

F1GP-Ed

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COLLABORATORS

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Chapter 1

F1GP-Ed

1.1 F1GP-Ed 3.36 Contents Page

F1GP-Ed 3.36 - the most powerful utility of its kind

Copyright © 1994-1997 Oliver Roberts, All Rights Reserved.

Introduction
about F1GP-Ed

Distribution
distribution conditions

Registration
registering this Shareware product

Disclaimer
important notices

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

Getting started
installing/running F1GP-Ed & CLI options

Quickstart guide
simple tutorial to update F1GP

Using F1GP-Ed
descriptions of features, menus & gadgets

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

F1GP Versions
about the different versions of F1GP

Notes on F1GP saved games
about F1GP saved games

Known Problems
bugs in F1GP-Ed and the game itself

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Acknowledgements
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Update policy
where to get F1GP-Ed from

About the author
me, my addresses & other F1GP stuff
program history

History

Future
future enhancements

About flgp.library
general information on the support library

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 existence, 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 1997 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 (includes magazine coverdisks)
- (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).

Aminet and Amiga Format have been granted permission to distribute this version of F1GP-Ed on their CDs.

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

LIMITATIONS OF THE UNREGISTERED VERSION

A requester will appear whenever you start and exit F1GP-Ed, reminding you that you should register. Also, some of the features are disabled including:

- * Palette, car setup and lap record editors
- * Some of the memory patches
- * All of the "Other" windows (i.e. sound, graphics, backdrops, stats and the calculator)
- * Saving to / loading from memory

The absence of these features doesn't make F1GP-Ed unusable! Most features that I will add in future versions will also be disabled.

WHAT YOU GET WHEN YOU REGISTER

You will be shipped a disk by First Class / Air mail. The latest version of F1GP-Ed will be on this disk, along with your personal keyfile which will enable all the features (and remove annoying requesters) in this and future versions of F1GP-Ed. If there's any space left on the disk, I'll fill it with some other F1GP related information / programs. You are not allowed to give, lend 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 won't 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

.

HOW TO REGISTER

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

United Kingdom

Registration direct from me costs 6 pounds. 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. 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 or DEM 20 (German marks) in notes.

Please note: it is no longer possible to register F1GP-Ed through F1 Licenceware's Shareware scheme.

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

Oliver Roberts
30 Tillet Road
Norwich
NR3 4BJ
ENGLAND

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

1.5 Disclaimer

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

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

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

*** IMPORTANT *** Please use a backup of the game, before you start altering the binary. Then you will have another copy of the game if it gets corrupted (ie power failure when saving). Never use F1GP-Ed on your original copy of the game.

F1GP-Ed is NOT officially endorsed by MicroProse Software.

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.

1.6 System Requirements

Any Amiga computer and an original copy of Formula One Grand Prix ↔
/ World

Circuit by MicroProse - this must be version 1.02 (this is the only version in existence 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)
reertools.library	(required)
icon.library	(required)
flgp.library	(required)
amigaguide.library	(optional)
diskfont.library	(optional)
iffparse.library	(optional)

Kickstart 2.0 or higher:

asl.library OR reertools.library	(required)
flgp.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.

1.7 Getting Started

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

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

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

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

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

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

Settings

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

For instance, I like to set the following tooltypes:

```
DATAFILE=PROGDIR:1997.flgp
KEYPATH=PROGDIR:
```

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

1.8 Starting F1GP-Ed from a Shell

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

(ie using ReadArgs()). Users with previous kickstart versions are forced to customize solely via tooltypes, as the shutdown usage is:

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

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

```
DATAFILE, LOADF1GP/S, DELAY/K/N, SAVETOMEM/S, PATCH/S, QUIT/S, FONT/K,
```

```

    FONTSIZE/K/N,PUBSCREEN/K,KEYPATH/K,HELPPFILE/K,ASYNCHHELP/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.flgp PATCH NOGUI LOADF1GP

```

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

```

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

```

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

```

    F1GP-Ed DATAFILE 1995.flgp KEYPATH PROGDIR:

```

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

```

    F1GP-Ed SAVETOMEM 1995.flgp NOGUI

```

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

1.9 Tooltypes / Command-line options

```

    DATAFILE (string - example: DATAFILE=1997.flgp)

```

This command 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: flgp_disk_#2:flgp".

```

    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.

HELPPFILE (string - example: HELPPFILE=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)

ASYNCHHELP (switch)

When using the on-line help the guide will be opened asynchronously, so you don't have to close the window before continuing. This was the default prior to V3.02, but due to

bugs in amigaguide.library (V34)

this option

should only be used if it doesn't cause crashes on your system.

NOACTIVATE (switch)

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

NOGUI (switch)

Do not open any windows, thus disabling user interaction.

1.10 Quickstart Guide

If you want to convert your copy of F1GP so that it uses the 1997. ↔
flgp
datafile supplied with F1GP-Ed, then here is one way to do it (after you've
made sure you have a backup of F1GP, of course):

- o
 - Load F1GP-Ed
 - o Select
 - Load from >> Datafile...
 - from the "Project" menu
 - o Select the "1997.flgp" 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 "flgp" file in the relevant
 - drawer, otherwise just put F1GP disk 2 (
 - versions A & B
 -) or disk 1
 - (
 - version C
 - change the path from "flgp_disk_#2:flgp" to
 - "flgp_disk_#1:flgp") 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)

1.11 AmigaGuide® On-Line Help

F1GP-Ed supports AmigaGuide®, thus enabling the possibility of on- ↔
line
help. To get help when using F1GP-Ed, simply press the "Help" key and you
will get help about the current window or menu item. All that is required
is that amigaguide.library is available and the F1GP-Ed.guide database is
in the same directory as F1GP-Ed or as specified by
HELPPFILE
.

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

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

asynchronous help

is better although it only works properly with machines with ↵

Workbench 3.0

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

asynchronous help

option.

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

a "\"

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

1.12 F1GP Versions

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

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

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

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

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

US version of F1GP which is hard-coded for NTSC machines. There is no manual selection screen as the English manual is assumed. All occurrences of "Formula One Grand Prix" text are replaced by "World Circuit". In (A) 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 has been corrected in this version.

There are some other minor changes as well and it is reasonable to assume that some other bugs have also been fixed.

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

This version of F1GP was bundled with the A600 Wild, Weird & Wicked pack, and hence the intro was omitted to save on disks. This version is really a hybrid of (A) and (B). That is to say it is the same as (A), but with bug fixes and other minor changes present in (B). God knows why the 2 keypad keys used by F1GP weren't remapped to keys that are available on the A600 - that's MicroProse for you!

1.13 Notes on F1GP Saved Games

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

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

Games saved mid-race also hold the following information:

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

Notable settings that are NOT saved in save game files:

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

Therefore you may experience problems if you save a game, alter the allocation of drivers to teams using the Team Editor, and then load that same game. If you make changes to any of the settings above they will always be replaced by the ones in the save game file. All other settings in the binary should remain unchanged when loading games.

1.14 Known Bugs

Bugs in F1GP-Ed

If you run the game at 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 PatchFlGP 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 FlGP-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 (Vector Base Register) 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. However, this should no longer be necessary if you have

```
flgp.library
v35.3 installed -
```

this automatically makes FlGP to use the VBR.

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
```

FlGP-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 FlGP, but then again FlGP doesn't usually use driver #40 :-)

This isn't really a bug, but more of a limitation. If you have replaced any of the backdrop files using F1GP-Ed and F1GP sometimes issues a "Not Enough Memory" error, then it means some of the .bkg files are too large. See the

backdrop limitations
section for more information.

1.15 How to report bugs

If you have found a bug in F1GP-Ed, contact me via e-mail, or send me a disk and 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 :-)

1.16 Running F1GP and F1GP-Ed at the same time

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

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

To run the game and F1GP-Ed at the same time and you don't have a hard drive, then boot your F1GP-Ed disk and load F1GP-Ed. Then insert F1GP disk 2 (or disk 1 if you have

version C
) and double-click on the game icon. Of

course, you will need more than 1Mb of free ram to do this and if you have then you should now have both programs running. The principle is the same for hard drive owners, except there will be no need for disk swaps.

