9:59.999. 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
01.01.1978 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.

1.45   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.

1.46 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 Super-Steering Help
   Usually when playing with an analog joystick F1GP employs
"super-steering help". As a result you can drive, moreorless, a whole lap
without steering at all - the game keeps you on the ideal driving line.
Turning this off will allow you to drive with the reduced steering help
that is used with keyboard and digital joystick control methods.
 (default is on)

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.

1.47 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 :-)

1.48   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 F1GP 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
```

Alternatively, you may wish to use the
                   frame rate correction
                    feature in the
Local Speed Factors window which will scale the speed factor for you
automatically.

   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 F1GP 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 Degrader, 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 (and is below 10mph).
Values ranging from 0 to 65 seconds are allowed. At least 3 seconds is
recommended, otherwise your car may get removed from the pit lane!
 (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)

Practice Fuel Load
   Normally when you start a practice or qualifying session your car starts
off with 5 laps worth of fuel in it. Obviously, the fuel decreases as you
drive around, but once it gets to 0 the weight of the car remains constant.
However, it can be reset by pressing the 'Q' key to get back to the pits –
if you drive into the pits you're fuel load isn't reset. Basically, the
less fuel you have on board the faster you can go. So in qualifying you
might like to have this set to 0 laps. A common complaint is the handling
of the car in pre-race practice – in this case you could increase the fuel
load to emulate the handling of the car at the beginning of a race. Note
that this option doesn't affect the fuel load in races. Values from 0 to
99 laps are allowed.
 (default is 5 laps)

Reverse Steering Help
   Allows you to disable the "steering help" which the game usually
employs, but only while in reverse gear.
 (default is on)

1.49 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)

Nice Audio
    Prevents sound output being interrupted everytime the menus fade in,
which means you can play a music module in the background without it being
interrupted.
  (default is off)

Wet at Phoenix
    Allows you to have a wet race in the USA (Phoenix). Usually it is
impossible to do so.

```
 (default is off)
```

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. This
option has no effect if you've set the frame rate to > 8 fps.

Wet Race Probability
  Change the chance of a wet race (100% means all races will be wet).
  (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)

1.50 Cheats

All the options in this window (with the possible exeption 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're
driving for. Usually F1GP will use a separate HP value for your car (you
can alter this with the "Player HP" setting).
  (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)

1.51 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

                    Risk Factors

                    Miscellaneous

1.52   PatchF1GP - Car Control

                The settings in this window sprout from Grant Reeve's PatchF1GP (←
                 and
HackF1GP) 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
joypad).
  (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.  Normally traction control is always on
when playing with a normal digital joystick and always off when playing
with an analog joystick.  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 MUST set this to "Fixed".
  (default is Normal - Fixed)


Pit Speed Limiter
    If enabled, your car is forced to stay below/on the limit you specify.
This does not effect computer cars.
  (default is off)


Speed Limit
    Maximum speed limit for the pit lane.  Values are either in Km / Miles,
depending on what you've set the "Units" option to in the


                  Standard Options window
                          .
  (default is 75 mph / 120 km/h)


Position Snapshot Keys
    Allows you to step up your productivity.  You can use it to practice
corners as often as you like, and to save doing warm-up laps all the time.
How it works, is that at some point on the track that you like, just before
some corner you want to practice, you "snapshot" the car. All the data
about the car at that instant will be stored. Now, you go into the corner,
and crash/burn/die/etc.  Now, you simply "restore" the car - now it is back
as it was when you snapshotted it - all set to crash/burn/die again!  Note
that if the sound goes off (ie after crashing / in the pits), you will need
to switch it back on with the +/- keys, if you restore your position. There
are 4 keys - the defaults are:
  [ - snapshot into save position 1
  ] - snapshot into save position 2
  ; - restore from save position 1
  # - restore from save position 2

Select "Redefine Keys" to alter the keys, via a standard
                  Key Redefinition
                  window.
  (default is off)
```

1.53   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.

