

## **GP Editor Help (V4.1 23rd June 1995)**

GPEDITOR is a Windows utility for editing the car and helmet designs (colours) used by the MicroProse™ PC **Grand Prix/World Circuit** simulation program. GPEDITOR may also be used to modify the performance of the cars and drivers, the car numbers, team/driver names, and the permitted driving aids.

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GPEDITOR requires Windows V3.1 and a mouse. For best results this program requires a Windows display driver capable of displaying 256 or more simultaneous colours. It will however work with standard 16 colour display drivers, but the colours won't correspond very well to those seen whilst running the game.

GPEDITOR has been tested with the following versions of **GP.EXE**:

<b>European (English, French, German)</b>	<b>V1.03 &amp; V1.05</b>
<b>USA</b>	<b>V1.04 &amp; V1.05</b>
<b>Italian</b>	<b>V1.05</b>

If GPEDITOR doesn't recognise the game version it will attempt to locate the required information within the game EXE. If you have an unrecognised version of the game please contact the author.

*As this **is not** a MicroProse product you should not attempt to get support for a modified game EXE file from MicroProse. If you have problems with the game then install the **original copy** of the game EXE.*

*This program may be freely copied and distributed, as long as it is not modified in any way, no fee is charged and this help file is always included with the executable. This program is provided "as is" with no warranties expressed or implied. The author will not be held responsible for any losses incurred, either directly or indirectly by the use of this program.*

## Car Design Editor

The main GP Editor window consists of a picture of an F1 Car with a colour palette box below.



Press the **left mouse-button** to fill the "Spray Gun" with the desired colour from the palette box (the rectangle next to the F1 Car will show you the current palette selection).



When the mouse pointer is placed over a car panel that can be sprayed it will change to a "Spray Gun" , press the **left mouse button** to spray the panel with the currently selected colour.

Note that some of the panels are linked together (i.e. the front and rear wings) and will always contain the same colour.

If you wish to copy a colour that is on a car panel then you can select it as the current "Spray Gun" colour by pressing the **right mouse button** whilst pointing at the desired panel.

GPEDITOR allows individual car colour designs to be loaded and saved via the **Car** menu option.

When a game EXE file is opened (use the **File** menu option then **Open Game EXE**) GPEDITOR loads the current designs for each of the 20 teams and displays a thumbnail picture of each car on the right hand side of the main window.



TEAM

To select a team either press the **left mouse button** whilst pointing at the thumbnail of the required team, or use the drop down list box in the top right of the screen.

Use the **File** menu command **Open Names** to load your own customised team/engine name file (as saved by the game "Save Names" option). The drop down list box will use the loaded team/engine names.

You can load a previously saved individual car design at any time. Thus you can select a team, then load a design for that team's car. You can also use Windows Drag-and-Drop feature to load a design.

When you've finished editing all the team's car designs you should use the **File** menu command **Update Game EXE** to save the new design colours in the game.

Note that in the game the panel design for Team 1's cars differs slightly to the design used for the rest of the teams (which are as per the F1 Car displayed). Team 19's and Team 20's cars can only be set to a single colour.

## Helmet Design Editor

The main GP Editor window consists of a picture of a helmet with a colour palette box below.



Press the **left mouse-button** to fill the "Spray Gun" with the desired colour from the palette box (the rectangle next to the helmet will show you the current palette selection).



When the mouse pointer is placed over a helmet section that can be sprayed it will change to a "Spray Gun", press the **left mouse button** to spray the section with the currently selected colour.

Note that some of the thinner sections are only displayed by the game when the helmet is viewed close-up.

If you wish to copy a colour that is on a helmet section then you can select it as the current "Spray Gun" colour by pressing the **right mouse button** whilst pointing at the desired section.

GPEDITOR allows individual helmet colour designs to be loaded and saved via the **Helmet** menu option.

When a game EXE file is opened (use the **File** menu option then **Open Game EXE**) GPEDITOR loads the current designs for each of the drivers. It also displays a drop down list box of the drivers in the top right hand corner of the window.

Use the **File** menu command **Open Names** to load your own customised driver name file (as saved by the game "Save Names" option). The drop down list box will use the loaded driver names.

You can load a previously saved individual helmet design at any time. Thus you can select a driver, then load a design. You can also use Windows Drag-and-Drop feature to load a design.

When you've finished editing all the driver's helmet designs you should use the **File** menu command **Update Game EXE** to save the new design colours in the game.

Note that due to the way the helmet data is stored in the game EXE it is not possible to fully edit the helmet design for driver's #13,#15,#36,#37,#38,#39,#40; the first four horizontal section colours and the visor maybe modified, the rest of the helmet will be set to the same colour as the fourth horizontal section from the top.

## Toolbar

The toolbar provides a faster method of accessing a number of the more commonly used menu commands.



