



TOCA 2 Touring Cars Main Menu

Ver 1.1

[Copyright](#)
[Codemasters On The Web](#)

Codemasters Technical Support

[Codemasters Technical Support](#)
[Minimum & Recommended Specifications](#)
[Dxdiag.exe](#)

3D Graphics Cards

[Selecting your display device for TOCA 2](#)
[Supported 3D Chipsets and CPU compatibility](#)
[3D Graphics Card Drivers](#)
[3D Graphics Card Identification List](#)
[3D Graphics Card & Chipset Manufacturers Websites](#)
[Installing a new graphics driver](#)
[Graphics Setup](#)

Controller Setup

[Overview](#)
[How to install a Windows controller driver](#)
[How to set up your controller\(s\) for Windows](#)
[How to set up your controller\(s\) for TOCA 2 Touring Cars](#)
[Using several controllers](#)
[Advanced Controller Options](#)
[Controller Trouble Shooting](#)

Network

[Network Games](#)
[Network Problems](#)
[TOCA 2 Online](#)

DirectX 6

[What is DirectX](#)
[Troubleshooting](#)

Appendices

[Thanks to](#)
[AI Scripting Commands](#)
[Example Alscript.cfg](#)
[Game Directory Locations](#)
[What does the patch do ?](#)



Copyright

©1999 The Codemasters Software Company Limited and Codemasters Limited. "Codemasters". All Rights reserved. BTCC. The British Touring Car Championship, TOCA and all its variations, copyrights, trademarks and images used or associated with the RAC British Touring Car Championship and/or depicting BTCC cars are all copyrights and/or registered trademarks of TOCA Limited and are being used under license by Codemasters. All other marks are trademarks of their respective owners.

[Back To Main Menu](#)



Codemasters Technical Support

Please make sure that you have read this help file before contacting Customer Support, as the answer to your problem may be here.

World Wide Web

<http://www.codemasters.com>

Customer Services general e-mail address

custservice@codemasters.com

Please make sure you have the following details before you contact Technical Support:

- A detailed description of the problem
- If it is repeatable, under what conditions ?
- Your brand of PC (eg. Dell, Gateway, Viglen)
- Your processor brand and type (eg. Intel Pentium™ 200Mhz)
- The make & model of the 3D Graphics card/s in your system and the version number of the drivers* (eg. Diamond Viper V550, 4.10.01.0245)
- The make & model of your CDROM drive (eg. Panasonic 562 2 speed)
- Motherboard BIOS version and date**
- The make & model of your soundcard and the version number of the driver*** (eg Soundblaster 16, 4.38.01.0201)
- The version of DirectX installed on your system*** (eg DirectX 6.1, 4.06.02.0436)
- The version of Windows installed on your system*** (eg Windows 98, 4.10, Build 1998)

* This information can be obtained by either launching **Start->Programs->Codemasters->Toca2->Toca2 Setup** or from running [Dxdiag.exe](#).

** This is displayed during your systems boot up sequence.

*** This information can be obtained by running [Dxdiag.exe](#).

[Back To Main Menu](#)



Codemasters On The Web

TOCA 2 Touring Cars has its own web site on the Internet. From here you will be able to view the TOCA 2 Touring Cars hall of fame, view the fastest laps and download them as well. The address is :

<http://www.toca2.com>

Alternatively the main Codemasters web site can be found at :

<http://www.codemasters.com>

[Back To Main Menu](#)



Supported 3D Chipsets and CPU Compatibility

3D Chipsets

IMPORTANT NOTE:

You must have one of the 3D chipsets below on board your graphics card in order for the game to work correctly. The game was not designed to support any other chipsets, although other chipsets that correctly support DirectX 6 and have all the Direct3D features that are used in Toca 2 may work.

The supported chipsets are also indicated clearly on the outside of the box.

We have tested the game with the following 3D chipsets so check below for any compatibility issues. Each chipset was tested with reference drivers from the chipset manufacturer. These drivers are then used for the basis of the card manufacturers implementation of their drivers.

If problems occur in the manufacturers drivers which were not present in the reference drivers then please contact the manufacturer of your specific card.

3Dfx Interactive Inc

Voodoo 3:

Reference driver version 4.11.01.1133 or later

No known problems. Although users who have had previous Voodoo cards in their machines have experienced problems caused by driver conflicts. If you have had a Voodoo card in your PC before your Voodoo 3 then please make sure you have uninstalled the old drivers.

Voodoo 2:

Reference driver version 4.11.01.0350 or later

No known problems

Voodoo Banshee:

Reference driver version 4.10.01.0234 or later

No known problems

Voodoo Graphics:

Reference driver version 4.10.01.0016 or later

No known problems

Voodoo Rush:

Reference driver version 4.10.01.2073 or later

No known problems

3D Labs Inc.

Permedia 2:

Reference driver version 4.10.01.2105 or later

Does not support Table Fog in hardware and does not emulate it, so there is no 'foggy' weather in game.

ATI Technologies Inc

Rage Pro:

Driver version 4.10.01.2440 or later

The setup utility that allows you to choose your display device in Toca 2 might report back 4.10.01.2359 for the above driver version.

There are currently some issues with the Z-buffering on this card, you may experience some graphical corruptions which are due to sorting problems.

Rage 128:

Driver version 4.11.01.6060 or later

Fog was not working correctly at time of release, hopefully this will be corrected in newer drivers. Instead of a gradual effect the horizon was just greyed out.

Intel

i740:

Reference driver version 4.11.01.2407

No known problems

Matrox Graphics Inc.

G100:

Driver version 4.10.01.4110

The G100 does not support Alpha Blending, this will result in the light hazes, smoke and spray effects all being stippled.

G200:

Driver version 4.11.01.1000 or later

No known problems

G400:

We currently have not tested this card. Although it should support TOCA 2 without any problems.

NVIDIA Corporation

RIVA 128:

Reference driver version 4.10.01.0250 or later

No known problems

RIVA TNT:

Reference driver version 4.10.01.0048 or later

No known problems

RIVA TNT2:

Reference driver version 4.11.01.0188 or later

No known problems

Rendition

V2100/V2200:

Use latest card manufacturer drivers.

The Rendition does not support 8bit palletised textures, this will result in textures in game being reduced in size as they are 16bit and therefore looking blurred and lacking detail, this is most noticeable on 4Mb cards.