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

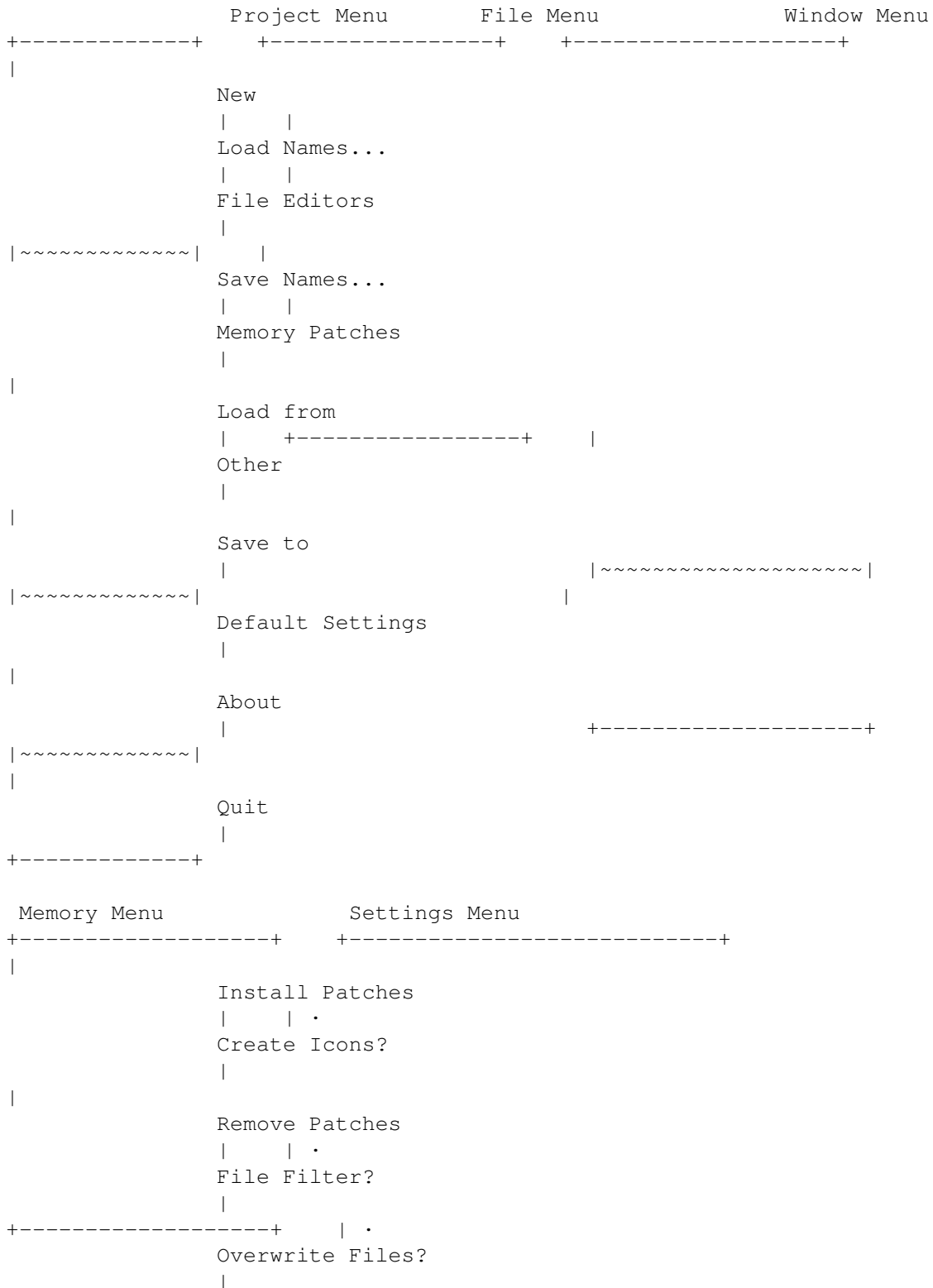
| | |
|-----------|--|
| L-Amiga N | Bring the Workbench screen to the front of the display |
| L-Amiga M | Cycle through all open screens |

If a screen has a gadget in the top-right corner you can click on this to cycle the screens, also. If you have

saved to the binary
at least once an

invisible screen cycle gadget is available on the FIGP screen, so you can click in the top-right corner to switch screens, just like with the Workbench screen.

