

F1GP-Ed

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COLLABORATORS

	<i>TITLE :</i> F1GP-Ed		
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REVISION HISTORY

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Chapter 1

F1GP-Ed

1.1 F1GP-Ed V2.04 Documentation

F1GP-Ed V2.04 - UNREGISTERED SHAREWARE RELEASE

CONTENTS

~Introduction~~~~~	about F1GP-Ed
~Disclaimer~~~~~	legal jargon and important tips
~Distribution~~~~~	distribution terms & copyrights
~System~Requirements~~~~~	what you need to get F1GP-Ed up and running
~Registration~~~~~	how to get a better F1GP-Ed
~Getting~Started~~~~~	how to install & start F1GP-Ed
~Quickstart~Guide~~~~~	simple tutorial to update F1GP
~F1GP~Versions~~~~~	about the different versions of F1GP
~Notes~on~F1GP~Saved~Games~~	about F1GP saved games
~Known~Problems~~~~~	problems you should be aware of

~Reference~~~~~
descriptions of features, menus & gadgets

~Acknowledgements~~~~~
thankyous and credits

~Contacting~the~author~~~~~
how to get in touch with me

~History~~~~~
full program history

1.2 Introduction

Welcome to the last public release of F1GP-Ed. With this editor you can customize your copy of MicroProse's Formula One Grand Prix (or World Circuit) by designing cars, pit crews and helmets and by changing the way the computer drivers drive and respond, amongst other things. The aim of F1GP-Ed is to allow users to make F1GP more realistic, by using an easy-to-use user interface.

I have supplied an example datafile which will convert your copy of F1GP, so it plays like the real-life 1994 season at a more realistic speed! 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 also contains my recent car setups and lap records. Please note that it may take a long time to get F1GP setup to be realistic - I have not had time to perfect the 1994 datafile!

1.3 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 entirelyly the user's responsibility. If your binary becomes corrupt, then tough luck - don't go running to MicroProse for a new copy! So:

***** 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).

1.4 Distribution

F1GP-Ed V2.04

(c) 1994 Oliver Roberts

written with DICE C (2.07.56R) and 3.0 Includes on a 2Mb A600 + 170Mb HD

Please note: F1GP-Ed is not officially endorsed by MicroProse!

DISTRIBUTION

F1GP-Ed V2.04 is freely distributable providing none of the distributed files are changed in any way, F1GP-Ed is not sold for profit and it is not included on any disks that are sold solely for profit. 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. You are reminded that F1GP-Ed V2.04 is shareware, so if you find F1GP-Ed useful then you should think about
 registering
 .

F1GP-Ed MUST be distributed with ALL the following files:

F1GP-Ed	(Main Program)
F1GP-Ed.info	
F1GP-Ed.guide	(AmigaGuide® Document)
F1GP-Ed.guide.info	
1994.flgp	(Datafile for 1994 settings)
1994.flgp.info	
Install_F1GP-Ed	(Installer script)
Install_F1GP-Ed.info	
Registration.txt	(Registration Form)
Registration.info	
EngineSample.RAW	(An example of a new engine sample)
F1GP-Ed_Demo	(Demo of the registered F1GP-Ed)
F1GP-Ed_Demo.info	
libs20/reqtools.library	
libs13/reqtools.library	
libs13/gadtools13.library	

OTHER COPYRIGHTS

Formula One Grand Prix	(c) Copyright 1991,1992 Geoff Crammond (c) Copyright 1991,1992 MicroProse Software
ReqTools.library	(c) Copyright 1991-1994 Nico Francois
GadTools13.library	(c) Copyright 1992-1993 Jaba Development
AmigaGuide®	(c) Copyright 1992 Commodore-Amiga, Inc. All Rights Reserved.
Installer project icon	(c) Copyright 1991-1993 Commodore-Amiga, Inc. All Rights Reserved.

1.5 Requirements

Any Amiga computer

A copy of the original Formula One Grand Prix / World Circuit game by MicroProse - this must be version 1.02 (See the F1GP~Versions section).