On some Rendition cards you may experience some graphical corruptions in the background picture during the Installation of Toca 2 that will occur when windows are opened and closed.

S3 Inc.

Savage 3D:

Reference driver version 4.11.01.4005 or later
No known problems

Savage 4:

We currently have not tested this card. Although it should support TOCA 2 without any problems.

General Problems:

Some card manufacturers drivers have the automatic mip-mapping feature enabled, this will result in what looks like the trackside bleeding onto the track in the distance. To solve this problem you should disable the option or reduce the mip-map levels to 0, if your card manufacturer's driver provides the option in their driver utility.

CPU Compatibility

The following CPU's have been tested and found to work correctly with Toca 2 Touring Cars:

AMD

K6, K6-2

Cyrix/IBM

MX, MII

IDT

Winchip 2 3D

Intel

Pentium, Pentium II, Pentium III, Celeron

The performance of these processors vary greatly. The type of processor will affect how Toca 2 performs on your system.

As a rough guide, the best performance will be obtained from systems which use Intel Pentium III, Pentium II and Celeron CPU's.

[Back To Main Menu](#)



Latest 3D Graphics Card Drivers

IMPORTANT ! YOU WILL NEED TO CHECK THAT YOU HAVE THE LATEST DRIVERS FOR YOUR GRAPHICS CARD.

- If you have Internet access, go to the web site for the manufacturer of your card (see the 'Web Links' section on the installation menu). If you go to the 'drivers' section of the site, you will be able to download and install the latest drivers for your card. Simply follow the instructions on the site.
- If you do not know which 3D chipset your graphics card has on board then please click [here](#) for a more comprehensive listing

If you are unsure about installing drivers, please see the section [Installing a new Graphics Driver](#).

[Back To Main Menu](#)



3D Graphics Card & Chipset Manufacturers Web Sites

If you have a 3D graphics card, you will need to make sure you have the latest drivers for your card. You can do this by visiting the website of your graphics card manufacturer, and following the instructions in the 'drivers' section of the site.

3Dfx Interactive inc.	www.3dfx.com
3D Labs Inc.	www.3dlabs.com
ATI Technologies Inc.	www.atitech.ca
Canopus Corporation	www.canopuscorp.com
Creative Labs	www.creativelabs.com
Deltron	www.deltrontech.com
Diamond Multimedia	www.diamondmm.com
ELSA	www.elsa.de
Genoa	www.genoasys.com
Guillemot Limited	www.guillemot.com
Hercules	www.hercules.com
Intergraph	www.intergraph.com/ics/
Jaton	www.jaton.com
Jazz	www.jazzmm.com
Leadtek	www.leadtek.com
Matrox Graphics Inc.	www.matrox.com/mga/home.htm
Miro	www.miro.de
Number Nine	www.nine.com
NVIDIA Corporation	www.nvidia.com
Orchid	www.orchid.com
S3 Inc.	www.s3.com
Sierra	www.sierra.com
STB	www.stb.com
Techworks	www.techworks.com
Videologic	www.videologic.com
Viewtop	www.viewtop.com

If you are unsure about installing drivers, please see the section [Installing a new Graphics Driver](#).

[Back To Main Menu](#)



Controller Overview

Unlike dedicated video game consoles PC's do not have a standard type of controller. Many different kinds of controller are available for the PC, but they have different designs, numbers of buttons and can be analogue or digital and can be connected in different ways. This has made it difficult for games programmers to write software which works correctly with all types of controller.

Windows 95/98 alleviates this problem by providing a standard method for games software to communicate with controller hardware. This generally makes using game controllers with PCs much easier than before. Because so many different kinds of controllers exist the user needs to set them up appropriately using Windows 95/98. This help file will help you to set up your controller for maximum enjoyment of TOCA 2 Touring Cars.

TOCA 2 Touring Cars allows one to four controllers to be used simultaneously. The keyboard can also be used. TOCA 2 Touring Cars recognises several types of controllers, Including :

- 2 button gamepads
- 4 button gamepads
- Analog Devices (e.g. Joysticks, Steering Wheel & Pedals etc.)

Note: TOCA 2 allows the Accelerate and Brake functions to be on different axis, if your controller supports this.

To configure controllers for use with TOCA 2 Touring Cars, there are 3 main steps you must take :

- [Install the Windows 95/98 game controller driver](#)
- [Configure your controller\(s\), using the Windows control panel](#)
- [Configure the controller buttons using the Configure Controls screen, from within the game.](#)

[Back To Main Menu](#)



How to install a Windows game controller driver

Some controllers do not need special drivers. These are generally the simple pads, which have only a few buttons or no special controls. The Windows game controller control panel knows about these, and if your controller is one of these standard types, then you should be able to set up your controller without trouble.

However, newer controllers often have advanced features, which means that they require drivers to operate properly. The manufacturer should provide you with a Windows 95/98 driver when you purchase your controller (Please refer to your controller documentation for more details).

To install a driver, you will require a disk, which should have been provided for you when you bought the controller. Please follow the manufacturers instructions on how to install your controller driver(s).

If you have further difficulty in installing your controller driver, please contact the controller manufacturer for help.

[Back To Main Menu](#)



How to set up your controller(s) for Windows

Here is a step-by-step guide to get controller working with Windows and TOCA 2 Touring Cars.

- Start the windows game controller Properties dialogue box, to do this either :
 - Select the 'Calibrate Controller' button from the Setup Utility screen when you first run TOCA 2 Touring Cars.
 - Click the Start button, go to the Settings option and select Control Panel. Then double click on the game controllers icon.
- Select the Advanced tab , then highlight one of the controller ID numbers and click on the change button. Note that TOCA 2 Touring Cars only recognises controllers 1 to 4.
- Choose the type of your controllers from the list entitled 'game controllers'. If your type of controller is not here you can :
 - Install the correct driver (Please see [How to install a Windows game controller driver](#)).
 - Try one of the standard controller types (e.g. 4-button gamepad)
- Now select the General tab and click on the properties button, and follow the on-screen instructions for calibrating your controller.
- If the Calibrate or Test buttons are not selectable, Windows cannot recognise that particular controller. Make sure that you actually have the correct controller plugged in, for the driver you have selected. If you are sure that this is correct, then it is most likely that there is a problem with the controller driver, such as a hardware conflict. Please refer to the Windows help file for more information on resolving hardware conflicts. Alternatively contact your controller manufacturer for help.
- Finally test your controller by pressing the 'Test' button, and ensuring that directional movement and buttons are correctly operating.
- If you wish to use several controllers, this set-up process must be repeated for each one.
- [Now you must configure your controller to work with TOCA 2 Touring Cars.](#)