1.54   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
          funtion 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

1.55   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)

Frame Rate Correction
   If you have already read the section about the
frame rate feature
,
you'll know that increasing the frame rate makes computer cars drive
progressively slower. Switching this feature on will automatically
increase the speed factor for you depending on the current frame rate
setting. Please note that this feature hasn't been perfected yet, so the
performance level at higher frame rates on different circuits may vary.
 (default is off)

Auto-Reduce in the wet
   As you may have noticed, the computer cars are quicker than usual in wet
weather. Enabling this will automatically reduce the speed factor when
racing in wet weather conditions so that you will be just as competitive in
wet races as in dry ones.
 (default is on)

Actual
   Displays the actual speed factor that will be used after applying the
frame rate correction - if correction is disabled this value will be the
same as the entered value.

In Wet Weather
   Displays the speed factor that will be used in wet weather conditions.
This will be lower than the given speed factor if you have switched on the
automatic reduction for wet conditions.

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.
```

1.56   Local Risk Factors

```
              This window allows you to alter the risk factors for each circuit
individually.  For more information on risk factors, see the relevant
descriptions in the
              team editor
                   .

Note that the global risk factor in the team editor window is ignored when
this patch is installed.  If you alter the Local Risk 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).

Local Risk Factor
   Risk Factor to be applied to the currently selected circuit.  Values
between 0 and 32767 are allowed.  This value is used in all sessions except
races.

Local Race Risk Factor
   Risk Factor to be applied to the currently selected circuit.  Values
between 0 and 32767 are allowed.  This value is only used in races.

Reset
   Set the Local Risk Factors for the currently selected circuit to the
default value (the same is in the track file for that circuit).

Decrease All
   Decrease the Local Risk Factors for all circuits by 50.

Increase All
   Increase the Local Risk Factors for all circuits by 50.
```

1.57   Miscellaneous Patches

```
              Not much in this window at the moment.  This patch will only be  ←
                 active if
you enable the feature below:

Multiplayer Fix
   This is intended only for multiplayer games and has no use whatsoever in
single player games.  It will make player cars under computer control
travel at a similar speed to computer drivers, thus making them
competitive.  Previously, with a higher than default speed factor, player
cars under computer control would drive very slowly compared to the
computer drivers.  Without this patch, player cars under computer control
```

will get a hardcoded HP value depending on the skill level (716 for Ace).
The fix will make the player cars under computer control use the HP value
of the respective team.
 (default is off)

Less cars in races
   The game is hardcoded to assume all races will start with 26 cars.
However, enabling this patch will allow starts with less cars (minimum is 2
cars). Note that if you save less than 13 teams and 26 drivers to the game
and then remove this patch, you will see ghost cars at the back of the grid
and the game may crash! This can be resolved by increasing the number of
cars to at least 26 and then resaving to memory. WARNING: use this at your
own risk, as there may be side effects I haven't discovered (and fixed) yet
- please
                 let me know
                  if you find any!
 (default is off)

Correct Clock
   If your Amiga has a battery-backed clock you will probably have noticed
that the system clock stops when you are playing F1GP (i.e. when you leave
the cockpit the time is wrong). Switching this feature on will do the
equivalent of typing "SetClock LOAD" in a shell window everytime you leave
the cockpit. This ensures the system clock is always as it should be.
 (default is off)

1.58 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 catergorized as either a File Editor or a Memory Patch, will
end up here.

None of the selections in these windows are stored in the normal F1GP-Ed
data file. However, any selections in these windows are saved when you

                 save the settings
                  and in some cases in individual settings files.

Options are available for:

                 Sound Samples

                 Graphics

                 Statistics

                 Calculator

1.59 Sound Samples

This window allows you to replace any of the sound samples used by ←
                    F1GP.
The game uses eight sounds and you can alter each one by clicking the radio
buttons to the right of the window. All the settings in this window are
saved in a separate sound settings file. The current settings filename will
be saved in the standard settings file by selecting
                    Save Settings
                     from the

                    Settings
                     menu. If you do this, your preferred sound settings will be
loaded automatically when you start F1GP-Ed.

For best results the samples should be in RAW format, and be of a smaller
or same size as the maximum sizes:

Sound Description	Max Size (bytes)	Volume (default)	Length (default)	Start at (default)
Air-Socket Wrench	8116	64	7964	152
Car Pass 1	15400	48	15248	152
Car Pass 2	10862	48	10710	152
Klaxon	12882	16	12730	152
Skid	8094	48	7942	152
Rev Start	12728	64	12576	152
Crash	13452	64	13300	152
Engine	21160	40	21160	0

The Engine sample is continuously looped so it is vital that the loop point
is disguised well for a good result. You can edit sound samples in
programs such as TechnoSound Turbo and Protracker, for example.

Sound
   Locaction of sound sample on disk (ideally the sample should be in RAW
format)

Volume
   How loud the sound is to be played by the game. 0 is the quietest (i.e.
you won't be able to hear it) and 64 is the loudest.

Length
   How much of the sound should be played by the game. This can be used to
truncate the sound without having to edit the sound sample.

Start at
   How much of the beginning of the sound should be ignored. 0 is the
beginning. This can be used to skip unwanted sound at the start of a file
(e.g. to skip an IFF header).

Load Settings
   Load the sound filenames, volumes, lengths and "start at" values from a
sound settings file.