Disk based libraries that should be in the LIBS: drawer on you boot~disk: (refers to your hard drive, Workbench disk or F1GP-Ed bootable disk)

Kickstart 1.2/1.3:

gadtools13.library (or another GadTools replacement)
reqtools.library (1.3 V38 or higher)
icon.library

Kickstart 2.0 and above:

asl.library (V38 or higher - comes with WB 2.1 or higher)
OR
reqtools.library (V38 or higher)

COMPATIBILITY

F1GP-Ed has been tested on the following machines:

A500, A500+, A600, A1000, A1200, A2000, A3000, A4000/030

With the following kickstarts being put to test:

1.1, 1.2, 1.3, 2.04, 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 3.0, as KS 3.0 includes various changes which F1GP-Ed takes advantage of. KS 1.x users may notice slight irregularities - this is due to the GadTools emulation.

1.6 Registration

F1GP-Ed is SHAREWARE. UK users are expected to send me at least 5 UK pounds (cheque or cash). Non-UK users should send me a postal order (or something like that) for 5 pounds sterling (minimum). If this is not viable then send me \$10 US in notes, as a last resort.

If you do this, you will become a registered F1GP-Ed user. Registered users will get a personal keyfile which enables the 'Timing' option in F1GP-Ed V2.02+ and allows use of future versions (unusable without a keyfile), and the latest version of F1GP-Ed, of course.

Users with internet access will get their keyfile and any new updates for F1GP-Ed via e-mail, if preferred. Alternatively, send a disk and enough money/stamps to cover return postage along with your registration fee and I will send the disk back with your keyfile and

the latest version of F1GP-Ed. If you do not include return postage I will not be able to return the disk to you or you can send me an extra pound, which will cover the price of a disk and return postage.

Try out the F1GP-Ed_Demo which is supplied with F1GP-Ed V2.04. It allows you to see what the registered F1GP-Ed looks like and get a "feel" of the new GUI - all options are enabled, except any involving saving (AmigaGuide® on-line help isn't available in the demo either).

The registered version of F1GP-Ed currently (at the time of writing this text) offers these improvements:

- * Change the timing in F1GP to PAL or NTSC
- * Allocation of the positions of the teams garages
- * Alteration of the points awarded to the top 10 finishers in championship races
- * Change all the sound samples used in the game
- * Output lap records and/or car setups to a text file, which can then then be printed
- * A lap record editor
- * A car setup editor
- * Alteration of external camera views
- * AmigaGuide® on-line help
- * Improved GUI which is font adaptive, more "colourful", easier to use, modular design allowing all windows to be open at once and has 5 more options in the Settings menu for more flexibility and new features.
- * The colour editors now allow you to click on the actual graphics (like a paint program, eg DPaint) as well as the descriptive names
- * Improved error checking in file handling and low memory situations

There are some more features that will be added if/when I work out how to to implement them (they are "vapourware"). Here are some of the possibilities:

- * Preset the detail level to your choice
- * Reorder the schedule for the grand prix season
- * Alter the braking distance of the computer cars
- * Store all lap times of all cars
- * Display time margins on the F1GP game screen of the cars behind or in front of you (as in the PC version or Indy 500)
- * Change the frame rate for F1GP, so that users with more powerful Amigas can have smoother updates according to their CPU speed.
- * Track Editor (a bit unlikely, but may be possible)

So if you want to see more features added, make sure you send me the registration fee. Feel free to send me suggestions you might have, for future versions.

Send the registration fee and a completed registration form (which can be found in the Registration.TXT file, or obtained from the initial requester in F1GP-Ed) to me at the following address:

Oliver Roberts
30 Tillett Road
Norwich
Norfolk
NR3 4BJ

ENGLAND

1.7 Getting Started

Installing F1GP-Ed is easy - just double-click on the "Install_F1GP-Ed" icon from Workbench. All necessary files will be installed, including system libraries (only if no versions exist, or the existing versions are old).