[Back To Main Menu](#)



How to set up your controller(s) for TOCA 2

This page is a guide to configuring your controllers, so that they work with TOCA 2 Touring Cars. If you have not yet configured your controller to work under Windows, please see [How to set up your controller\(s\) for Windows](#)

- Go to the game options menu
- Select the controller setup
- To choose the control method for player 1 select the button marked ' Player 1 Controls'. Now choose the control method by pressing the left or right cursor keys. Player 1 can use any available controller, so if there are 3 controllers available, he might choose 'Controller 3'.
- When you have done this you must choose which buttons (or keys) perform which actions. Simply follow the on-screen instructions.
- For each player you must repeat the steps. If you wish to play a 2 player game, controllers 1 and 2 must be set up. If you want 3 players, then set up controller 3, and for 4 players, you must set up controller 4.
- When your have configured all your controllers, return back to the main menu. All settings are automatically saved, and are automatically loaded the next time you play TOCA 2 Touring Cars.

Note: There are Advanced Options which allow you to further calibrate your controller, for information on what these do [click here](#)

[Back To Main Menu](#)



Using several controllers

Unless you have a special adapter, you will normally only be able to use 1 controller whilst playing TOCA 2 Touring Cars. This is inherent in the design of the PC game controller port, and this limitation cannot be overcome without a special multi-port adapter.

If you configure the Windows control panel such that more than 2 controllers are configured, without a multi-port adapter, then there may be unpredictable behaviour.

[Back To Main Menu](#)



Controller Trouble Shooting

Here are some common problems with controllers and Windows, and suggested solutions.

Q. I do not have a game controllers icon in my control panel. How can I get one?

A. Perform the following steps :

- Open the control panel, and double click the 'Add New Hardware' icon.
- Click the button marked 'Next'
- When prompted if you want to search for new hardware, click 'No'.
- You will be presented with a new dialogue. Select the icon marked 'Sound, video and game controllers', and press 'Next'.
- Wait while Windows builds the driver information database.
- Find the manufacturer of your controller, and select your controller type. Follow the onscreen instructions from here.(You may need the disk supplied with your controller)
- If your type of controller is not present anywhere in the list, try and select the manufacturer as Microsoft, and select the model as 'Gameport joystick'. Follow the onscreen instructions from here. You may need your Windows 95/98 CD, in order to install a controller.

Q. My controller is installed correctly, but it does not work with TOCA 2 Touring Cars. What am I doing wrong?

A. Check that your controller is correctly calibrated in the Windows game controllers control panel. (Use the 'test' option to check that everything is OK). If this is OK, then run TOCA 2 Touring Cars, and go to Game Options->Controller Setup. Then choose your controller in this screen, and configure the buttons. Your controller should now work properly.

Q. I have two 4-button gamepads, but it appears only to use one. How can I solve this?

A. If you have a standard PC gameport, then using two 4-button gamepads simultaneously is impossible. To use 2 gamepads, they must be of the 2-button variety. By using a 4-button gamepad, some of the signals on the 2nd port are used, and that is why you cannot use two 4-button gamepads at the same time.

Q. How can I use more than 2 gamepads with TOCA 2 Touring Cars?

A. A standard PC gameport only supports 2 gamepads. You need to buy a special adapter, which allows you to plug in more than 2 controllers.

Q. When I setup an analogue controller in TOCA 2 Touring Cars for turning left the turning right control is automatically configured. Is something wrong ?

A. No, there is nothing wrong. The left and right on an analogue controller are on the same axis, so the game automatically sets the opposite direction up on that axis for you.

[Back To Main Menu](#)



What is DirectX?

DirectX is a Microsoft extension to Windows 32-bit operating systems, which enables games such as TOCA 2 Touring Cars to utilise the hardware in modern PC's, to obtain maximum performance benefits. DirectX also removes many of the limitations of DOS. Fiddling with memory settings is a thing of the past with DirectX, and you do not need to specify tricky settings for your sound card : DirectX simplifies these troublesome areas.

DirectX is automatically installed on your PC when you install TOCA 2 Touring Cars. If DirectX is not already installed on your PC, or you are currently using an earlier version, you may need to re-boot your machine after it has installed.

DirectX 6 is supplied with TOCA 2 Touring Cars.

When installing DirectX 6 your display and sound drivers may be updated to provide DirectX compliant software with the ability to extract the maximum performance from your PC's hardware.

[Back To Main Menu](#)



DirectX Troubleshooting

Here are some commonly asked questions about DirectX.

Q. Why must I reboot my machine when DirectX is installed?

A. DirectX enhances your display and sound drivers, but the changes cannot take effect whilst Windows is running. Windows therefore needs to be re-started, so that the new drivers can function properly.

Q. What happens if I install DirectX 6 over my older version of DirectX?

A. Your DirectX drivers will be updated with the release 6 versions, but as long as your PC worked fine with the older versions, you should not have any problems.

Q. What happens if I install DirectX 6 over a newer version of DirectX?

A. Microsoft plans to release updated versions of DirectX. Whenever you install a newer version, your old DirectX drivers will be updated. However, if you tried to install TOCA 2 on your PC, with a higher version of DirectX, then the installer will realise that you have a newer version, and leave the latest version of DirectX untouched.

Q. What can I do if my Video or Sound card is not supported by DirectX?

A. You can try one of 3 things :

- Contact Microsoft and ask for new drivers
- Contact the manufacturer of the Video/Sound card, and ask for new drivers.
- Purchase a video or sound card, compatible with DirectX 6 / Windows 95/98, for which drivers are available.

Contact Codemasters technical support for details.

Q. How much space does DirectX use on my hard-drive?

A. About 10Mb.

Q. When I install DirectX I get a warning that a driver has been written over by an older version. Why is this?

A. This is just Windows warning you that a driver has been changed. Don't worry about this.

Q. If TOCA 2 Touring Cars 2 crashes in game, why can I not relaunch the game ?

A. If any DirectX game crashes it is always best to restart your PC, as DirectX components can be locked by the system until you restart.

