Grand Prix Legends
v1.1.0.3 Patch

COMPANY
Papyrus

SIZE
783 KB

ADDED
7/9/99

A very small sampling of what is fixed/changed:

- The minimum ride height has been increased from 1 inch (2.54cm) to 2.5 inches (6.34cm). Any car setup you load that has a lower ride height will automatically have the ride height increased to this value.
- The order in which drivers are dropped when you choose less than a full field of AI has been changed so that you still get some slow AI drivers even with small fields.
- Joystick axes may now be assigned to shift up/shift down.
- There was a bug in our DirectInput joystick code that caused problems when a device reported more than 8 axes (the Gravis Xterminator (at least on Win95), and Thrustmaster Force GT, for example). This has been fixed.
- A new 3Dfx rasterizer (rast3dfx.dll) is included. The only difference is a change that allows Voodoo 3 users to change screen resolutions without corrupting the texture maps.
- When calibrating your joystick, the on-screen instructions say to return your joystick to center before pressing OK. The intent is to reset the joystick center position when you hit OK. GPL 1.0 only set the center position when you pressed the "Calibrate Joysticks" button to begin the calibration, and did not reset it when you hit the OK button. This has been fixed.