```
Save Settings As
   Save the sound filenames, volumes, lengths and "start at" values to a
sound settings file.

Save Mode
   Current - just save the currently selected sound to the game
       All - save all samples to the game
             (samples with blank filenames will be ignored)

Save RAW Sample To
   Saving to memory will save the samples and settings into the currently
running F1GP (if present), whereas saving to
                 F1GP binary
                  will save to the
game file on-disk so it will be used everytime you play F1GP providing a
more permanent change.  If the sample is longer than the recommended size
then F1GP-Ed will truncate it.
```

1.60 Graphics

```
                 All the settings in this window are saved in a separate graphics  ←
                   settings
file.  This is because the settings in this window are heavily related to
what image you will use.  The current settings filename will be saved in
the standard settings file by selected
                 Save Settings
                  from the
                 Settings
                 menu.  If you do this, your preferred graphics settings will be  ←
                   loaded
automatically when you start F1GP-Ed.

In the distribution is a file called "Graphics/Cockpit.ilbm".  This is an
IFF ILBM image of the original cockpit graphics which may be loaded and
changed in virtually any decent graphics program such as Deluxe Paint or
Personal Paint. The lower section (last 97 rows to be precise) comprises of
the actual cockpit image displayed in the game.  The upper section contains
a number of things that are used to modify the display during the game.
What actually happens is that the game copies parts from the upper section
onto the lower section.  You should not move anything in the upper
section!

You may also change the positions of various dashboard indicators, but be
aware that backgrounds and things must match in the upper/lower sections or
things won't look right.

Unfortunately, there are a few limitations:

 * The image must be 320 x 184 x 4 (ie 320 x 184, and 16 colours)
 * The palette cannot be altered
 * Some parts of the cockpit that F1GP changes during the game (eg rev
   meter, lap time display) have to be identical to the original and
   shouldn't be moved
 * The main outline of the cockpit must be symmetrical about the
```

                    vertical axis

If F1GP-Ed was unable to load "iffparse.library" you will need to
                  convert
                  the IFF ILBM image into an Amiga raw image before using it in F1GP ←
                     -Ed.
Otherwise you can use the IFF ILBM file directly with F1GP-Ed. IFF images
can be bigger than the 320 x 184 x 4 limit, and F1GP-Ed will crop it to the
required size.

As an example I have included a file called "Graphics/SuperCockpit.ilbm"
which may be loaded straight into F1GP-Ed. For this image to look correct
you must also load in the correct graphics settings which can be found in
"Graphics/SuperCockpit.settings".

Gadget descriptions:

Image
   This is the filename of the IFF ILBM or RAW image you wish to use with
the game.

X
   The x coordinate, relative to the left of the image, that the selected
part should be displayed at. Except for the 6 indicator lights, this must
be a multiple of 16. (range 0-319 inclusive)

Y
   The y coordinate, relative to the top of the image, that the selected
part should be displayed at. (range 87-183 inclusive)

Load Settings
   Load the coordinates of all the parts, and the image filename from a
graphics settings file.

Save Settings As
   Save the coordinates of all the parts, and the image filename to a
graphics settings file.

Save Image & Positions to

                  F1GP Binary
                   - preferred method (permanent).
   Memory - the copy of the game running in memory. This is not the best
way to save a new image to the game, as F1GP makes copies of parts of the
image from the
                  F1GP binary
                   file. So you might get parts of the old cockpit
appearing over your new one - positions are not affected though.

1.61 Converting IFF images to RAW

To convert your IFF image to RAW format you will need a separate utility -
there are many in the public domain. I currently use GFX Master, which can
be found on Aminet: gfx/conv/GFXMasterV1_10.lha. Once you've converted the
file and made sure it is 320 x 184 big, you can now use it in F1GP-Ed.

Converting from IFF to RAW using GFX Master 1.10

1) Click on Load and select the IFF picture you wish to convert.

2) In the Brush Options section, enter 320 in the W (width) gadget and 184
in the H (height) gadget.

3) In the Brush Options section, click the cycle gadget (which shows IFF
initially) until it shows Raw.

4) In the Brush Options section, click Save and choose a new file in the
file requester.

5) The new file can then be used in F1GP-Ed :-)

1.62 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.

1.63 Calulator Window

                This window may seem a bit complicated, but basically all it ←
                   provides is a
quick way to calculate the teams' HP and drivers' performance figures in
the most realistic way possible. You may create as many events as you want
(ie grand prix) and enter the lap times from which the calculations are
based. The calculator will set the teams' HP and drivers' performance in
the
                team
                 and
                driver
                 editors respectively.

Briefly, the teams' HP is based only on the qualifying times as this is the
best indication of relative performances between teams. The drivers'
qualifying performance is based on the qualifying time as you would expect.
The drivers' race performance is based on the fastest race lap, or
optionally on the qualifying time.

New

Create new event. You will then need to enter the name of the event.

Delete
   Delete the current event. All lap times and other data from that event
will be lost.

Up
   Move the event up the list. This doesn't affect the calculations – just
the visual representation.

Down
   Move the event down the list. This doesn't affect the calculations –
just the visual representation.

Event
   The name of the event.

Include in calculation
   Determine whether the current event should be used in the calculation.
You may just want the calculation to be based on only a few of the events.
In some cases you might not want a certain event – for example, if lots of
the top drivers drop out or the race result is unusual.
 (default is on)

Ignore race
   Determine whether race lap times from the current event should be
included in the calculation, or whether the calculation on the current
event should be based entirely on qualifying times.
 (default is off)

Driver
   Name of the current driver, which the lap times correspond to. One way
to select the driver is to click on the arrow buttons to the right of the
name.

Qualifying Time
   Qualifying lap time of the current driver. If you set this to 0:00.000
the time will be ignored in the calculation. You might need to do this if
a driver fails to complete a qualifying lap or if a driver qualifies in an
unusually low position (e.g. if starting from the back of the grid after
being disqualified).

Fastest Race Lap
   Fastest race lap time of the current driver. If you set this to
0:00.000 the time will be ignored in the calculation. You might need to do
this if a driver fails to complete a race lap, fails to qualify or if a
driver drops out early on in the race.

Best Driver
   The best performance figure – corresponds to the qualifying and race
performances in the
                  Driver editor
                  . No driver will get a performance figure
better than this.

Worst Driver
   The worst performance figure – corresponds to the qualifying and race

performances in the
                Driver editor
                . The fastest driver in a team will not
get a performance figure worse than this, but other driver might if he is
much slower than his teammate.

Mate Factor
   Determines how close performance figures can be between teammates. The
lower the value, the closer the performance difference between teammates
will be. It doesn't affect the relative performance between drivers in
different teams – just the relative performance of the slowest driver in a
team compared to his teammate. Values between 1 and 8 are allowed.
 (default is 3)

Fastest Team HP
   The maximum HP to be used in the calculation. The best team will
usually get this value, but it can sometimes be slightly less (depends on
how many pole positions they lose).

Slowest Team HP
   The minimum HP to be used in the calculation. The slowest team will
always get this value.

Calculate Current
   Perform the calculation and base it only on the currently selected event
(ignores the "Include in calculation" option). This will set the teams' HP
and drivers' performance in the
                team
                 and
                driver
                 editors respectively.

Calculate All
   Perform the calculation, basing it on all events that are to be
included. This will set the teams' HP and drivers' performance in the
                team
                and
                driver
                 editors respectively.

Load
   Load an events file. F1GP-Ed will automatically attempt to load an an
events file whenever you
                load a standard datafile
                .

Save
   Save all figures and events to a separate file.

1.64 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.

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Documentation Translation Credits

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Catalog Translation Credits

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  Danish      - Michael Larson       (D2M@sofi.aalborges.dk)

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1.66 How to get F1GP-Ed updates

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

