F1GP_BKG_dt

Oliver Roberts

COLLABORATORS

	TITLE : F1GP_BKG_dt		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Oliver Roberts	February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

F1GP_BKG_dt

1.1   f1gp_bkg.datatype 1.1

```
                    f1gp_bkg.datatype 1.1 - a datatype which allows viewing  ←
                 and
                        and loading of F1GP's backdrop files

     Copyright © 1996-1997 Oliver Roberts, All Rights Reserved.


         ~Description~~~~~~~~~~~~~~~~
          What is this datatype for?

         ~Installation~~~~~~~~~~~~~~~
          installing this software


         ~System~requirements~~~~~~~
          what you need to use this software

         ~Distribution~~~~~~~~~~~~~~~
          distribution conditions

         ~Disclaimer~~~~~~~~~~~~~~~~~
          important notices


         ~List~of~F1GP's~backdrops~~
          descriptions of all the .bkg files


         ~Acknowledgements~~~~~~~~~~
          thankyous and credits

         ~About~the~author~~~~~~~~~~
          me, my addresses & other F1GP stuff

         ~History~~~~~~~~~~~~~~~~~~~~
          program history
```

1.2 Description

The F1GP Backdrop datatype is a picture datatype for displaying ↩
   any of the

backdrop files
 (filename suffix .bkg) supplied with Geoff Crammond's
excellent
F1GP
 game. All of these images are sized 320x200 and have a 32
colour palette.

Once you have
installed
 the datatype, you can use any datatype-aware
program to load or view the pictures. For example, try using MultiView to
load the "options.bkg" file (which can be found on one of the game disks).

I'm not sure how many people will find this datatype useful, but I expect
it will be more useful once I have publically released software (probably
in F1GP-Ed) to convert IFF-ILBM files to F1GP's .bkg format.

1.3 Installation

To install this datatype, simply run the provided installer script by
double-clicking the icon. You will be asked whether you want to install
the 68000 or 68020 optimized version.

Alternatively, the datatype can be installed manually by typing the
following shell commands:

```
Copy "Devs/Datatypes/F1GP Backdrop#?" DEVS:Datatypes
Copy Classes/Datatypes/f1gp_bkg.datatype SYS:Classes/Datatypes
AddDataTypes REFRESH
```

To install the 68020 version of the datatype, replace the 2nd line above
with this one:

```
Copy Classes/Datatypes/f1gp_bkg.datatype.020
     SYS:Classes/Datatypes/f1gp_bkg.datatype
```

1.4 System Requirements

Datatypes were introduced in version 3.0 of the Amiga OS, so you'll need to
have Workbench/Kickstart 3.0 or higher installed before you can use this
datatype.

Obviously, you'll need a copy of Geoff Crammond's Formula One Grand Prix
(also known as World Circuit in the USA), which is published by MicroProse
Software.

1.5 Distribution Conditions

                The F1GP Backdrop datatype is public domain with the copyright ←
                  remaining
with the
                author
                 and may be freely distributed legally providing:

   (1) None of the distributed files are changed in any way
   (2) It is not sold for profit and it is not included on any disks
       that are sold solely for profit (includes magazine coverdisks)
   (3) The distribution contents remain complete (see list below)

If this software is to be sold for profit, permission must be obtained from
me, the
                author
                 .

Both Aminet and Amiga Format have been granted permission to distribute the
F1GP Backdrop datatype on their CDs.

The following files must be present in their original and unchanged form in
any copies of this software:

   Classes/Datatypes/f1gp_bkg.datatype
   Classes/Datatypes/f1gp_bkg.datatype.020
   Devs/Datatypes/F1GP Backdrop
   Devs/Datatypes/F1GP Backdrop.info
   F1GP_BKG_dt.guide
   F1GP_BKG_dt.guide.info
   Install_F1GP_BKG_Datatype
   Install_F1GP_BKG_Datatype.info

1.6 Disclaimer

This software is provided "as is", without warranty of any kind, either
expressed or implied, statutory or otherwise. By using the archive and its
contents, you accept the entire risk as to its quality and performance.

Neither Oliver Roberts nor any other party involved in the creation,
production or delivery of the archive and its contents shall be liable for
any direct, indirect, special, consequential or incidental damages,
including without limitation damages for loss of profits, loss of use or
loss of anticipated costs, expenses or damages, and any data or information
which may be lost or rendered inaccurate, even if Oliver Roberts is advised
of the possibility of such damages.

Do not attempt to tamper with the supplied files. Doing so will cause
problems and you may find things start going wrong!

This software is not officially endorsed by MicroProse Software.

1.7 Descriptions of all the .bkg files

STATIC PICTURES

```
    away        Starting grid screen
    c_champ     Constructors' champ result/table
    crash1      Out of race – no wing damaged
    crash2      Out of race – one wing damaged
    crash3      Out of race – wings damaged
    credits     End of intro
    d_champ     Drivers' champ result/table
    helmet      Driver select screen
    honda1      Prac/Qual/Race select
    monaco      Track select
    options     Main menu
    pitcrew1    Return to cockpit / save
    pitcrew2    Championship results menu
    podium      3rd place?
    result      Race result / fastest laps
    runnerup    2nd place?
    setup1      Car setup – load/save menu
    setup2      Car setup screens
    setup3      Car setup – return to car
    track1-16   Circuit maps
    uno         Game complete (won season)
```

ANIMATIONS

In most of these images you'll see a missing chunk (black box), with the exception of champers.bkg. All these images are the first frame of the animation with the missing chunk getting filled in with images from the associated .msp or .usp file when the animation is played.

```
    champers    1st place
    bighelmet   Intro
    desk        Intro
    getin       Intro
    trophy      Won championship
```

THE EXCEPTION

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! This is played by the intro. It cannot be viewed with this software.

1.8 Acknowledgements

Thanks to Rob Buis for some initial help with working out the format of F1GP's .BKG files.

Thanks to Paul Branney, Alan Strang and Rob Wilson for beta testing.

And thanks to Markus Kruggel and Marcel Offermans for bug reports.

1.9   About the author

Please let me know if you have any problems with this software...

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

    Oliver@POBoxes.com

Or at my home address (please send a S.A.E if you expect a reply):

    30 Tillett Road
    Norwich
    NR3 4BJ
    ENGLAND

I'm also the author of F1GP-Ed and maintain several World Wide Web pages on
the Internet. These include a page dedicated to this datatype where the
latest version 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.

1.10   Program History

                    1.1 (13.1.97)

 - Can now read the .bkg files used by the intro (the ones on disks 1 & 2)
 - Added
                 list and description of all .bkg files
                  in the documentation

1.0 (6.1.97)

 - Initial release.

0.1 beta (29.12.96)

 - Initial private-beta release.