F1GP-SaveEd

Mario Sarno

COLLABORATORS			

	TITLE : F1GP-SaveEd		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Mario Sarno	August 24, 2024	

REVISION HISTORY			

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

F1GP-SaveEd

1.1   Main Menu

```
    F1GP-SaveEd V1.1 - A Save Game Editor for Formula One Grand Prix

                        © 1997 Mario Sarno


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```

NOTE : This document has been written with Workbench 3.0 in mind. Users using an inferior version of Workbench will not get the bold, italics, and underline styles in the text, or the different coloured text.

1.2   Introduction

```
                            INTRODUCTION
```

This program allows you to change various settings in your F1GP saved games. Whereas F1GP-Ed is an excellent utility, it doesn't as yet provide a way of editing Saved Games. This program will allow you to change the following

settings:-

· The result of every race in the season so far

· The name of every driver, and also which driver is a computer/human
  driver

· The names of every Team, and also their Engine names. You can also
  change which driver drives for them.

· The Race details, such as laptimes, qualifying tyres used, and the type
  of session (Free Practice/Qualifying/Race etc.)

· The Standard Options as found in the game such as the Length of the race,
  the Opposition Standard, and everything else found in the Race and Help
  Options menus.

· The Car Setups

The following tools were used in the coding of this program:-

AMOS Professional V2.00 - To code the F1GP-SaveEd executable

CygnusEd Pro V3.5   - Used to write this guide file, and the
                           startup-sequence

Heddley V1.1   - Used to edit this AmigaGuide file

F1GP-SaveEd is © 1997 Mario Sarno. See Copyrights section for more
information.

1.3 Disclaimer

                            DISCLAIMER

I cannot guarantee that every possible combination of the settings in
F1GP-SaveEd will affect the saved game files as intended.

I cannot be held liable if F1GP-SaveEd or any of its components corrupts or
damages any software or hardware on your computer. This software is used at
the owners risk.

Please use a backup of the saved game, just in case you do something you
later regret, or you lose the save game by accident.

F1GP-SaveEd 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.

1.4 Distribution

```
                              DISTRIBUTION
```

This program may be freely copied as long as the following files are kept
together:-

```
 F1GP-SaveEd            - The Main Program file
 F1GP-SaveEd.info       - The icon for the Main Program file
 F1GP-SaveEd.guide      - This Amigaguide file
 F1GP-SaveEd.guide.info - The icon for this AmigaGuide file
 HD_Install             - The Hard Disk installer for the program
 HD_Install.info        - The icon for the Hard Disk installer
 History.txt            - The History Text file
 History.txt.info       - The icon for the History Text file.
```

If any of the above files are missing in a distribution, then the
distribution is illegal and should be destroyed immediately.

1.5 System Requirements

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                          SYSTEM REQUIREMENTS
```

You will need the following to run F1GP-SaveEd:-

· Any Amiga (or PC/Mac running an Amiga Emulator)

· Keyboard

· A mouse

You will of course need a copy of Formula One Grand Prix to create the Save
Files in the first place!

This program has been tested on the following systems:-

```
 Type          Chip Ram    Fast Ram    Extras

 A1200         2Mb         0Mb         External 3.5" Amitek disk-drive
 A600          1Mb         1Mb         2.5" IDE Hard Disk
 A600          1Mb         0Mb
```

1.6 Usage

```
                              USAGE

                  ~Load~an~F1GP~Saved~Game~
                  ~Save~an~F1GP~Saved~Game~

                  ~~~~~Edit~Season~Data~~~~~
                  ~~~~~Edit~Driver~Data~~~~~
                  ~~~~~~Edit~Team~Data~~~~~~
                  ~~~~~~Edit~Race~Data~~~~~~
```

```
                        ~~Edit~Standard~Options~~
                        ~~~~~Edit~Car~Setups~~~~~

                        ~~~~~~~~~~~Exit~~~~~~~~~~
```

1.7   Usage : Load an F1GP Saved Game

```
                        LOAD AN F1GP SAVED GAME
```

Introduction

This option allows you to load in an F1GP saved game file. You can load in
any type of F1GP saved game files. These are either 3570 or 32852 bytes in
length. This option and Exit will be the only two highlighted when you
first load in the program.

What you will see

Once you have selected this option, a file requester will appear with a
column of buttons to the right, and a list of files to the left in a black
box.

Usage

The File Requester will have the following buttons:-

Assigns

Clicking on this will display a list of all inserted disks, and assigns made
in the black window to the left of the button bank.

Devices

Clicking on this will display a list of all connected drives, as will as
mounted drives in the black window to the left of the button bank.

Parent

Clicking on this will take you to the previous directory on the currently
scanned disk.