Starting from Workbench

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

- (1) Double-click on the F1GP-Ed icon. The default F1GP values will be used if no config file exists. If a config file does exist and the "Autoload" feature is enabled, the datafile of your choice will be loaded automatically.
- (2) Double-click on a F1GP-Ed datafile icon. F1GP-Ed will be loaded and the selected datafile will be loaded automatically.

Starting from the Shell

Again there are two ways of running F1GP-Ed:

- (1) Type 'F1GP-Ed' at the prompt to load F1GP-Ed the same way as the Workbench (1), mentioned above.
- (2) Type 'F1GP-Ed <filename>' where <filename> is the datafile of your choice. This file will then be loaded into F1GP-Ed.

1.8 Quickstart Guide

If you want to convert your copy of F1GP so that it uses the 1994.flgp datafile supplied with F1GP-Ed, then here is all you need to do:

- o Load F1GP-Ed as in the the above~section
 - o Select Load~>>~Datafile... from the "File" menu
- o Select the "1994.flgp" file and click on "Load"
- o Select Save~>>~F1GP~Binary... from the "File" menu
- o If you have a hard drive then select the "flgp" file in the relevant drawer, otherwise just put F1GP disk 2 (versions~A~&~B

```

    ) or disk 1
(
    version~C
    - change the drive from "flgp_disk_#2:" to "flgp_disk_#1:")
in any drive and click on "Save"

```

o Read the message and click on "OK"

o When disk activity has finished, load F1GP in the usual way

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

1.9 F1GP Versions

I currently know of 3 different versions of F1GP. Unfortunately, they all have the same version number (1.02). Here are the differences, sizes and locations of the "flgp" binary file which is needed by F1GP-Ed:

```

+-----+
| (A) Formula One Grand Prix (4 disks) - Disk 2 - 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) - Disk 2 - 582780 bytes |
| |
| US version of F1GP which is hard-coded for NTSC machines. All |
| occurrences of "Formula One Grand Prix" text are replaced by |
| "World Circuit". Also, there is no manual selection screen as |
| the English manual is assumed. Same as (A) otherwise. |
+-----+
| (C) Formula One Grand Prix (3 disks) - Disk 1 - 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! |
+-----+

```

F1GP-Ed will work on all versions mentioned above. 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 the above, please let me know so I can support it in F1GP-Ed.

1.10 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:

- * Current settings from the "Race Options" menu
- * Current car setups
- * Names of teams, engines and drivers

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.

An option to update save game files, with current F1GP binary settings, may be implemented in a future version of F1GP-Ed.

1.11 Known Problems

Only one minor problem:

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 problem with F1GP (ie not F1GP-Ed).

1.12 Reference Contents

```

F1GP-Ed Menus -
~File~
~Extras~
~F1GP~Preferences~
~Configuration~~~~
F1GP-Ed Editors -
~Team~
~Driver~
~Colour~~~~
F1GP Preferences -
~Options~~
~Hacks~~~~

```

1.13 The File Menu

Load from: Two sub-items allow you to load data from a F1GP-Ed datafile or directly from the F1GP binary.

Save to : Two sub-items allow you to save the current settings to an external F1GP-Ed datafile, or by directly modifying the F1GP binary (remember to use a backup). Car setups and lap records are also saved.

~~~~~

About : Pops up a requester informing you about F1GP-Ed (including the version number and compilation date).

Shareware: Pops up a window displaying registration details.

~~~~~

Quit : Exit F1GP-Ed - make sure you have saved before you do this!

1.14 The Extras Menu

Load Records : Load a F1GP lap record file into F1GP-Ed.

Load Setups : Load a F1GP global car setup file into F1GP-Ed.

Load Names : Load a F1GP names file into F1GP-Ed.

~~~~~

Save Names : Save current names to a F1GP names file.

~~~~~

Default Speeds : Reset Engine HPs, Player HP and driver performances to the F1GP defaults.

Default Setups : Reset current car setups to the F1GP defaults.

1.15 The F1GP Preferences Menu

Options : Open up the Options window.