New



Load



Save



Car Design Editor



Helmet Design Editor



Driving Aids



Car Numbers



Car Performance



Driver Performance



Names



AI Car Grip



Player's Car Performance



Contents

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## **Open Game EXE**

This menu command is used to open the game EXE file (normally **GP.EXE**). GPEDITOR loads the current settings for the car/helmet designs and car/driver performance from the game EXE file.

If GPEDITOR doesn't recognise the version of the game it will attempt to locate the required information within the game EXE file.

**Warning:** Before performing an update of the game EXE file make sure that you have made a backup copy of the original game EXE (e.g. "*COPY GP.EXE GP.SAV*") just in case the update should fail.

## **Update Game EXE**

This menu command updates the currently loaded game EXE file (normally **GP.EXE**) with the currently selected colour schemes and car/driver performance information.

If the update fails then make sure that the file is writeable (see the DOS "*ATTRIB -R*" command).

**Warning:** Before performing an update of the game EXE file make sure that you have made a backup copy of the original game EXE (e.g. "*COPY GP.EXE GP.SAV*") just in case the update should fail.

## **Open Names**

This menu command loads the driver and team/engine names from a file saved using the game "Save Names" menu option. This makes the identification of the cars and drivers much easier. If a name file isn't loaded then "Team ?" is used for teams, and "Driver #?" is used for drivers.

The default filename extension for name files is **\*.NAM**.

See Save Names and Names.



## **Save Names**

This menu command saves the driver and team/engine names to a file. This file can then be loaded into the game using the "*Load Names*" menu option.

The default filename extension for name files is **\*.NAM**.  
See Open Names and Names.

## **Import (GPE)**

This facility provides a method of loading a previously exported set of patch information (see Export). This patch information file is fairly small so provides an ideal method of distributing a setup to a number of users.

The patch information comprises all the car and helmet colours, car performance information, driver performance information, AI car grip and human car power (it doesn't include the driving aids).

The Import file may also contain a comment. If this is the case the comment will be displayed in a dialogue box. The title will show the date/time the file was created. As well as viewing the comment on-screen you can use the "Save As" button to save the file. This file may be edited using any ASCII editor (e.g. Windows *Notepad*).

The import file may also contain the names for the drivers/teams/engines. If this is the case you can use the Save Names option to save these for later loading into the game.

The default filename extension for import files is **\*.GPE**.

## **Export (GPE)**

This facility provides a method of saving a set of patch information. This patch information file is fairly small so provides an ideal method of distributing a setup to a number of users.

The patch information comprises all the car and helmet colours, car performance information, driver performance information, AI car grip and human car power (it doesn't include the driving aids).

The exported file may also contain a comment. You are prompted to enter a comment. The comment may be manually entered or you can use the "*Load*" button to retrieve any ASCII file. When the comment is displayed by the Import facility the date/time of the exported file will be displayed in the comment title bar.

If a set of names for the drivers/teams/engines has been previously loaded then these will be saved in the export file as well.

The default filename extension for import files is **\*.GPE**.

## **Language**

This dialogue provides a method of changing the language used for the menu bar and the dialogue and message boxes.

Currently English, French and German are available.

Select the language required and press OK. GPEDITOR remembers the previously selected language.

The very first time you start GPEDITOR it will attempt to select the appropriate language for your version of Windows. If your language isn't supported then it will default to English.

Note: Some of the standard Windows dialogues (e.g. the "*File Open*" dialogue) and system menus depend on the version of Windows you are using.

**Exit**

This menu command terminates GPEDITOR. Make sure you have saved the current design and performed an EXE update before exiting.

**Edit New**

This menu command resets the car or helmet colours to the default blank colour.

## **Edit Load**

If the car editor is currently selected this menu command loads a previously saved car design into the car editor. The default filename extension for car design files is **\*.CAR**.

If the helmet editor is currently selected this menu command loads a previously saved helmet design into the helmet editor. The default filename extension for helmet design files is **\*.HEL**.

## **Edit Save**

If the car editor is currently selected this menu command saves the currently displayed car design to a file. The default filename extension for car design files is **\*.CAR**.

If the helmet editor is currently selected this menu command saves the currently displayed helmet design to a file. The default filename extension for helmet design files is **\*.HEL**.



## **Driving Aids**

This dialogue allows you to configure which driving aids are available at each driving skill level.

Use the "*Normal*" button to restore the game defaults as documented in the manual (some versions of the game contain a bug that permits some modes that shouldn't be available at the higher skill levels).

Use the "*Allow All*" button to allow the use of any driving aid at any skill level.

## **Car Numbers**

This dialogue allows you to configure the car numbers used by each team car. The numbers **1** to **40** are available. If you set a car number to **0** then that car will be disabled.

Note that each number must be unique (i.e., you can only use it once).

Use the "*Normal*" button to restore the standard numbering.