[Back To Main Menu](#)



3D Graphics Card Identification List

This is by no means a complete list, but includes most of the popular cards that use a 3D chipset that Toca 2 supports.

Manufacturer & Model	Chipset
3Dfx Voodoo 3 2000	3Dfx Voodoo 3
3Dfx Voodoo 3 3000	3Dfx Voodoo 3
3Dfx Voodoo 3 3500	3Dfx Voodoo 3
AccelGraphics AccelSTAR II	3D Labs Permedia 2
AOpen PA2000 Voodoo2	3Dfx Voodoo 2
ASK Innovision Cyber 3DX5000	3Dfx Voodoo Graphics
ASUS 3DexPlorer 3000	NVIDIA RIVA 128
ASUS V3200 Banshee	3Dfx Voodoo Banshee
ASUS V3400 TNT	NVIDIA RIVA TNT
ATI Rage Fury	ATI Rage 128
ATI Rage Magnum	ATI Rage 128
ATI Xpert@Work	ATI Rage Pro
ATI Xpert@Play	ATI Rage Pro
ATI Xpert128	ATI Rage 128
ATI Xpert98	ATI Rage Pro
ATI All-In-Wonder Pro	ATI Rage Pro
A-Trend Helios 3D Voodoo2	3Dfx Voodoo 2
A-Trend Helios Voodoo	3Dfx Voodoo Graphics
BestData Arcade FX	3Dfx Voodoo Graphics
Bestdata Arcade FX II 3D	3Dfx Voodoo 2
Biostar Venus 3D Graphics	3Dfx Voodoo Graphics
Biostar Venus 3D Rush	3Dfx Voodoo Rush
Britek Viewtop 3D Voodoo - 1	3Dfx Voodoo Rush
California Graphics 3D Emotion	3Dfx Voodoo Rush
Canopus Pure 3D	3Dfx Voodoo Graphics
Canopus Pure 3D II	3Dfx Voodoo 2
Canopus Spectra 2500	NVIDIA RIVA TNT
Canopus Total3D 128V	NVIDIA RIVA 128
Creative 3D Blaster Banshee	3Dfx Voodoo Banshee
Creative 3D Blaster Voodoo 2	3Dfx Voodoo 2
Creative 3D Blaster RIVA TNT2 Ultra	NVIDIA RIVA TNT2
Creative 3D Blaster Savage4	S3 Savage 4
Creative Graphics Blaster Exxtreme	3D Labs Permedia 2
Creative Graphics Blaster RivaTNT	NVIDIA RIVA TNT
DataExpert 3D Saturn	Rendition V2xxx
DataExpert 3D Uranus	Intel i740
DataExpert Savant 3D	S3 Savage 3D
Deltron Flash 3D	3Dfx Voodoo Graphics
Deltron Flash AT3D Rush	3Dfx Voodoo Rush

Diamond FireGL 1000 Pro
 Diamond Monster 3D
 Diamond Monster 3D II
 Diamond Monster Fusion
 Diamond Stealth II S220
 Diamond Stealth II G460
 Diamond Stealth III S540
 Diamond Viper V330
 Diamond Viper V550
 Diamond Viper V770
 DSystems
 ELSA GLoria Synergy
 ELSA Victory Erazor
 ELSA Winner 2000/Office
 ELSA Winner 2000 AVI 3D
 ELSA Winner 3000
 Express 3D Acceleration
 Fountain Tech
 Gainward Dragon 1000
 Gainward Dragon 2000
 Gainward Dragon 3000
 Gainward Dragon 4000
 Gainward Cardexpert 740
 Gainward Cardex GX3
 Gainward Cardexpert 128ZX
 Gainward Cardexpert TNT
 Gainward Cardex Power 3D 2
 Gainward AccuX P200
 Genoa Systems V-Raptor 3D
 Guillemot Maxi Gamer 3D
 Guillemot Maxi Gamer 3D2
 Guillemot Maxi Gamer Phoenix
 Guillemot Maxi Gamer Phoenix2
 Guillemot Maxi Gamer Xentor
 Guillemot Maxi Gamer Xentor32
 Hercules Dynamite 3D/GL
 Hercules Dynamite TNT
 Hercules Dynamite TNT2 ULTRA
 Hercules Stingray 128
 Hercules Stingray/2
 Hercules Terminator 2x/i
 Hercules Terminator Beast
 Hercules Terminator Beast Supercharged
 Hercules Terminator Beast 99
 Hercules Thriller 3D
 High Tech HIS-Arcade 3D-G
 IO Magic Magic Rush
 Intel Express 3D
 Intergraph Intense 3D Voodoo
 Jazz Adrenaline Rush 3D
 Jazz Bonnie & Clyde
 Jazz Outlaw 3D
 Joytech Raptor Rush
 Katatco Aristo
 Kasan
 Leadtek WinFast 3D L2300
 Leadtek WinFast GD400
 Matrox Marvel G200
 Matrox Millennium G200
 Matrox Millennium G400
 Matrox Millennium G400
 Matrox Mystique G200

3D Labs Permedia 2
 3Dfx Voodoo Graphics
 3Dfx Voodoo 2
 3Dfx Voodoo Banshee
 Rendition V2xxx
 Intel i740
 S3 Savage 4
 NVIDIA RIVA 128
 NVIDIA RIVA TNT
 NVIDIA RIVA TNT2
 Rendition V2xxx
 3D Labs Permedia 2
 NVIDIA RIVA 128
 3D Labs Permedia 2
 3D Labs Permedia 2
 3D Labs Permedia 2
 3Dfx Voodoo Graphics
 3Dfx Voodoo Rush
 3Dfx Voodoo Graphics
 3Dfx Voodoo Rush
 3Dfx Voodoo 2
 3Dfx Voodoo Banshee
 Intel i740
 S3 Savage 3D
 NVIDIA RIVA 128ZX
 NVIDIA RIVA TNT
 3D Labs Permedia 2
 3D Labs Permedia 2
 Rendition V2200
 3Dfx Voodoo Graphics
 3Dfx Voodoo 2
 3Dfx Voodoo Banshee
 NVIDIA RIVA TNT VANTA
 NVIDIA RIVA TNT2
 NVIDIA RIVA TNT2
 3D Labs Permedia 2
 NVIDIA RIVA TNT
 NVIDIA RIVA TNT2
 3Dfx Voodoo Rush
 3Dfx Voodoo 2
 Intel i740
 S3 Savage 3D
 S3 Savage 3D
 S3 Savage 4
 Rendition V2xxx
 3Dfx Voodoo Graphics
 3Dfx Voodoo Rush
 Intel i740
 3Dfx Voodoo Rush
 3Dfx Voodoo Rush
 Rendition V2xxx
 Rendition V2xxx
 3Dfx Voodoo Rush
 3Dfx Voodoo Rush
 Rendition V2xxx
 3D Labs Permedia 2
 NVIDIA RIVA 128
 Matrox MGA G200
 Matrox MGA G200
 Matrox MGA G400
 Matrox MGA G400
 Matrox MGA G200