Default Options: Reset all settings found in the Options window to the default values.

~~~~~

Hacks : Open up the first Hacks window.

Default Hacks : Reset all settings found in the Hacks window to the default values.

~~~~~

Save Engine Sample : Replace the engine sound sample used by F1GP with a sample of your choice. For best results this sample *must* be in RAW format, and be exactly 21160 bytes in size. If the sample is longer than the recommended size then F1GP-Ed will truncate it, if shorter then blank space will be added to the end of the sample.

There is an example sample for the engine called

"EngineSample.RAW" supplied in this distribution, which demonstrates the possibilities.

1.16 The Configuration Menu

All the items mentioned below allow you to customize F1GP-Ed according to you own tastes.

```

Save Icons          : F1GP-Ed will automatically save icons with your
                    : datafiles.
Confirm Quit       : Enable the requesters that ask you if you really want
                    : to quit.
Colour Hilight     : Set the default setting for the "Hilight" cycle gadget
                    : in the colour editors.
Autoload           : Automatically load a datafile after loading F1GP-Ed.
~~~~~
Autoload Datafile : Select the Autoload datafile.
~~~~~
Save Configuration: Save all the settings in this menu and the current
                    : directories and filenames. The settings are saved in
                    : the "F1GP-Ed.config" file in S:.
```

1.17 Team Editor

The Team Editor allows you to alter team settings much like you do in 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.

There is a facility to copy or swap teams. To do this select the one you want to copy/swap, then click the copy/swap button, then click on the second one, then click the copy/swap button again to perform the operation.

You may use the left/right cursor keys to select the team when the main window is active. Kickstart 1.x owners have to use the '6' and '7' keys instead.

Now the descriptions of each gadget:

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 1432 are accepted. The higher the setting - the faster the car will accelerate.

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).

Driver B: Select the second driver - as above.

Global HP: This will increase/decrease all the cars HP setting by 5.
You do this by clicking on the "+" or "-" gadget.

Max Teams: This determines how many of the teams will actually be used
by F1GP. You can select between 13 and 20 teams, but you
must have at least 26 drivers allocated to your chosen teams.
(default is 18 teams)

1.18 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(s) should be
selected automatically, and there qualifying and race performances. One of
the good things about F1GP-Ed is that you can assign any driver to any of
the teams.

There is a facility to copy or swap drivers. To do this select the one
you want to copy/swap, then click the copy/swap button, then click on the
second one, then click the copy/swap button again to perform the
operation.

You may use the up/down cursor keys to select the driver when the main
window is active. Kickstart 1.x owners have to use the 'Y' and 'U' keys
instead.

Now for the descriptions of the gadgets:

Name : Name of the selected driver.

Initially: Allows you to determine if a driver should automatically be
Selected selected when you load F1GP. You must select at least one
driver!

Qual : How well a driver performs in Qualifying sessions. This will
Perform 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. Range: 0-255.
This will not really affect starting positions if you
skip the qualifying session - the HP values for the teams
are used to calculate the grid positions in this case.

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

Global : This will increase/decrease all the cars Qual and Race
Perform performances by 5. You do this by clicking on the "+" or "-"

gadget.

1.19 Colour Editor

The colour editors allow you to change the colours of the cars, helmets and pit crews. There is a separate editor for each of the above, but each works in the same way:

Select the part you would like to change from the list on the left of the screen, and then change it to the desired colour by clicking on the respective colour in the palette gadget.

You can also change the colour of all major parts by clicking the 'ALL' button.

The 'UNDO' button resets the colours to what they were when the colour editor was started.

You can also tell the editor to Highlight the selected part, so you know where it is (there is a choice of 2 colours). Turn it on and off using the appropriate gadget or click the right mouse button to toggle it.

*** Keyboard Shortcuts ***

The editor has shortcuts for selecting parts and colours. The up/down cursor keys will select a part, and the left/right will select the colour.

*** Car Editor Note ***

You should be aware that the style of the car of the first team is different from all the others. The first team has a car with a different nose design (ie McLaren style nose).