## **Car Performance**

This dialogue box allows you to change the relative performance of the cars. The performance can be set from a low of **500 BHP** to a high of **999 BHP**.

The human player's engine performance is normally 716 BHP but may be changed using the [Player's Car Performance](#) menu command.

Use the [Open Names](#) menu command to load your own customised team names.

Note that for very high settings of the car's BHP they will tend to wear out their tyres more in 100% race distances and be very slow during the later stages of a race. A better solution is to decrease the player's BHP and increase the AI car grip to make the game more competitive.

## **Driver Performance**

This dialogue box allows you to change the qualifying and race performance for each driver. The position can be set between 1st and 40th.

These values are the likely placings when qualifying and racing. The relative car performance is also taken into account when randomising the driver placings.

Use the Open Names menu command to load your own customised driver names.

## **Names**

Instead of using the game's name editor you can edit the names within GPEDITOR.

Unlike the game you may use any printable character for the team and engine names.

See [Open Names](#) and [Save Names](#).

## **AI Car Grip**

This dialogue allows you to change the amount of grip the AI (computer) cars have when cornering. By increasing the value you can increase the speed the computer cars can take the corners. This also has the effect of reducing their braking distances.

The AI grip may be changed from a low of **1** to a high of **100**.

Use the "*Normal*" button to restore the default grip level of **1**.

AI stands for "*Artificial Intelligence*".

## **Player's Car Performance**

This dialogue allows you to change the BHP power level of the player's car from a low of **450 BHP** to a high of **999 BHP**. See [Car Performance](#) for the computer car's engine performance.

Use the "*Normal*" button to restore the default BHP level.

## **Car Editor**

This menu command allows you to switch from the helmet editor to the car editor.



## **Helmet Editor**

This menu option allows you to switch from the car editor to the helmet editor.

## **Contents**

This menu command loads and displays this help file.

## **How to Use Help**

This menu command explains how to use the Windows help program to read this help file.

**About**

This menu command displays the About dialogue box that shows the current version of the program together with the copyright and credits.

## **Command Line Arguments**

GPEDITOR takes two optional command line arguments:

Usage: GPEDITOR [*GP.EXE*] [*GP.NAM*]

The first argument *GP.EXE* is the game EXE to be loaded. The second argument is the names file.

## **Drag & Drop**

The car/helmet editor and the car thumbnails support Windows *Drag-and-Drop*. To use this feature open Windows *File Manager* and select a \*.**CAR** or \*.**HEL** file; click left and hold, drag the file and drop it on the editor window to load it. You can also drag \*.**CAR** files directly to the thumbnails of the cars.

## Choice of Colour

When choosing colours be careful with colours that correspond to the **sky** (light blues) and the **track** (greys).

When the game simulates a **wet race** it remaps the light blue palette to greys. This can cause parts of the cars/helmets to change colour! Use the games '*Quick Race Options*' menu option to force a wet race.

For car designs try not to use the same colour all over the car. Use slightly darker versions of the colour on the side panels to get a better 3D effect in the game. Note that some of the car panels are only displayed when you are close to the car.

For helmet designs some of the thinner sections are only displayed when you are very close to the helmet.

## **Linked Play via Modem**

When playing a linked game between two machines it is recommended that **both players use the same modified game EXE**.

Failing this, you may have different car/helmet designs in each game EXE but you **must** ensure that the team/driver performance figures (and AI grip) are identical.



## Credits

This program was written by **Trevor Kellaway**. I would like to thank MicroProse for such an excellent simulation program. I would also like to thank all CompuServe Sport Simulations forum ([GO SPRTSIMS](#)) members who assisted, with a special mention for:

Ben Rousseau	French translation
Aldo Reuter	German translation
Hugo Pi	Technical investigation
Derm Quinn	Forum SysOp, Beta Tester
Paul D'Ascensio	Forum SysOp, Beta Tester
Steve Meier	Beta Tester
John Martin	Beta Tester

Please send any suggestions, comments, or bug reports (include the version of GPEDITOR you are using and the version of the game EXE and which country you bought the game in) to the author at:

CompuServe: 100331,2330 (Trevor Kellaway)  
Internet: 100331.2330@compuserve.com



## Formula 1 Simulators Association

Welcome to the third season of the Formula 1 Simulators Association (F1SA)

Our goal is to promote international racing simulation by providing organised competition and attractions based in CompuServe (GO SPRTSIMS).

We want to provide a friendly, competitive environment in order to extract even more enjoyment from Microprose's World Circuit/Formula One Grand Prix. We want to exchange information and accounts of experiences while using the game. This series will be devoted to the enjoyment of Formula One racing and the antics that are a part of preparing for a race. Everyone is welcome to participate.