Matrox Productiva G100
Maxvision 3Dmax P2
Megafame
Metabyte Wicked 3D
Metabyte Wicked 3D Vengeance
Micro Conversions Game Wizard
Micro-Star MS4413
Miro HISCORE 3D
Miro HISCORE 3DII
Orchid Righteous 3D
Pace 3D Edge
QDI Vision 1
Quantum 3D Obsidian 50-Series
Quantum 3D Obsidian 100SB Series
Quantum 3D Obsidian 2 S-Series
Quantum 3D Obsidian 2 X-Series Single Board SLI
Skywell Magic 3D
Skywell Magic 3D II
STB Blackmagic 3D
STB Velocity 128
STB Velocity 128 ZX
STB Velocity 4400
Symmetric GLyder MAX 2
Techworks Power 3D
Techworks Power 3D II
Ventura
Village Tronics 3D Overdrive
Village Tronics 3D Overdrive 2
Yuan 3DXtreme

Matrox MGA G100
3D Labs Permedia 2
3Dfx Voodoo Rush
3Dfx Voodoo 2
3Dfx Voodoo Banshee
3Dfx Voodoo 2
3D Labs Permedia 2
3Dfx Voodoo Graphics
3Dfx Voodoo 2
3Dfx Voodoo Graphics
3Dfx Voodoo Banshee
Rendition V2xxx
3Dfx Voodoo Graphics
3Dfx Voodoo Graphics
3Dfx Voodoo 2
3Dfx Voodoo 2
3Dfx Voodoo Graphics
3Dfx Voodoo 2
3Dfx Voodoo 2
NVIDIA RIVA 128
NVIDIA RIVA 128
NVIDIA RIVA TNT
3D Labs Permedia 2
3Dfx Voodoo Graphics
3Dfx Voodoo 2
3Dfx Voodoo Rush
3Dfx Voodoo Graphics
3Dfx Voodoo 2
NVIDIA RIVA 128

[Back To Main Menu](#)



Advanced Controller Options

Axis : 0 to 5

Each analog controller has a number of directions along which movement is available, these are known as axes. For a typical controller axis 0 is X, axis 1 is Y.

Selecting this option steps between the axes available for this controller.

Output value is the value used by the game which is derived from the controller movement.

Dead Zone :

This is a region around the centre position in which controller movement is ignored, it provides tolerance for slight deviations from the centre position.

The bigger the % value set, the further the movement needs to be before any output value is given.

Setting 0% means there is no dead zone, any movement at the centre being converted to an output value.

Full Deflection :

This is a zone of tolerance at the minimum and maximum of the axis, it allows full output to be achieved before the controller movement reaches its limit.

The bigger the % value set, the smaller then controller movement required to give full output.

Setting 0% means the controller movement must be at its limit before giving full output.

Linearity :

This is to allow delicate movements when using a controller with a small physical range.

When set to 'Linear' the controller movement is converted to an output value.

When set to 'Non-Linear' a large controller movement is translated to a small output value.

Please Note:

Do not set the **Dead Zone** % equal to or higher than the **Full Deflection** % as no values will be returned from the wheel.

Some controllers may return more axis available than they have active.

[Back To Main Menu](#)



Graphics Setup

Detail:

Default: Maximum

This option allows you to reduce the amount of detail on the car models.
If your game is playing slowly then try dropping the detail level to a lower setting.

Drawing Distance:

Default: 400M

Allows you to alter the distance that the track, trackside objects and cars are drawn in front of the player.
If your game is playing slowly then try lowering the setting.

Resolution:

*Default: 640*480*

The game supports resolutions from 512*384 upwards. The actual resolutions available will depend not only on your 3D card's available video memory, but also on the resolutions supported by your monitor.
If your game is playing slowly then try selecting a lower resolution.

Screen Depth:

Default: 16 Bit

The game supports both 16 and 32 bit rendering in game. Please note that only cards that support 32 bit rendering will be able to change this option.

Split:

Default: Horizontal

For 2 player games this allows you to choose whether you want either a vertical or horizontal split screen.
Note: For 3 and 4 player games the split option is not applicable.

Dials ...

Defaults:

<i>Rev Counter:</i>	<i>Digital</i>
<i>Split Times:</i>	<i>On</i>
<i>Race Position:</i>	<i>On</i>
<i>Lap Counter:</i>	<i>On</i>
<i>Lap Times:</i>	<i>On</i>
<i>Wrong Way Message:</i>	<i>On</i>

Mutiplayer Names: *On*

Allows you to choose whether or not the above are displayed on screen when racing.
The Rev Counter can also be switched between Digital and Analogue.

More ...

Filtering ...

Defaults:

<i>Track:</i>	<i>On</i>
<i>Grass:</i>	<i>On</i>
<i>Sky:</i>	<i>On</i>
<i>Trees:</i>	<i>Off</i>
<i>Objects:</i>	<i>On</i>
<i>Cars:</i>	<i>On</i>

Allows you to choose whether or not the above are Bilinear Filtered or not.
On some cards turning these 'Off' can increase the speed of the game slightly.

Mirrors ...

Rear Mirror:

Default: Off

This allows you to choose whether or not the above is displayed. Switching this option on also activates the Wing Mirrors.

The option allows you to choose between Small and Large.

Switching the Rear Mirror On can result in the game slowing down on some machines.

Rear Mirror Position:

Default: Right

Only active when the Rear Mirror option is Small or Large. Allows you to alter the position of the Rear Mirror on screen.