1.17 The Menus



```

        | .
Confirmation Requests?
|
        | .
Save Window Positions?
|
        | .
Patch After Loading?
|
        | ~~~~~|
Screen
|
        | ~~~~~|
Save Settings
|
+-----+
    
```

1.18 Project Menu - New

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

1.19 Project Menu - Load from

Datafile

Replace current settings in the File Editor and Memory Patch windows with those contained in a F1GP-Ed datafile. 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 "1997.flgp", F1GP-Ed will attempt to load the "1997.flgp.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
.
    
```

1.20 Project Menu - Save to

Datafile

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

F1GP Binary

Save every current setting in the File Editor windows directly to the 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.

1.21 Project Menu - About

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

1.22 Project Menu - Quit

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

1.23 Extras Menu - Load Names...

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

1.24 Extras Menu - Save Names...

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

1.25 Window Menu - Default Settings

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

1.26 Memory Menu - Install Patches

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

1.27 Memory Menu - Remove Patches

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

1.28 Settings Menu - Create Icons

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

1.29 Settings Menu - File Filter

Only display appropriate files in file requesters. For example: When loading/saving datafiles, only files of size 5716 (V1.00) or 6275 (V2.00+) bytes will be shown. This is similar to the "Filter" button in the file requesters in F1GP. (Doesn't affect sound sample reqs.)
(default is on)

1.30 Settings Menu - Menu Overwrite

Automatically overwrite existing files without asking for any confirmation.

(default is off)

1.31 Settings Menu - Confirmation Requests

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

(default is on)

1.32 Settings Menu - Save Window Positions

Select this item if you want the status of the windows (ie ↔ position and if open?) to be saved to disk when

Save Settings

is selected.

(default is off)

1.33 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.

1.34 Settings Menu - Screen

Public

FIGP-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

FIGP-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.

1.35 Settings Menu - Save Settings

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.

1.36 Using F1GP-Ed

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

other windows. Other actions are performed via the
Menus

which are brought

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

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

File Editors

Memory Patches

Other

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

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

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

F1GP Binary

Specify the location of the main F1GP file. This defaults to the "flgp"
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 flgp_disk_#2 assign anyway.
If you have

version C

of the game you will need to alter this to

"flgp_disk_#1:flgp". For any feature which involves saving to the F1GP
binary to work, you must make sure this is set correctly.

(default is "flgp_disk_#2:flgp")

1.37 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
Display
Colours

1.38 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 chances 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)

1.39 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.

1.40 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.

1.41 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 FIGP in both qualifying and races.

The file operations described below deal with the same format files as FIGP 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

This 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.

1.42 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.

Today

Clicking this button simply gets the current system date - it saves you having to manually type the current date for newly set records. Obviously, your system clock must be correctly set for this feature to be of any use.

Load

Replace ALL current lap records with those from a F1GP lap records file.

Load & Mix

Replaces only the current lap records which are slower than the ones in the selected F1GP lap records file. This is the same method that F1GP uses when you load lap records.

Save

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

1.43 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.

1.44 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)

Reverse Steering Help

Allows you to disable the "steering help" which the game usually employs, but only while in reverse gear.

(default is on)

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.

1.45 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 :-)

1.46 In-Game Prefs

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

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)

Minimum Pitstop Time

This is the nominal amount of time it takes to complete a normal pitstop (just changing tyres) during a race. This time will vary in the game - a random amount of time will be added (could be anything up to an extra 10 seconds). Don't set this too low or you won't have time to select the tyre compound.
(default is 6 seconds)

Damage Repair Time

The extra amount of time it takes to repair any wing damage (front, rear or both) during a pitstop. So, if you make a pit stop to repair damage, the total time for your stop will actually be the minimum pitstop time +

damage repair time + some random amount.
(default is 14 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)

