

IndyCar Racing II for Windows95

Papyrus Design Group, 1996.

CD Contents :

There are three versions of IndyCar Racing II on the CD : Macintosh, Windows95, and DOS. The minimum requirements for the DOS version are a 486-33 with 8 mb of RAM and MS-DOS version 5 or higher. The Windows95 version requires a Pentium-60 or higher with 16 mb or RAM . Owners of slower machines may consider installing and running the DOS version.

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Controls:

IndyCar Racing II supports driving with keyboard, mouse, joystick, and wheel/pedal. We highly recommend the use of a joystick or wheel, especially on oval tracks. You should calibrate your joystick in the Windows95 calibration menu before running ICR2. If the controls seem to pull unevenly or not respond smoothly on the track, you may calibrate using the ICR2 calibration menu. IndyCar Racing supports only those joysticks recognized by Windows95 (thus, one axis steering devices will not work).

Users with pedal and wheel systems may encounter some difficulty getting Window95 to recognize your setup. Many such controllers come with a terminator that attaches to the cables before they enter the controller card in your computer. For example, the Thrustmaster Formulac T2 wheel and pedals come with a terminator that

connects them to one joystick port on your computer. The T2 can then be calibrated as a 2 axis - 4 button joystick.

Direct X:

DirectDraw and DirectSound are included in this build and are installed if you request it. DirectDraw and DirectSound provide improved performance for the Windows95 version of IndyCar Racing II. Note : Some video cards require Direct X drivers specific to the card. It is recommended that any such drivers be backed up in a secure place. Additionally, some other applications shipped with earlier versions of DirectX. The DirectXsetup used by IndyCar Racing II will not replace/update these drivers, and may not run with the older drivers. If the installer does not install these drivers, you may manually install them at any time by removing any previous DirectX drivers from your Windows\System folder (these may include ddraw.dll, ddraw16.dll, dsound.dll, dsound.vxd, and dplay.dll) and then running DirectXsetup from the DirectX folder on the CD.

The Replay:

If you attempt to load a saved replay that is larger than the memory allocated to replay in the Options/Graphics/Advanced dialog, ICR2 will chop off the replay at the end to make it fall within the allocated memory constraints. Also, you must select the proper track before loading a replay. Replays do not perform properly when loaded at a track different from where the replay was created.

Printing:

You may encounter a printer error if you try to print two items rapidly one after another from the ICR2 print menu. If this happens, just wait ten seconds or so then try printing again.

Paintshop:

IndyCar Racing II comes with a custom paintshop that allows you to personalize your cars appearance. The paintshop can be launched from the Driver Info menu but will only run in 256 color mode. In addition to painting, the paintshop allows you to import images to place on your car as decals. Decals of authentic IndyCar sponsors and various other images can be found in the DECALS folder in the root directory of the IndyCar CD.

DOS / Windows 95 / Macintosh File Compatibility:

Championship Season and saved Race files generated by the version 1.0 of Indycar Racing II for DOS will NOT be compatible with the DOS, Mindy, & Windy versions of Indycar II contained on this CD.

Championship Season and saved Race files generated by the Macintosh and Windows 95 version of IndyCar Racing II are compatible with each other. You may load a Mac race on the Windows 95 version, and vice versa.

Replay Files (.rpy) are compatible across all versions.

Settings files (.stg) from all current version are compatible with each other. Settings files from version 1.0 of the DOS version may be used in the newer versions, however, settings files from the newer versions may not be used in version 1.0 of the DOS version.

Reset (Shift - R) while Qualifying:

If you press Shift - R while qualifying to restart the session, the flags will not be reset. You will not have a full qualifying session if you press Shift - R.

Performance :

You may experience pauses or paging to your hard drive while driving IndyCar Racing II. To help prevent this, set the Replay Memory Allocation slider in the Options/Graphics/Advanced dialog box in the green area. This will help to create the least amount of paging. Setting the slider in the yellow will give you occasional paging, and setting in the red guarantees that you will have paging or pauses.

Other ways to prevent paging are to have at least 100 MB of free hard disk space, and to create a permanent swap file in Windows 95.

Additionally, several other factors will affect frame rate. Graphics resolution, amount of detail on, and the numbers of AI cars drawn and heard all may affect game performance. Also, Dial Up Networking may contribute to a decrease in performance.

Sound and Driving:

Our lead test driver suggests that using the skidding sounds to guide your driving is an essential step in becoming an above average driver. He also suggests that for optimal sound feedback you set opponent engine(s) volume to 60% and driver engine volume to 70%, leaving the others at 100%.

Two Player Performance considerations:

IndyCar Racing II pushes your system performance to the limit during Two Player racing. With this in mind you should remember to move through the controls slowly, especially if the joiner computer is slower than your own. For example you may run into a problem trying to quickly go through sessions (practice to qualify to warm-up to race), you will find however that if you leave at least 5 seconds between each session change

the program will work fine. You should also remember to wait between switching tracks to make sure that the other player has finished loading the track.

Memory considerations

The memory Requirements for two player racing with IndyCar Racing II for Windows 95 is a minimum of 16MB. With this minimum requirement you will see a memory page (a pause while windows write data to the hard drive). This usually happens about a minute into most two player connections and lasts about a second. Although this page is brief it can be unnerving. Unfortunately this is related to normal windows operations and the pause can only be reduced by adding more memory to your system.

As you play two player the replay is recorded live while you race. With 16MB of RAM you will run out of recording time before the race is over. This means that as you race you will start to lose the beginning portion of the replay. Another result of live replay is that the frame rate of the replay will be less while connected. We recommend saving the replay for viewing in single player mode.

It is also not recommended that you enter IndyCar Racing II Help while connected. Help with help loaded you may lose your connection.

Modem considerations

In order to connect properly IndyCar needs to set up your modem before you try to connect. The modem is set up by an init string which includes a series of commands to set your modems error correction and data compression to off. Due to the wide variety of modems on the market it is impossible to include init strings for every modem type. If you need to develop an init string for an unsupported modem you should consult your modem manual. You want the init string to shut of error correction and data compression. You also need to set the modem to run at the correct speed. For example the init string AT\N0%c0s37=7 the AT is the prefix for the Hayes AT command set, the command \N0 would shut of error correction , the command %C0 would shut of data compression, and the command s37=7 would set the modem to 9600 baud (commands will vary by modem type). In order to have a successful connection you also need to set the comm parameters to match on both systems. The standard set of 9600 baud, 8 data bits, 1 stop bit should work in every case, but the must match the other players settings or multiplayer will not connect.

Connecting To Other platforms

IndyCar Racing II for Windows 95 can connect to both IndyCar Racing II for DOS and Macintosh The procedure for connecting to IndyCar Racing II for the Macintosh is the same as connecting to someone with the Windows95 product. You should remember the warnings listed above about going through the menus slowly.

With IndyCar Racing II for DOS some things will be different when connecting. Whenever possible You should try connect with windows as sponsor. Because of differences in the menus you should allow extra time when changing tracks. When IndyCar DOS is the joiner and you want to end the connection you must hit escape twice to end the connection, once to exit the main menu and the other to exit from the tracks menu. If you wait to long at the tracks menu the Windows IndyCar will try to reenter the track.

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