Mirror Detail:

Default: Medium

Only active when the Rear Mirror option is Small or Large. Allows you to choose the level of detail that appears on the mirrors.

If your game is running slowly then select a lower setting.

Special Effects ...

Defaults:

<i>Smoke:</i>	<i>On</i>
<i>Kickup:</i>	<i>On</i>
<i>Shadows:</i>	<i>On</i>
<i>Skidmarks:</i>	<i>On</i>
<i>Lens Flare:</i>	<i>On</i>

Allows you to choose whether the above are On or Off when in game.
If your game is playing slowly then try switching some of these off.

Advanced ...

Force Low Res Textures:

Default: Off

Some cards can only support textures of 256*256 pixels in size, if your card is displaying the car texture incorrectly try switching this option 'On'.

For most cards this option should not need to be changed.

Alpha Fonts:

Default: On

Some cards do not support Alpha Blending, if any of the text in the game or front end looks corrupted then switch this option to 'Off'.

Dithering:

Default: On

This option will reduce the amount of banding visible between colours.

Defaults:

By selecting this all options will be reset to default.

[Back To Main Menu](#)



Installing a new graphics driver

1. Download the relevant zip or exe file onto your PC

You will now need to do one of the following. Either or both may work.

2. Find your 3D card in the System section of the Windows 95/98 Control Panel. It will probably be under display adapters, multimedia or 'sound, video and game controllers'. Double click on the card, and go to the drivers section. Click on 'update driver'. Let Windows 95/98 search for the new driver, and then point it to the directory in which you unzipped the driver. Click OK, and the driver will install.

or

3. Find your 3D card in the System section of the Windows 95/98 Control Panel. It will probably be under display adapters, multimedia or 'sound, video and game controllers'. Click on the card and click remove. Then you can go to 'add new hardware' in the Control Panel, choose to search for the new hardware yourself, choose Display Adapters, and then 'have disk'. Point it to the directory in which you unzipped the driver. Click OK, and the driver will install.

Codemasters cannot accept responsibility for any problems that may occur when installing new or incorrect drivers.

[Back To Main Menu](#)



Thanks to:

3Dfx Interactive Inc.
3D Labs Inc.
Advanced Micro Devices
ATI Technologies Inc.
Creative Labs
Guillemot Limited
Immersion Corporation
BlueMicro (IBM)
Matrox Graphics Inc.
NVIDIA Corporation
Videologic
Microsoft Corporation
Thrustmaster
Saitek
Logitech
ACT Labs Inc
Interact

All of the above provided hardware and/or technical support during the development of the game.

[Back To Main Menu](#)



TOCA 2 Online Racing

For a list of TOCA 2 online racers visit Mark Rael's TOCA 2: A Players Guide website and for the latest chat, skins, setups etc for TOCA 2. The address is :

[TOCA2: A Players Guide](#)

[Back To Main Menu](#)



Selecting your display device for TOCA 2

The first time that you run the game you will be presented with the Toca 2 setup utility, as shown below.



If you have more than one 3D card in your system then this will allow you to choose between the two. It also allows you to launch the Game Controllers utility for Windows 95/98, so that you can calibrate your controller before you enter the game.

The panel on the left shows you the system information for your display devices, it includes the card name, driver version number and driver file name.

The example above shows two display devices, the primary device or display device 0 as the XPERT 98 AGP 2X and the secondary device or display device 1 as the Voodoo 2 3D Accelerator.

To change the display device, simply use the list box in the top right.

[Back To Main Menu](#)



Minimum & Recommended Specifications

Minimum

Windows 95 or 98
Intel Pentium™ 200Mhz CPU
32MB RAM
55 MB Hard Disk Space
DirectX 6.0 supported 3D Graphics Card (PCI/AGP) with 4MB RAM
(This must have one of the [supported 3D chipsets](#) on board)
4X Speed CDROM Drive
DirectX 6.0 supported Sound Card

Recommended

Windows 95 or 98
Intel Pentium II™ 266Mhz CPU
32Mb RAM
400 MB Hard Disk Space
DirectX 6.0 supported 3D Graphics Card (PCI/AGP) with 8MB RAM
(This must have one of the [supported 3D chipsets](#) on board)
8X Speed CDROM Drive
DirectX 6.0 supported Sound Card

[Back To Main Menu](#)



Dxdiag.exe

Dxdiag.exe is a utility that is installed along with DirectX 6.0 or later. It provides information about your system and allows you to test certain aspects of your system for DirectX compatibility.

The file is usually located in the following directory:

C:\Program Files\Directx\Setup\

Dxdiag offers the user the option to 'Save all information' to a file which can then be emailed to Technical Support.

To automatically launch dxdiag.exe click [here](#)

[Back To Main Menu](#)



Network Games

There are 2 **Single Race** mode types that can be played over the network. Single Race and Single Catchup.

Single race - Almost identical to normal single player mode.

Single Catch Up - Selecting this mode gives the human players in 2nd and below extra grip and acceleration so as to keep the racing close.

There are differences between the number of players allowed to play over each type of Network connection:

- Serial connection will support 2 human and 4 AI players
- Modem connection will support 2 human and 4 AI players
- IPX/SPX connection will support 2-8 human and 8 AI players
- Internet(TCP/IP) connection will support 2-8 human and 8 AI players

The other options available for a single race also apply to the Network game with the following extra option:

Collisions - Turning collisions off will result in improved network play due to a reduction in the amount of data being transmitted. Also it turns the game into more of a TT racing mode.

Qualifying

If you choose to qualify then all players will appear staggered out on the track approaching the start line. You then race one lap around the track and try to achieve the fastest time possible.

During qualifying you cannot quit out of the game, you can only end your qualifying session.

If you choose not to qualify then your positions for the first race in relation to the other players will go on car number.

After the first race the grid positions are in reverse order of the previous race's results.

In Race

This part of the game is identical to the single race mode apart from the end of the race.

Whilst playing in a network game if you press the 'T' key you will then be able to type in messages during the race.

Please be aware that assigning game controls to the 'T' key and other alphanumeric keys may hinder your driving style if you are typing in messages.

By pressing the 'F11' key the 'latency' for each player is displayed on screen. Press 'F11' again to switch this off.

Once the first human player crosses the line a 30 second countdown is started. When this counter reaches zero the game is stopped and current positions on the track are taken as your final placing.