*** Please Note ***

It is best not to change most of the attributes which are marked with a question mark. Feel free to change these, but they will generally make the color scheme look ridiculous. Some of the unknown values may represent something in F1GP-Ed, but not necessarily in the game!

1.20 Options

The options in this window allow you preset the options normally available in F1GP. They are all described in the F1GP manual and documentation, except this one:

Analog Joystick : Determines whether the you wish to use an Analog Joystick by default. If you "check" this option, then you must enter the correct calibration figures for your joystick. These are displayed when you calibrate it in F1GP. If you do not enter the correct figures, then you will have to calibrate your joystick in F1GP as usual.

(Note: the "Miles/Km" option has no effect on

```

    version~B
  )

```

The "Separate Qual/Race Setups" option is not available as it will automatically be altered when you load a car setup file into F1GP-Ed.

1.21 Hacks

This window contains a selection of hacks to make F1GP even better. ←

Default : This is the directory/volume that F1GP will use for save
Dir games, etc. The default is "DF0:".

Quick : The number of laps to be run for a Quick Race.
Race Laps

Select : This option tells F1GP to ask you to select the circuit you
Quick wish to use for a Quick Race.
Race

Use : Usually F1GP will use a separate HP value for your car (you
Team can alter this with the "Player HP" option in the hacks
Settings window). This option tells F1GP to use the HP values from
the value you have specified for your team. This allows each
player in a multiplayer game to have different HP values for
their cars (I think). Therefore, the "Player HP" value will
be overridden by your team's "Engine HP".

Skip : This option tells F1GP to go straight to the main menu after
Startup you have entered the correct password.
Menu

Driving : Allows you to use all driving aids on all skill levels.
Aid
Cheat

Wet Race: Change the chance of a wet race (0% means no chance).
Prob.

Damage : There are 5 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.
Please note that two of these attributes affect the same thing
so if you change one of these you should change the other or
you may experience the magnetic wall sensation!
(Values between 0 and 32767 are allowed)

Keyboard: There are 4 choices:

A600: As the A600 does not have a numeric keypad you can now
use the "BackSpace" key to return to your cockpit
(instead of the "Home" key). As yet, I have not
worked out how to remap the "Other Action Replay" key.

A1200: If you play F1GP with the keyboard (some people do, you (Layout 1) know!), then you will have discovered that Commodore changed the way the keyboard works. F1GP will no longer recognise that you are pressing 2 keys on the same row. So, this option will let you use the '2' key for accelerating, the 'W' key for braking, the ':' key for steering left and the '@#' key for steering right.

A1200: As Layout 1 except use these keys: L.Alt to steer left, (Layout 2) L.Amiga to steer right, R.Shift to accelerate and R.Amiga to brake.

Standard: As the name suggests, the default keys are used.

Manual : If you have F1GP (ie not World Circuit), you will be aware that you have to select the language your manual is written in. This option tells F1GP to select the specified manual automatically or to allow you to select it as normal. (Note: This option has no effect on version~B)

Timing : This option is only relevant to F1GP users, and only really useful to PAL Amiga owners who use a utility (such as Degradar) to switch their machine into NTSC mode so the full screen is used when playing F1GP. It allows you to change the timing according to whether you are running F1GP in PAL or NTSC screen mode. If F1GP is run on a NTSC display the timing will be too fast. So set the timing to correspond to the screen mode you use for F1GP - one exception is for owners of 68000 Amigas which are not accelerated, who may wish to leave the timing on PAL even when running in NTSC as F1GP will still run a bit slower than real time. (This option has no effect on version~B)

The following is a list of lap times measured in real time, based on a lap time of 1m 20sec as reported by the F1GP: (not very accurate, but it helps clarify the general idea)

Processor	Display	PAL Timing	NTSC Timing
68000	PAL	1m 30sec	1m 35sec
68000	NTSC	1m 25sec	1m 30sec
68030	PAL	1m 20sec	1m 23sec
68030	NTSC	1m 17sec	1m 20sec

Player HP : The acceleration of your car. The higher, the faster you can go (normal HP is 716). If you want the fastest possible car set your HP to 1432, and set your car up in F1GP to have no downforce and alter the gear ratios so that 6th gear has a value of 80. This should let you travel around 270mph! (This value also affects the place you will qualify at, if you

skip the qualifying session).