Cancel

Clicking on this will abort the operation.

OK

Clicking on this will load in the selected file.

Get Dir

Clicking on this will reload the current directory that you are looking at.

You can select the filename by clicking on it in the black window to the
left.

1.8   Usage : Save an F1GP Saved Game

                         SAVE AN F1GP SAVED GAME

Introduction

This will save the data back to disk. Be sure to keep a backup of the
original saved game just in case you change your mind about some of the
changes you made.

What you will see

Once you have selected this option, a file requester will appear with a
column of buttons to the right, and a list of files to the left in a black
box.

Usage

The File Requester will have the following buttons:-

Assigns

Clicking on this will display a list of all inserted disks, and assigns made
in the black window to the left of the button bank.

Devices

Clicking on this will display a list of all connected drives, as will as
mounted drives in the black window to the left of the button bank.

Parent

Clicking on this will take you to the previous directory on the currently
scanned disk.

Cancel

Clicking on this will abort the operation.

OK

Clicking on this will save the file with the selected filename.

Get Dir

Clicking on this will reload the current directory that you are looking at.

You can select the filename by clicking on it in the black window to the
left.

1.9   Usage : Edit Season Data

```
                          EDIT SEASON DATA

Introduction

This section allows you to edit the result of every grand prix run so far,
and even the results of races not yet run.

What you will see

You will see a screen which has a window to the left displaying all of the
races in the calender.  You will notice that one of them will be highlighted
with a coloured bar round it.  This is the currently selected race.  Another
race will have its name in a different colour to the rest, which means that
it is the next race to be run in the calender.

Below this is a column of buttons used to preform certain tasks on the
Season data.  Below this you will see a window labelled Non-Finishers, which
as the name suggests lists all the drivers which didn't finish the race, or
maybe didn't even start it.

To the right of these windows will be result of the race that is
highlighted.

Usage

Choose a race by clicking on its name with the left mouse-button.  The
results of the race will appear on the right.

Highlight a driver by clicking on their name, again with the left
mouse-button.

You can preform the following tasks on each result by clicking on the
following buttons:-

Up

This will scroll the data to display the first 26 positions

Down

This will scroll the data to display positions 26-40.

Move Up

This will move the currently selected driver up the results list.

Move Down

This will move the currently selected driver down the results list.

Set as Next Race

Clicking on this button will set the currently highlighted race as the next
race to be run.  The name of the race will then change colour once
```

selected.

Add Driver

This will add the selected driver in the Non-Finishers window to the race in
the highlighted position in the results list on the right. Please note that
it will replace the currently highlighted driver (if there is one), who will
then become a non-finisher.

You can scroll through the non-finishers by using the < and > buttons to
scroll left and right respectively.

Del. Driver

This will delete the currently selected driver in the results list, and make
them a non-finisher.

Main Menu

This will take you back to the Main Menu screen.

1.10   Usage : Edit Driver Data

                           EDIT DRIVER DATA

Introduction

This option allows you to change driver details such as their name, and
whether they are human or computer controlled.

What you will see

To the left will be a column of buttons used to edit the driver data. To
the right will be a list of all drivers that have been assigned to a team.
The number next to their name is the number of their car. All human drivers
will be highlighted in a different coloured text to the computer drivers.

Usage

You can highlight a driver by clicking on their name with the left-mouse
button.

You can preform the following tasks on each driver:-

Toggle Human/Computer

This option will select whether the driver will be human controlled or
computer controlled.

Rename Driver

This option will allow you to change the name of the currently selected
driver. Note that names can only have a maximum of 24 characters.

Main Menu

This will take you back to the Main Menu.

1.11   Usage : Edit Team Data

                              EDIT TEAM DATA

Introduction

This option allows you to edit the name of each team, the engine names, and
also the driver that drives for each team.

What you will see

To the left will be a window listing the name of every team. Below this
window will be a column of buttons which you can use to edit the data. To
the right of both of these are the Engine, and Driver windows. The Engine
window simply displays the name of the currently selected team's engine. The
Driver windows displays the name of the driver or drivers which drive for
this team.

Usage

You can highlight a team by clicking on their name.

You can preform the following tasks on each team:-

Edit Team Name

Clicking on this will allow you to change the name of the Team. Note that
the Team name can only have a maximum of 13 characters.

Edit Engine Name

Clicking on this button will allow you to change the name of the engine.
Note that the name can only be a maximum of 13 characters.

< and >

Clicking on these will scroll left and right respectively through the
different drivers in the box in which it is situated in. If you do not want
a driver for that particular seat for that team, scroll through the names
until it says No Driver. This can be found between drivers 40 and 1.

Main Menu

Clicking on this will take you back to the Main Menu.