1.47 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)

Abandon Qualifying

Usually, when exiting qualifying mid-session you have to confirm that you want to quit the session and start at the back of the grid. Enabling this feature will remove that requester and F1GP will continue as if you had clicked "Yes".
(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)

Quick Exit

Removes the "EXIT TO DOS - Are you sure?" requester that usually appears when you want to exit the game.
(default is off)

Wet Race Probability

Change the chance of a wet race (100% means all races will be wet).
(default is 3%)

Wet at Phoenix

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

All Sessions Wet

Makes wet practice and qualifying sessions possible. The wet race probability option affects these sessions too.
(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 FIGP 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 FIGP should run a little bit faster. This option has no effect if you've set the frame rate to > 8 fps.

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 FIGP how many of the first finishers will get points - this effectively sets unused points to 0.

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

1.48 Cheats

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

All Driving Aids

Allows you to use any of the driving aids on any level, including Ace.
(default is off)

Q Tyres in Practice

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

(default is off)

Unlimited Q Tyres

Turn off for 4 set limit for qualifying tyres in qualifying sessions.
(default is off)

Use Team HP

Tells FIGP to use the HP value you have specified for the team you're driving for. Usually FIGP will use a separate HP value for your car (you can alter this with the "Player HP" setting).

(default is off)

Degrade HP

FIGP 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 FIGP 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)

1.49 Display

This window allows you to adjust various settings which affect the ←
in-game display.

Frames/sec

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

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

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

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

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

(default is PAL (50Hz))

Detail Level

Preset the level of detail that FIGP should use. This is the equivalent of pressing ALT-D when playing the game.

(default is Full)

Default Position

Usually the game determines the exact position of the in-game display by reading the system preferences. This is sufficient on some systems. However, if you have Workbench set up to use a lot of overscan the game display will probably not be centred. More importantly there is a bug in

version A

of the game, which results in the left of the game display being chopped off if the left edge of your Workbench screen is not located at a specific position. By disabling this feature, you can fix the display to a position of your choice - the aforementioned bug will also be fixed.

(default is on)

X

Specify the horizontal position of the screen as an offset from the hardware centre (this might not be the exact centre of your particular monitor) of the Amiga's display.

(default is 0)

Y

Specify the vertical position of the screen as an offset from the hardware centre (this might not be the exact centre of your particular monitor) of the Amiga's display.

(default is 0)

1.50 In-Game Colours

This window allows you to alter the colour palette used when actually playing the game. In reality, it isn't really a good idea to alter the palette as it will affect the whole display (e.g cockpit, cars, the track). However, making minor adjustments shouldn't cause too many problems.

Adjusting the palette is a simple matter of selecting a colour and then moving the RGB sliders. As this is the usual way applications handle

palette editing, I don't think this needs much more explanation :-)

Unfortunately, the game uses a 9-bit palette (opposed to the normal 12 or 24-bit) which means you have less colours to choose from (512 to be precise). This is the reason why you can only choose between 0 and 7 on each slider.

Import

Load colours from an existing IFF-ILBM image or palette file.

Export

Save the current colours to an IFF palette file. You can then use the resulting palette file with your favourite paint program, if required.

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. These are the standard features which are always enabled:

- * 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

Additional features can be configured with FIGP-Ed:

HUD On

Toggles the realtime drivers' list on or off. This is similar to a HUD view on flight simulators (Heads Up Display). This option can also be toggled while playing the game by pressing the relevant key (5 on the numeric keypad, by default).

(default is off)

HUD Size

This specifies the horizontal size of the HUD, and is made possible by the AGA chipset - so if you don't have an A1200 or A4000 you won't be able to use this feature. This option can also be changed while playing the game by pressing the relevant key (0 on the numeric keypad, by default).

(default is Large)

X Offset

The horizontal position of the HUD - relative to the current screen

display position

.

(default is 4)

Y Offset

The vertical position of the HUD - relative to the current screen

display position

.

(default is 10)

Allow Setup Change

Alters the behaviour of the Right-Shift key (or whatever you have redefined it to). Pressing this key will bring up the car setup menu while you are actually driving and allow you to alter the setup without returning to the pits. You can enable this feature, disable it completely, or just disable it during races.