Tyre Grip : 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!

Level Button : The text in the level button is what will appear instead of the "1991 Levels" button on the "Race Options" menu in F1GP.

1.22 Acknowledgements

Thanks to everyone mentioned below - without you lot, F1GP-Ed would probably never have been made:

For testing the early beta versions of F1GP-Ed, and giving me new ideas:

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Future Publishing for the Complete Amiga C package

Geoff Crammond for creating a great game

MicroProse for giving me permission to release this editor

And anyone else I have forgotten to mention...

1.23 Contacting the author

You may want to get into contact with me to ask any questions about F1GP or F1GP-Ed, offer suggestions, or to report bugs.

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

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

Or via snail-mail, my permanent home address is:

30 Tillett Road
Norwich
Norfolk
NR3 4BJ
ENGLAND

1.24 History

V2.04 - 26 November 1994

Bug fix: V2.03 failed to work with the A600 WWW version of F1GP, due to me accidentally pressing the delete key while editing the source code!
This update will definitely work with the the A600 WWW version.

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V2.03 - 19 November 1994 (Update of V2.02 & bug fixes from V2.10-V2.21)

Added support for the A600 WWW version of F1GP.

Added a couple of other non-F1GP-Ed things from the registered version (ie AmigaGuide@ documenation, Installer script & Version string)

Bug fixes: Minor bug in the default team names: Team 10 was named as "Sorrell" instead of "Masuka Realm".

Slight mistake in the PAL Timing code, the mistake did not seem to cause any problems, but I have corrected it anyway.

Major bug when saving an engine sample. If the sample was less than 21160 bytes, F1GP-Ed would probably corrupt the memory, resulting in "Software Failures".

The graphics data for the colour editors had a few minor errors - corrected them.

Slight bug in the damage, analog stats and tyre grip gadgets if you entered a value over 65535. The value should have been decreased to the maximum, but I made a slight mistake in the source code.

Whoops... the maximum damage should have been 32767.

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V2.02 - 27 July 1994

Added an option to adjust the timing according to whether PAL or NTSC is being used.

Added a keyfile processor which loads in relevant information about the registered user and enables the 'Timing' option.

From now on, new versions will only be available to registered users.

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V2.00 - 23 June 1994

As there are so many changes I decided to go straight onto V2.00. Well here goes... there are alot of changes:

The crowd no longer disappears if you use the default data.

When writing to the binary, F1GP-Ed will assign no drivers to any teams that will not be used (ie excluded by Max Teams setting). This will ensure that no cars will go extra slow, but means that the drivers that were erased cannot be read back from the binary.

Added memory check routines to try and prevent F1GP-Ed crashing in low memory conditions.

Added an option to the configuration menu to allow the user to disable the quit requester.

Added an UNDO button to the colour editor.

Removed the Read and Write cycle gadgets as they have become pretty pointless at the moment as there are only 2 ways you can read and write (I aimed to write to memory also). Extra items added to the file menu to cope with these changes.

Renamed the prefs menu to configuration menu, due to possible confusions between F1GP Preferences and prefs.

Split the F1GP Preferences into 2 separate windows, due to lack of space.

Added a new F1GP Preferences menu to access these 2 windows and provide options to reset the options and hacks to normal.

Added an option to save a new engine sound sample to the F1GP binary.

Added alot of new features in the new Hacks section of Preferences. Briefly these are: Manual selection, driver aid cheat, damage, skip menus, use team settings, choose quick race, wet race probability, tyre grip, player HP and additional A1200 keyboard layout.

Changed the Max HP to 1432 (logically correct, but not fully tested!)

All these changes resulted in a new format for the F1GP-Ed Datafile. Old format still recognized though.