F1SA provides these attractions:

- Races that coincide with Formula One's schedule
- Challenge Races with regulated configurations
- SuperGrid Challenge races where you race against your peers
- Reports for the standard and Challenge races
- Hot-Lap charts
- News reports

There are also some Library files that you should consider, these are in either Lib.6/Motorsports or Lib.14/Racing Circuits:

Library 6:

F1TIPX.ZIP	A Windows Help file that covers setups and flying laps
GPEDIT.ZIP	A Windows car, helmet, car power and handling editor
GPANYL.ZIP	A program for analysing log files (see GPLAP.ZIP)
SPRGRP.ZIP	A tire compound that gives your car vacuum-like traction (illegal for F1SA races and Hot Laps)
WCFF.ZIP	A program that speeds up the fade times in-between screens

Library 14:

F1SA.TXT	This file but you already know that
F1SASC.TXT	The 1995 F1 and F1SA schedule
F1SARA.TXT	The current race announcement.
F1SA95.ZIP	The GPE and Names file for the current race
F1SA-H.TXT	A description on how to enter your quickest laps times
F1SA-H.LAP	The current Hot Lap chart
CCPIT.ZIP	A TSR program that modifies the computer cars pit strategy
GPLAP.ZIP	A set of programs (Win & DOS) to log the times for *all* the cars to disk.
SPLIT.ZIP	A utility for showing split times at 4 points around a circuit
QTYRES.ZIP	Use any number of Q's in any type of session (except a race).
WCTEX.ZIP	Eliminates annoying characters from the game's reports.
F194RB.ZIP	F1SA 94 RaceBook(tm) - Details on Teams, Drivers and more!
GPPERF.ZIP	A "Black Box" recorder. Records telemetry type data.

Library 2 of Game Publishers Forum B:

UKF1GP.ZIP	Upgrade for the European version of F1/GP (WC) to 1.05.
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USWC.ZIP Upgrade for the US version of WC (F1/GP) to 1.05.

The F1SA racing series will parallel the actual Formula One schedule as closely as possible with regard to dates and tracks. Since the game models the actual sessions that comprise a Grand Prix weekend, you can schedule the individual sessions as you see fit, but the most realistic setup would be to have Free Practice on Friday, Qualifying on Saturday, then the pre-Race warmup and the Race on Sunday.

This year, we will be keeping track of points earned towards the World Championship. If you wish to compete for points, you must use the announced settings. If you finish in a points paying position, the top six, you must upload a binary copy of your \*.LOG file created by GPLAPTIM ver 5.0 or later to receive championship points.

You may run any combination of driving aids. You may select any level of competition. You may choose any length of practice, qualifying, and race. Look for the current race announcement and download F1SA95.ZIP from lib 14 for the current suggested settings if you want to race with comparable settings with other drivers.

Now you are ready to race. Go to the track, practice, qualify, and race. If you prefer to skip any or all of the sessions, that's your choice. However, for the sessions that you do participate in, record the pertinent information: your qualifying time, your grid position, your fastest race lap, your overall race time, your finishing position, the settings and aids used.

Then write a report for everyone to read and enjoy. Tell us about the practice session. How did it go? Did you spin a lot? What setups did you try? Did they help? What happened in qualifying? Who set the pole and how fast was he? Who was fastest in the pre-race warmup? What tires are you using? How did the race go? What pit stops did you make, and what for?

And very important: Tell us what driving aids you used, what competition level you are racing against, and what length of race you chose. Be as loquacious or as reticent as you prefer. If your setups are a big secret, then don't talk about them. In short, have some fun with it! If you feel that there is a good chance that you will finish in the top six of all the F1SA members, be sure to use GPLAPTIM.EXE to log your race so that you can submit your binary race log.

You could post all the information in one message. Or you could post a separate message for each session. For clarity, please use a header like "F1SA (the track name and your name)", an example would be "F1SA Monaco Smith". Address the reports to Ken (73527,3154), and post them in Section 14 in the SPRTSIMS Forum.

We suggest that you don't use the Championship Season option in WC/F1GP; instead choose the Non-Championship Race option. This way you can choose the track of your choice in any order, and restarting a race will be much easier. As you will see in the schedule below, changes in the Formula One schedule since 1991 have necessitated a few substitutions. See F1SA95.SCH for the 1995 race schedule.

We want to collect data on peoples' preferences regarding driving aids, length of races, and competition levels. All of this information will help in future incarnations of F1SA. If you have any suggestions, please don't be shy. Give F1SA a try, we have a lot of fun and we all will benefit from your participation!

The F1SA organization invites all to join in with the F1SA races and the Hot-Lap charts. Just send a note to Ray (100271,1560), Jerry (71621,3307) or Ken (73527,3154) and we will get you up to speed and bring you in on the fun. Or better yet, post a message in the forum to All, "F1SA New Team", and tell us a little or a lot about the new team.

Jerry, Ken & Ray

F1SA HQ