(default is Never)

Enable Turbo Keys

Allow the 1-6 keys to be used to alter the game speed. It is advisable

to turn these keys off if you find yourself pressing these keys accidentally while playing the game :-)
(default is on)

Font

Specifies the font to be used by the HUD and information displays. Clicking the button will bring up a font requester. The only fonts that can be used by GPPatch are fixed width 8x8 fonts - only suitable fonts will be displayed in the requester.
(default is topaz.font)

Redefine Keys

Redefined the keys used by GPPatch. These keys provide additional features whilst you are driving. The defaults are shown below:

| | |
|---------|--|
| Ctrl | Shows cars and their positions in front and behind of your car |
| R-Amiga | Shows positions and times of all cars (qualifying and race only) |
| R-Alt | Exit the position display activated with R-Amiga |
| R-Shift | Enter car setup menu |
| 1-6 | Alter the game speed. 1 = slowest and 6 = fastest. The exact function of these keys depends on what you have set the actual frame rate to. |

numeric keypad

| | |
|---|---|
| 5 | Toggles drivers' list HUD on/off (race only) |
| 0 | Selects size of the HUD display (lowres/hires/superhires) - requires AGA-chipset to use smaller modes |
| 8 | Move HUD display up |
| 2 | Move HUD display down |
| 4 | Move HUD display left |
| 6 | Move HUD display right |

1.55 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 FIGP 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: ←

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 FIGP (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)

Audio Filter

Turns the Amiga's built-in audio filter on or off when playing the game.

Setting this to "Normal" will leave the audio filter alone.
(default is Normal)

MULTIPLAYER PATCHES

Fix Speed Problems

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. This feature used to be called "Multiplayer Fix" before version 3.34.

(default is off)

Safe Indestructibility

Makes computer controlled player cars indestructible. In other words, during a multiplayer game, when your car is being controlled by the computer it cannot get damaged. Of course, this patch will do nothing if you have the indestructible option in the game switched on.

(default is off)

1.58 Other Windows

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 FIGP either in memory or directly to the binary. Basically, any window which can't be categorized as either a File Editor or a Memory Patch, will end up here.

None of the selections in these windows are stored in the normal FIGP-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

Backdrops

1.59 Sound Samples

This window allows you to replace any of the sound samples used by ← FIGP.

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 FIGP-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

Location 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 FIGP (if present), whereas saving to

FIGP binary
will save to the

game file on-disk so it will be used everytime you play FIGP providing a more permanent change. If the sample is longer than the recommended size then FIGP-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 FIGP-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)
- * Some parts of the cockpit that FIGP 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.

Example cockpit designs are supplied in the "Graphics" drawer. For the cockpit designs to look correct you must load in the corresponding graphics settings.

Gadget descriptions:

Image

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

View

View the currently selected image. The image will be rendered using the
current palette
.

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

Saving to memory will save the selected design into the currently running F1GP (if present), whereas saving to the
F1GP Binary

will save to

the game file on-disk so it will be used everytime you play F1GP providing a more permanent change.

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](http://www Aminet.org/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.

The Hall of Fame lap record output can be customized by inserting the following in the output:

Driver ID

Your driver identifier (2 characters).

Options

Your preferred options (e.g. Hf5). These options will be written in all the outputted records. So, if you use different options on specific circuits you will still need to alter those options manually.

1.63 Calculator 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. FIGP-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 Backdrops Window

Most of the background images which are seen in the game's front end are stored in separate files (filename suffix .bkg). These backdrop files use a custom format and the images must be 320x200 in size and use no more than 32 colours.

This window allows you to convert normal IFF-ILBM image files into F1GP's custom format. These images can then be used by the game as a replacement for the original images.

Before replacing any backdrop file you should read about the limitations

Unfortunately, in most cases it is not a simple matter of loading any old 32 colour picture. There are restrictions on what palette entries you can use - some of them have to remain constant.

IMPORTANT: F1GP-Ed needs to know which version of F1GP you have before viewing or replacing backdrop files. If you own

version C

then you will

need to reselect the

F1GP Binary

- F1GP-Ed will then know which version you

have and if you

save the settings

it will also know when you next load

F1GP-Ed.

IMPORTANT: If you intend to make changes to a copy of F1GP located on a hard disk drive, you will need to make sure the standard flgp_disk_#x: assigns have been set up beforehand. It is recommended that you add these to your s:user-startup file, if you haven't already done so. For example:

```
assign flgp_disk_#1: Work:Games/F1GP
assign flgp_disk_#2: Work:Games/F1GP
assign flgp_disk_#3: Work:Games/F1GP
assign flgp_disk_#4: Work:Games/F1GP
```

If you want to convert the original backdrop files to IFF-ILBM format, then you can either view the picture from within F1GP-Ed and use a program that can grab screens (e.g. Personal Paint, Quickgrab) or install the F1GP Backdrop datatype (available from Aminet: util/dtype/flgp_bkg_dt.lha).

Here's the description of all the user interface elements:

Load IFF/BKG Image

Load a standard IFF-ILBM image into the buffer. If the image is too big, it will be cropped automatically. You can also use this feature to

load in existing FIGP backdrop files. The image will remain in the buffer until you flush it manually or exit FIGP-Ed.

View

View the current contents of the image buffer.

Flush

Reset the image buffer, and free the memory associated with it. You will rarely need to use this feature unless you are running low on memory.

Buffer

The name of current file which has been loaded into the image buffer.

Destination

Lists the filenames of all the backdrop files (without the .bkg suffix). Use this to select the backdrop file you want to replace or view.

Information

Displays information about the selected destination backdrop file. Each file has it's own
limitations
.

Intro

Used only by the intro. In general you shouldn't alter these, mainly because they are animations. Version C of the game doesn't have an intro, so if you have this version then you obviously can't replace or view these files.

Menu

These images have a menu rendered on top of them. As a result specific palette values should be kept constant so the menus look correct.

Palette Change

The images fade-in and then dim down to about half brightness - usually menus and text are rendered on top of the image. When replacing these images, FIGP-Ed needs to alter the FIGP binary.

Animation

These images are the first frame of an animation. Currently only this frame can be altered, so it's probably best to leave these files alone.

Unrestricted

These are the simplest kind of backdrop file. The image is shown on it's own and nothing is rendered on top of it. Hence these pictures can utilize the full 32 colour palette.

View Current

View the existing selected backdrop file (the file is loaded first, and then displayed).

Replace

Replace the currently selected backdrop file with the contents of the image buffer. **IMPORTANT:** Please make a backup of all the .bkg files supplied with the game before using this option, as this option will

overwrite the existing .bkg file!

Save Other

Allows you to save the contents of the image buffer to a .bkg file of your choice. This is useful if you want to make .bkg files before actually using them in the game.

1.65 Backdrop Limitations

One limitation you should be aware of is that some of the .bkg files must not exceed a specific file size. This only applies when F1GP loads in more than one .bkg file at a time (by storing them in a fixed size buffer). If the combined size of those files is too large, F1GP will issue a "Not Enough Memory" error message and the backdrops for that section will either be blank or kind of corrupted. This isn't serious - it just means you can't see your chosen backdrops. There are 2 instances I can think of:

1. After a non-championship race, F1GP will load both hondal and result into a buffer. The combined size of both these .bkg files must be less than approximately 60000 bytes.
2. After a championship race, F1GP will load result, d_champ, c_champ and pitcrew2. The combined size of these .bkg files should not exceed approximately 130000 bytes.

In the following text I shall refer to specific entries in the colour palette using the range 0-31 inclusive.

GENERAL NOTES

The mouse pointer will always use palette colours 16-19.

STATIC SCREENS (unrestricted)

It is feasible to use all 32 colours in these pictures, as the picture is only every shown on it's own (i.e. no menus).

| | |
|----------|----------------------------------|
| crash1 | Out of race - no wing damage |
| crash2 | Out of race - one wing damaged |
| crash3 | Out of race - both wings damaged |
| podium | 3rd place? |
| runnerup | 2nd place? |
| setup3 | Car setup - return to car |

MENU SCREENS