```
* F1GP-Ed web page - http://www.nanunanu.org/~oliver/F1GP-Ed/
* Amiga F1GP ftp site - ftp://goliath.nanunanu.org/pub/f1gp/F1GP-Ed.lha
* Aminet ftp sites (game/misc/F1GP-Ed.lha) - also Aminet CDs, BBSs
* F1 Shareware             TEL: (01392) 493580
  31 Wellington Rd         E-MAIL: Steve@F1LW.demon.co.uk
  Exeter
  Devon
  EX2 9DU                  http://www.F1LW.demon.co.uk/
  United Kingdom
* 17 Bit Software          TEL: (01924) 366982
  1st Floor Offices        FAX: (01924) 200943
```

```
   2/8 Market Street
   Wakefield                        UK prices: £1 per disk + 50p p&p
   West Yorkshire                             (subject to change)
   WF1 1DH
   United Kingdom                   http://www.demon.co.uk/bit17/
```

Other PD libraries stock F1GP-Ed as well, but not necessarily the very
latest version (you should not have to pay more than £2 including p&p).

The alternatives for registered users only (make sure you state your
registration code) are to send me:

   * your original F1GP-Ed disk and a S.A.E (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.

1.67 The Author

I'm 21 years old and have just finished studying Computer Science 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 :-)

Please supply an S.A.E if possible (i.e. if you don't live in the UK, don't
put a foreign stamp on it ;-), and state your registration number (if you
have one) in any correspondence. You do not need to supply a S.A.E when
registering.

My address:

   30 Tillett Road
   Norwich
   NR3 4BJ
   ENGLAND

You can contact me via Internet e-mail at this address:

   Oliver@POBoxes.com

I also maintain several World Wide Web (WWW) pages on the Internet. Of
course, there is a page dedicated to F1GP-Ed where news, latest versions,
screenshots, etc, can be found. The Amiga Formula One Homepage provides
just about everything available to Amiga F1GP players including WWW pages
F1GP Hall of Fame and the Internet F1GP Championship. There's information
on all of the Amiga F1GP utilities (available for downloading too) as well
as lots of other goodies and other Amiga / Formula One related links. So,
for an Amiga F1GP junkie's dream, set your web browser to:

   http://www.nanunanu.org/~oliver/AmigaF1.html

I can also be found lurking around on Internet Relay Chat (IRC) on the
#Amiga channel with nickname "F1Oli", but not as often as when I was at
Uni, as I now have to pay the phonebill :(

1.68 Future

                          Just because GP 2 is now out for the PC doesn't mean I'm going to ←
                          stop
developing F1GP-Ed :-) I will continue development while interest still
remains.

I really don't know what else 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 :-)

If there are any other multiplayer problems, I will endeavour to fix them.

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 (eg I can't get 'high-nosed' cars)..

A link-up option might materialize in the future.

A track editor is a possibility, but it won't be part of F1GP-Ed.

1.69 f1gp.library - what is it?

                          f1gp.library is a small library which provides 4 interface ←
                          functions which
allows detection of F1GP and any program to be notified when F1GP quits.
There is also a function which can calulate the correct file checksum.

It was developed by me to aid F1GP hackers/developers and helps provide
compatibility between programs. In one of the previous registered versions
of F1GP-Ed (a long time ago) I implemented a routine to detect if F1GP was
running in memory. This was required by the new "save to memory" feature.
Then Grant and Rene popped up and I let them use the same code in their
programs. Eventually, I decided to put this routine in a shared library
which made things a lot easier and saved on memory (a little bit). That's
how it started and not a lot has changed since, except a couple of new
things. It is very easy for a program to register itself with the library
so when F1GP quits the program can act accordingly - it is common for F1GP
patch programs to need to know when F1GP quits (at the instant it happens)
to provide stability.

So, really, the library is only of use to people developing patches for use
with F1GP. I have an developer archive available for the library which
contains further information, C & Assembler include files, examples and
full documentation. I don't intend to make the archive available to
everyone as most people won't need it and it helps me regulate the state of
F1GP patches. After all, we don't want lots of pirates writing nasty
programs which use my library and trash F1GP and cause it to crash, etc. If
you are interested in developing patches for F1GP (or have already done so)
feel free to let
                    me
                     know and I'll give you the developer archive :-)

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