1.12   Usage : Edit Race Data

                              EDIT RACE DATA

Introduction

This option allows you to edit certain in-race details, such as laptimes,
the amount of qualifying tyres used, and the session types.

What you will see

The upper-left box displays the laptime and tyre details of every driver.
The box immediately below this displays the race details. The button box in
the upper-right area of the screen allows you to manipulate the driver
details.

Usage

The information can be editted as follows:-

 Driver Details

Clicking on the < and > buttons will scroll through the different drivers.

 Edit Laptime

This option will allow you to enter a new laptime for the currently selected
driver. It must be entered in the mm:ss.sss format (i.e. 1:26.819),
otherwise the time won't be allowed. Pressing Return without typing
anything will cancel it.

 Edit Tyres Used

This option will allow you to change the amount of qualifying tyres used by
the driver. Usually, you can't use more than 4 sets, but a cheat installed
by F1GP-Ed will allow you to use more, hence the option to enter upto 9 sets
used. Simply type in the number of tyres used (between 0 and 9), and press
Return. Pressing Return without entering anything will cancel this option.

 Race Details

 Session Type

Clicking on this button will allow you to cycle through the different
available sessions.

 Race Type

This option allows you to select whether the race is part of a championship
season, or just a non-championship race.

1.13   Usage : Edit Standard Options

                              EDIT STANDARD OPTIONS

Introduction

This option will allow you to edit the options that have been set in the
Race Options menu, and the Help Options menu.

What you will see

The top window has three sliders, which can be used to edit the lengths of
the Practice, Qualifying and Race sessions. Below it is another window
where you can edit various race details. Below this is a third window which
has all the Help Options.

Usage

Slider bars can be moved by dragging the black blob in the bar to the
required value. Clicking either side of the blob in the bar, will move the
blob one value to the left or right respectively.

You can change the following details:-

Practice Length

You can use this slider to adjust the length of the practice sessions in
minutes. The range is from 5-120 minutes.

Qualifying Length

You can use this slider to adjust the length of the qualifying session in
minutes. The range is from 15-120 minutes.

Race Length

You can use this slider to adjust the length of the race in percentages. The
range is from 10%-100%

Opposition Standard

Clicking on this will scroll through the possible options for the Opposition
Standard.

Opposition Spread

Clicking on this will scroll through the possible options for the Opposition
Spread.

Seperate Car Setups

Clicking on this will toggle between having different or same
Qualifying/Race setups.

Units

Clicking on this will alternate between Mph or Kph.

Main Menu

Clicking on this button will return you to the Main Menu.

1.14   Usage : Edit Car Setups

                              EDIT CAR SETUPS

Introduction

This option will allow you to edit the Qualifying and Race Car Setups for
every track. Everything from Wing settings to Gear Ratios can be altered.

What you will see

A window on the left-hand side of the screen displays a list of every track
on the calander. Below this is a row of buttons. To the right of this is
the main window which holds slider bars to adjust Front and Rear Wing
settings, Brake Balance, Tyre Compound and the Gear Ratios.

Usage

You can highlight a track by clicking on it's name using the left
mouse-button.

Slider bars can be moved by dragging the black blob in the bar to the
required value. Clicking either side of the blob in the bar, will move the
blob one value to the left or right respectively.

You can change the following settings:-

Front Wing

Use this slider bar to adjust the Front Wing setting. The range is from
0-64.

Rear Wing

Use this slider bar to adjust the Rear Wing setting. The range is from
0-64.

Brake Balance

Use this slider bar to adjust the Brake Balance setting. The range is from
-32 - 32.

Tyre Compound

Clicking on this will cycle through all the possible tyre settings.

Gear Ratios

USe these sliders to adjust the Gear Ratios of the car. Please note that
gear ratio values can't be smaller than the previous gear, or larger than
the following gear. The range is from 18 to 80

Qualify/Race Setup

Clicking on this button will cycle though either Qualifying or Race Setup
values.

Main Menu

Clicking on this will return you to the Main Menu.

1.15   Usage : Exit

EXIT

Keyboard Shortcut : F6

Introduction

This option will take you back to Workbench/AmigaDOS.

What you will see

Nothing.

Usage

Simply click on it, and F1GP-SaveEd will be quitted.

1.16   The Depth Gadget

THE DEPTH GADGET

The depth gadget can be found on the top right hand side of the screen, on
the title-bar. Clicking on this will take you back to the Workbench screen.
To return back to F1GP-SaveEd, hold down the Left-Amiga key, and whilst
holding it down, tap the letter A key.

You could use the depth gadget if you want to read this guide file and use
the program at the same time. You can flip in between the two quite easily.

1.17   Credits

CREDITS

Everything in the program has been written by Mario Sarno, including this
AmigaGuide file, and the Startup-sequence file. Please read the Copyrights
section for more information.