Colours 14-23 & 31 are used by F1GP to render the menus on top of these pictures.

| | |
|----------|----------------------------|
| options | Main menu |
| pitcrew2 | Championship results menu |
| setup1 | Car setup - load/save menu |
| setup2 | Car setup screens |

F1GP also uses colour 24 (this is the blue colour used as the background

colour for "popup" requesters) from the following:

| | |
|-----------|--------------------------|
| monaco | Track select |
| honda1 | Prac/Qual/Race select |
| track1-16 | Circuit maps |
| pitcrew1 | Return to cockpit / save |

F1GP uses the entire palette (I think), to render the drivers' helmet designs. Therefore, you should probably keep to the original palette:

| | |
|--------|----------------------|
| helmet | Driver select screen |
|--------|----------------------|

FADE-IN + DIM SCREENS (palette change)

Colours 14-24 & 31 are used by F1GP to render a menu bar at the bottom of the screen. Text is overlaid directly onto the image. The limitation is that once the picture has faded in, it dims to about half brightness - this dim palette is hardcoded in the F1GP executable file (F1GP-Ed will change it automatically).

| | |
|---------|----------------------------------|
| away | Starting grid screen |
| c_champ | Constructors' champ result/table |
| d_champ | Drivers' champ result/table |
| result | Race result / fastest laps |
| uno | Game complete (won season) |
| credits | Intro |

ANIMATIONS

You shouldn't change the part of the image that moves in the animation - in most of the images you'll see a missing chunk (black box) which is what gets altering in the animation. It should be ok to alter other parts though. You should be careful when altering the palette too. The other anim frames are loaded from the corresponding .MSP file.

| | |
|-----------|------------------|
| champers | 1st place |
| trophy | Won championship |
| desk | Intro |
| bighelmet | Intro |
| getin | Intro |

Obviously the logoanim.bkg file is an animation, and as you may notice from it's size it is not in the same format as all the other .bkg files! Again, this is used by the intro. F1GP-Ed cannot alter this file.

1.66 Key Redefinition Windows

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

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

Current key settings will be reset to their defaults when selecting the

Default Settings
item from the Window menu.

1.67 Acknowledgements

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

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

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Geoff Crammond for creating F1GP - contact me if you're reading this!
MicroProse US for giving me permission to release this editor.
Nick Veitch at Amiga Format for taking me up on my F1GP-Ed AF offer

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

Documentation Translation Credits

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1.68 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/>
- * Aminet ftp sites (game/misc/F1GP-Ed.lha) - also Aminet CDs, BBSs
- * Micks Cupboard BBS - 01702 303290 (Southend, Essex, UK)
- * Demon Fears Amiga BBS - 0161 627 3360 (Oldham, Manchester, UK)

PD libraries (including 17 Bit Software) 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.

1.69 The Author

I'm 22 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.

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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 :(

1.70 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.

1.71 flgp.library - what is it?

flgp.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 calculate the correct file checksum. The library also performs various patches on F1GP automatically, including a patch to make the game use the VBR.

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 made a developer archive available for the library which contains further information, C & Assembler include files, examples and full documentation. If you are interested in developing patches for F1GP (or have already done so) feel free to let

me
know and I'll send you the
latest developer archive, if you need it :-) The developer files are also
available from Aminet: dev/misc/flgplib.lha

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