Post Race

After you have finished the race the position table, points awarded and cumulative points table for the network session will be displayed. These menus are displayed for 5 seconds and then automatically move on. After the results screens the chat screen is displayed and the host is given the choice to race again, the race options will remain the same (I.E. No. of laps, weather, qualifying etc.), although the track can be changed.

No other players can join the race once a network session has begun.

[Back To Main Menu](#)



Network Problems

Please Note:

Make sure you have the correct Windows components installed on your system.

Serial

Make sure you have installed the Windows component **Direct Cable Connection** on both machines.

Modem

Make sure you have installed the correct software for your type of modem and configured the port settings correctly. Modem games need a minimum port setting of 38400 bps.

IPX

Make sure that you have installed the **IPX/SPX compatible protocol** in your Network Properties.

Internet (TCP/IP)

Make sure you have installed the **TCP/IP compatible protocol** in your Network Properties.

When joining games across the internet there can be a delay of upto 30 seconds before the "*Waiting for host data*" message appears, there can then be a further delay of upto 30 seconds whilst the game data is transmitted. This is normal on slow connections.

Latency

The lower the latency of your connection then the smoother Toca 2 Touring Cars will play.

An acceptable latency is about 250-300 ms.

It is also best to play Toca 2 with a low resolution in Network games to gain the best possible frame rate, particularly for the host.

Playing through a Firewall

The following lines should be added to your proxy client .ini file for you to play TOCA 2:

```
[Common Configuration]
RemoteBindUdpPorts=2000-2400
ServerBindTcpPorts=2000-2400
KillOldSession=1
```

You will also need the (echo)TCP & UDP protocols enabled if your server uses individual user permissions.

[Back To Main Menu](#)



AI Scripting Commands

Please Note: The retail version does not have support for the AI scripting built in. You will need a later patched version.

The AI Script exists in a file in the TOCA2\game directory called:

AIScript.cfg

If this file exists then TOCA2 will interpret the script just before the start of each race.

The Idea behind using the script is so you can modify variables which already exist in the AI. So if you do not use a command to modify the drivers name for instance then it will remain as before. Likewise, you can also overwrite data you had previously set earlier in your script.

Using the AI script will only effect computer and not your own performance. For an example script click [here](#).

COMMAND LIST

DEBUG

Must be in capitals on the first line of the script and have no spaces before it. This command will enable DEBUG mode which will output information on the success of commands to a file called AIDebug.txt in the TOCA2\game directory.

NB: Every time you run a race a new debug file will be generated.

*, **REM** or #

For using comments.

SetRace <RACE TYPE> <DIFFICULTY> <ROUND>

Select the particular race that you want to change the AI for. This command **MUST** be called before any of the driver or track modifiers, otherwise nothing will work.

<RACE TYPE> - Either CHAMP or SINGLE

<DIFFICULTY> - Either NOVICE, STANDARD or EXPERT

<ROUND> - 1 to 26, Only use this parameter if RACE TYPE is CHAMP. You can select a range of rounds by using the format 4-7 for example.

Example: SetRace CHAMP STANDARD 3-10

Therefore all following modifiers will be called when playing the standard championship between rounds 3 and 10.

Example. SetRace SINGLE STANDARD

Therefore all following modifiers will be called when playing standard single race.

Changing Driver Stats

All Driver Commands excluding SetDriver must be preceded with a call to SetDriver so that TOCA2 knows which driver(s) you are altering the stats for.

SetDriver <NUMBER>

Select the driver that you want to alter. You must select a race type first by using the SETRACE command.

<NUMBER> - 1 to 16, You can select a range of drivers by using the format 1-12 for example.

1	James Thompson	(Honda)
2	Peter Kox	(Honda)
3	Yvan Muller	(Audi)
4	John Bintcliffe	(Audi)
5	John Cleland	(Vauxhall/Opel)
6	Derek Warwick	(Vauxhall/Opel)
7	Rikard Rydell	(Volvo)
8	Gianni Morbidelli	(Volvo)
9	Will Hoy	(Ford)
10	Craig Baird	(Ford)
11	David Leslie	(Nissan)
12	Anthony Reid	(Nissan)
13	Tim Harvey	(Peugeot)
14	Paul Radisich	(Peugeot)
15	Alain Menu	(Renault)
16	Jason Plato	(Renault)

Example: SetDriver 1-10

All following commands will alter drivers 1 to 10

Example SetDriver 5

All following commands will alter driver 5

Name <TEXT>

Change the driver name for the currently selected driver.

<TEXT> - Name of driver

Accell <FLOAT>

Set the rough acceleration value for the currently selected driver. This has quite a large impact on how good the driver will be. For the latter stages in expert mode this value is set to around 1.0.

<FLOAT> - Floating point number between 0 and 1.29

Starting <NUMBER>

This is a rough value for how good the selected driver will be at the start of the race.

<NUMBER> Integer between -127 and 127.

QualPercent <NUMBER>

Where in the qualifying window (See BestTime & WorstTime) the selected driver will tend to come. 100 is the best time and 0 is the worst possible time.

<NUMBER> 0 to 256. Any value over 100 may cause strange results

SpeedCap <NUMBER>

Cap the top speed of the driver. Any values below 40 will result in a value of 40 being used (err I think). A value of 0 means there is no cap.

<NUMBER> 0 to 65535. This value is in Kilometers per hour

Please note: There is a speedcap limit set in Novice and Standard modes already. Novice is 190km/h, Standard is 225km/h these cannot be raised although you can set them lower. Expert has no cap.

GearRatio <GEAR> <RATIO>

Allows you to customise the gear ratios for each drivers car.

<GEAR> 1 to 6. Self explanatory

<RATIO> 0 to 100 (0-Max Ratio)

Suspension <WHEEL> <VAL>

Allows you to alter the stiffness of the suspension for each drivers car.

<WHEEL> 1 to 4

These are referenced as:

- 1-Front Left
- 2-Front Right
- 3-Rear Left
- 4-Rear Right

<VAL> 0 to 1.0 (1.0 is max stiffness)

Downforce <VAL>

Allows you to alter the downforce of each drivers car.

<VAL> 0 to 1.0 (1.0 is max downforce)

BrakeBias <VAL>

Allows you to alter the brake bias from front to back for each drivers car.