Major rewrite of file handling routines, resulting in more reliable and faster saves, but a slight increase in the code size for these.

F1GP-Ed should now use less stack - although this is not important as F1GP-Ed uses and infinite stack (that is until you run out of memory!)

A few other cosmetic changes also, including some graphics.

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V1.02 - 30 May 1994

Discovered that F1GP-Ed did not work with World Circuit, so support is now included. Also added another confirmation requester to make sure users don't overwrite the wrong files. Altered the colour editor palette slightly.

F1GP-Ed is now compiled as registerized, which means it is more efficient and slightly faster.

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V1.01 - 23 May 1994

Added dynamic stack allocation, so that the stack would never overflow causing requesters to crash.

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V1.00 - 22 May 1994

First public release of F1GP-Ed. Found out how to use the whole 20 teams - users can now have between 13-20 teams. A few cosmetic changes. Put the minimum performance settings back to 0 again, and reset the maximum HP to 1400, as higher values caused problems. Added a "Save Icons" feature, which saves an icon with datafiles. Added an Iconify (Zoom) gadget to the F1GP-Ed window (KS 2.0+).

Bug Fixes: The Analog Joystick setting did not initialize properly in the bin. It should do now.

Sorted out a few bugs in the keyboard routines for the GUI.

Imposed a limit of a minimum of 26 drivers, as F1GP crashes if there are less.

Removed the necessity of having to have a stack of 8192, F1GP-Ed now works fine on the default stack size (4096).

Changed the keyboard controls for the A1200 again, as they still did not work 100% (due to C's redesign of the keyboard matrix on the A1200).

Serious bug in the load prefs routine - if autoload was not enabled, the car setups did not initialize - meaning that all the setup values (ie wings, gears) were 0, causing F1GP to completely mess up!

Bug in the calls to draw the Bevel boxes, worked fine in early versions - but now the call is completely legal.

Slight bug when first loading a file with no drivers in team 1, now fixed.

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V0.4 Beta - 6 May 1994

Changed the the max HP values to 2131 - this is the maximum F1GP can cope with. The minimum performance value has changed from 0 to 1, due to a few problems the 0 causes.

Added Global Performance buttons.

Added a new prefs menu option which allows the user to preset the: default dir, fast windows, animations, analogue joystick attributes and all the other major options in the Help/Game/Race options menus in F1GP. You can now select the keyboard layout from 3 presets.

Bug Fixes: Found out why the busy pointer was not appearing on pre-2.0 machines. There is a bug in KS1.2/1.3 - F1GP-Ed now relizes this and the busy pointer is OK.

Removed the problem of having to have driver #5 selected (English version). They is now total control over what drivers are selected.

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V0.3 Beta - 21 April 1994

Added Support for loading car setups into datafiles and an 'ALL' button in the Colour Editors. Alot of the code was also optimized. The way the graphics data is stored has now changed, saving 40K of memory which was previously wasted! Have now added keyboard shortcuts. Also added an option to change the level button and reset to default options.

Bug Fixes: No longer assumes topaz font is being used - layout adjusted accordingly.

Failed to load the Autoload file specified in Prefs - fixed.

File routines for Kickstart 1.x users now work 100% of the time.

When using reqtools all the Confirmation requesters seemed to work (except when they caused the machine to lock!), but theoretically, whichever option the user clicked - it should always have selected Cancel - but it didn't (very strange!). I think this is why the machine crashed sometimes when quitting, saving, etc - should now be fixed.

Fixed the current colour indicator under 1.x and also the 'Selected on startup' checkbox is now displayed as well as possible under 1.x (there must be a bug in gadtools13.library)

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V0.21 Beta - 18 April 1994

The editor now removes protection from the "flgp" file automatically, removing the need to use the protect command from AmigaDOS.

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V0.2 Beta - 17 April 1994

First release of the Editor - for beta testers only. Added reqtools support to enable 1.x users to load and save. 2.0+ users can still use asl.library if they want.

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V0.1 Beta - 15 April 1994

This version was not released, as it didn't support KS 1.x.