The following program has been included on this disk:-

CheckSys   - Imdad Shah

1.18 F1GP-Ed

                              F1GP-ED

F1GP-Ed is an excellent utility that will allow you to customize your copy
of F1GP to beyond recognition. You can change virtually every aspect of the
game. For instance, in my copy, I have changed the data to the 1997 season
data instead of the original 1991 season data. The Cars now go much faster.
You can change the colours of the cars, the drivers' helmets and even the
pit engineer's clothes!

The cockpit graphics can be completely changed. Everything down to the
positions of all of the different lights, and even the start lights at the
start of the race can be changed. I have changed mine to show five red
lights that then go out, just like in real life.

You can also change the background pictures. I now have photo quality
pictures in the background instead of the cartoony ones of the original.

Anyway, enough selling. You can get a hold of F1GP-Ed from the author,
Oliver Roberts at the following website:-

http://www.nanunanu.org/~oliver/F1GP-Ed/

or write to him at:-

 Oliver Roberts
 30 Tillett Road
 Norwich
 NR3 4BJ

The registration fee is £6, and is worth every penny. I wouldn't dream of
using F1GP without F1GP-Ed.

1.19 Future

                              FUTURE

Here is a list of things I strive to have put into the next version of
F1GP-SaveEd:-

· Localise the program - This shouldn't be too difficult to do. The only
                         tricky thing is writing the catalogs...

· Convert Save Games   - I want to be able to convert mid-race save games
                         to end-of-race save games. This is quite easy,
                         and so should be in the next version of
                         F1GP-SaveEd.

· Select Wet/Dry Race - Somewhere in the save game is a variable which
                         determines whether the session is wet or dry.
                         As soon as I find it, this function will be
                         implemented.

· F1GP-style GUI   – I will try to get the program looking as much as
                        like F1GP as possible. Pictures can also be
                        displayed in the background.

If you can think of other ways of improving F1GP-SaveEd, then don't hesitate
to write to me and suggest it. You can find my address in the
About~The~Author section of the program.

1.20 Bug Reports

                               BUG REPORTS

If you find any bugs, spelling errors in the program or this Documentation,
then inform me where the bug/spelling mistake takes place, and what you were
doing at the time, and I will try to fix it.

If you would like to see new features added to the program, then don't
hesitate to tell me!!

My address can be found in the About~the~Author section.

1.21 About the Author

                            ABOUT THE AUTHOR

I am 17 years old, and am currently studying for my A-Levels at St. Francis
of Assisi School in Walsall. I am half Spanish, half Italian, hence the
name. My address, should you wish to contact me is:–

 Mario Sarno
 26 Carnoustie,
 Amington,
 Tamworth,
 Staffordshire
 B77 4NN
 ENGLAND

I regrettably don't have an Email address as yet, but maybe in a year or
two.

1.22 Updates

                               UPDATES

You can get the latest version of F1GP-SaveEd from several sources. They
are:–

The Amiga Formula One Website

This is an excellent website full of everything that Amiga F1 fans could

possibly want. It is run by Oliver Roberts, the programmer of F1GP-Ed. You
can also pick up latest versions of other F1GP utilities on this site also.
The address is:-

http://www.nanunanu.org/~oliver/AmigaF1.html

Aminet

You can get F1GP-SaveEd at the following location on the Aminet:-

game/misc/F1GP-SaveEd.lha

F1GP Accessories Disk

This is a disk jam-packed full of useful F1GP utilities, and is perfect if
you don't have Internet access. You can get this disk from Oliver Roberts
at:-

 Oliver Roberts
 30 Tillett Road
 Norwich
 NR3 4BJ

Remember to send him a blank floppy disk and an SAE.

Direct from the Author

You can get the latest version of F1GP-SaveEd direct from me. This is the
best way to ensure you are getting the latest version, because it could take
a few days for the sources above to get the latest version, whereas I
obviously always have the latest version straight away!!

Be sure to send me a blank disk, and an SAE. You could send me a £1 coin if
you don't have any disks, but make sure you sellotape it to a piece of card,
otherwise it may go missing in the post! Please do not send me any cheques
at all.

You can find my address in the About~The~Author section of this guide file.

1.23 Copyrights

                                COPYRIGHTS

· The program ("F1GP-SaveEd") and its documentation ("F1GP-SaveEd.guide")
   is copyright © 1997 Mario Sarno

· The program ("F1GP-SaveEd") is FreeWare. It may be copied and
   distributed as long as these rules, and the distribution details as laid
   out in the Distribution section of this documentation are adhered to.

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   ("F1GP-SaveEd.guide") causes any malfunction in any hardware or software
   program.

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