<VAL> 0 to 1.0 (1.0 is front)

Changing Track Stats

All track Commands excluding SetTrack must be preceeded with a call to SetTrack so that TOCA2 knows which track you are altering the stats for.

SetTrack <TRACK>

Select the track that you want to alter. You must select a race type first by using the SETTRACE command.

<TRACK> - This can be one of the following:

THRUXTON
SILVERSTONE
DONINGTON

BRANDS_HATCH
OULTON_PARK
CROFT
SNETTERTON
KNOCKHILL
DONINGTON_GP
OULTON_PARK_LONG
OULTON_PARK_ISLAND
USA
LOCH
AUTOBAHN
ALPINE
TEST_TRACK_SHORT
TEST_TRACK_LONG
TEST_TRACK_OVAL

Example: SetTrack OULTON_PARK_LONG

All following commands will alter oulton park long times.

BestTime <TIME>

The Qualifying window consists of two times a best and a worst time which all AI drivers will fall between. The final times used will not be the exact ones you specify here but they will not be far out.

<TIME> - Time Value in Minutes, Seconds and Milliseconds

*Example: BestTime 1.2.6 = 1 Min 2 Secs 6 Hundredths/sec.
 BestTime 2.63 = 2 Secs 63 Hundredths/sec.
 BestTime 03.57.09 = 3 Min 57 Secs 9 Hundredths/sec.*

WorstTime <TIME>

Set the worse time for the Qualifying window (See BestTime)

<TIME> - Time Value in Minutes, Seconds and Milliseconds

WetAdjust <TIME>

Set the adjustment time for wet races usually a negative value.

<TIME> - Time Value in Minutes, Seconds and Milliseconds this is limited to +/- 32 seconds though

Thats about it really

Darius.

[Back To Main Menu](#)



Example Alscript.cfg

The AI script below sets all the drivers to have the best possible acceleration and start to races as possible, it also sets there gear ratio to maximum for 6th gear and downforce to minimum so that they can reach 151 mph top speed. The qualifying times they achieve will be near the best time for the particular track that they are racing on. So for instance at Thruxton the times will range downwards from 1.02.00.

```
#####  
SetRace SINGLE EXPERT  
#####
```

SetDriver 1-16

Accell 1.29
QualPercent 100
SpeedCap 0
Starting 127
GearRatio 6 100
Downforce 0

SetTrack THRUXTON

BestTime 1.04.00
WorstTime 1.09.00
WetAdjust -3.0

SetTrack BRANDS_HATCH

BestTime 36.00
WorstTime 43.00
WetAdjust -3.0

SetTrack DONINGTON

BestTime 57.00
WorstTime 1.04.00
WetAdjust -3.0

SetTrack SILVERSTONE

BestTime 1.06.00
WorstTime 1.13.00
WetAdjust -3.0

SetTrack CROFT

BestTime 1.06.00
WorstTime 1.13.00
WetAdjust -3.0

SetTrack SNETTERTON

BestTime 1.02.00
WorstTime 1.09.00
WetAdjust -2.0

SetTrack KNOCKHILL

BestTime 42.00
WorstTime 49.00
WetAdjust -3.0

SetTrack OULTON_PARK

BestTime 47.00
WorstTime 54.00
WetAdjust -3.0

SetRace CHAMP EXPERT 1-26
#####

SetDriver 1-16
Accell 1.29
QualPercent 100
SpeedCap 0
Starting 127
GearRatio 6 100
Downforce 0

SetTrack THRUXTON

BestTime 1.04.00
WorstTime 1.09.00
WetAdjust -3.0

SetTrack BRANDS_HATCH

BestTime 36.00
WorstTime 44.00
WetAdjust -3.0

SetTrack DONINGTON

BestTime 57.00
WorstTime 1.04.00
WetAdjust -3.0

SetTrack SILVERSTONE

BestTime 1.06.00
WorstTime 1.13.00
WetAdjust -3.0

SetTrack CROFT

BestTime 1.06.00
WorstTime 1.13.00

WetAdjust -3.0

SetTrack SNETTERTON

BestTime 1.02.00
WorstTime 1.09.00
WetAdjust -2.0

SetTrack KNOCKHILL

BestTime 42.00
WorstTime 49.00
WetAdjust -3.0

SetTrack OULTON_PARK

BestTime 47.00
WorstTime 54.00
WetAdjust -3.0

[Back To Main Menu](#)



Game Directory Locations

There are several directories in the Game folder which are quite important. They allow you access to car skins, ghost laps, setups etc.

The following are the default locations:

Tine Trial Ghost laps

C:\Codemasters\Toca2\Game\TTSaves

You can copy other peoples ghost laps into this folder to race against in TT mode.

Car Setups

C:\Codemasters\Toca2\Game\Setups\"track_name"

You can copy other peoples car setups into these folders.

Race Replays

C:\Codemasters\Toca2\Game\Replays

Watch other peoples replays by copying them into this folder

Car Liveries

C:\Codemasters\Toca2\Game\Skins\"car_name"

Want to race with your own livery then copy it into these folders

AI Script File

C:\Codemasters\Toca2\Game

[Back To Main Menu](#)



What does the patch do ?

Bug Fixes

- Game should no longer stop before moving to the lights at the start of championship races
- The game should now correctly identify when the CD is present on 36x and faster drives
- Incorrect signposts at the Loch Ranoch track fixed
- Analogue rev counters in high resolutions should now be displayed correctly
- '+1 Lap' on Spanish results tables now correctly placed
- Incorrect High Score track info being displayed for Test Track Oval in SCC High Scores
- Network mode performance and reliability improved

New Features / Enhancements

- AI scripting enabled, allows you to change driver and track stats
- Replays now record upto 20+ laps depending on track, analogue/digital controller etc
- Individual Lap Time indicator now on replays
- New cheat mode to disable AI cars in single race, allows for multiple lap Time Trials
- Chat screen after each network race added
- In-Race chat function added
- Latency display added to network mode
- No collision network mode added
- Single Catchup network mode added
- If qualifying in Network mode is disabled then human players will always be placed in reverse order of the previous races results
- 30 second timeout in network games after 1st person crosses finish line
- Brands Hatch track, bottom of Paddock Hill smoothed out to help reduce spinning

Other

- The DirectX component Directplay version 6.1a is included with the patch

[Back To Main Menu](#)

