F1GP-Ed

Oliver Roberts

COLLABORATORS

	TITLE : F1GP-Ed		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Oliver Roberts	February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

F1GP-Ed

1.1 F1GP-Ed 3.03 Contents Page

```
                    F1GP-Ed 3.03 - the most powerful utility of its kind

        Copyright © 1994-1995 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
```

1.2 Introduction

                  Welcome to version 3 of F1GP-Ed. The features in F1GP-Ed are made ←
                    possible
by the cooperation of a number of people (not just myself). See the

                  Acknowledgments
                   section.

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 existance,
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, until the burgulary at my Uni lodgings on 31
January 1995. All my Amiga hardware was taken, along with my TV etc - 900

pounds worth in total :-(And to make matters worse, it wasn't insured.
Needless to say, development came to a halt, but luckily the thieves did
not decide to steal any of my 600 floppy disks, and I had backed up the
source code just a couple of days before the break-in. I then managed to
get a second-hand Amiga (thanks Jen) in April 1995 and I began work on
F1GP-Ed 3.0. And this is the finished result :-)

I have supplied an example datafile which will convert your copy of F1GP,
so it plays like the real-life 1995 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.

For those of you who are interested F1GP-Ed was written in C and Assembler.
It was compiled with DICE 3.01 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
   (3) No more than £1.50 (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). Included in the above are magazine
coverdisks.

Permission is hereby granted to Steve Broadbent of "F1 Quality Amiga
Products" to distribute F1GP-Ed. Amiga Format magazine has my permission
to distribute only the special AF beta version.

The "F1GP-Ed.key" file is for registered users only and MUST NOT be
distributed. F1GP-Ed MUST be distributed with ALL the following files:

   F1GP-Ed   (Main Program)
   F1GP-Ed.info
   F1GP-Ed.guide   (AmigaGuide® Documentation)
   F1GP-Ed.guide.info
   History.txt   (Program History)
   History.txt.info
   1994.f1gp   (Datafile for 1994 settings)

```
   1994.f1gp.info
   1995.f1gp                         (Datafile for 1995 settings)
   1995.f1gp.info
   Install_F1GP-Ed                   (HD Installer script)
   Install_F1GP-Ed.info
   Reg_Form                          (Registration Form)
   Reg_Form.info
   Sound/RenaultV10'94.raw           (Renault engine sound sample)
   Sound/RenaultV10'94.raw.info
   Sound/RevStart.raw                (Engine start sound sample)
   Sound/RevStart.raw.info
   Graphics/Cockpit.iff              (original cockpit picture)
   Graphics/Cockpit.iff.info
   Graphics/NewCockpit.raw           (example cockpit raw image)
   Graphics/NewCockpit.raw.info
   Extras/F1GP_2                     (information on F1GP 2)
   Extras/F1GP_2.info
   Libs20/reqtools.library
   Libs13/reqtools.library
   Libs13/gadtools13.library
   Libs13/f1gp.library
```

1.4 Registration

                  Why should I register?

F1GP-Ed is SHAREWARE, which means you are expected to register if you find
it useful. The main reason for registering is because you appreciate the
existing features, not because you want the disabled features (although
this another good reason). I say this because some stupid idiotic people
think it is a good idea to crack F1GP-Ed and spread a version with all
features enabled (which is illegal), almost as if it was registered (but it
isn't). Even if you have a cracked, illegal, version I still urge you to
register - in fact, users of cracked versions are more obliged to register
than honest users!

Once you have registered you will be shipped a disk by First Class post or
Air Mail. This disk will be full with the latest version of F1GP-Ed and
your personal keyfile which will enable all the features (and remove
annoying requesters) in this and future versions of F1GP-Ed, and also any
other F1GP related information/programs I can find. You are not allowed to
give (or sell) this keyfile to anybody else!

Users who specify an email address will be put on a mailing list, and will
receive free F1GP-Ed/F1GP news including notification of when new versions
are released and
                  where they are available from
                  . 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 650 registered users!),
although I hope that this my be possible in the future. See my

                  update policy
                  .

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

United Kingdom

   The registration fee for people in the UK is 6 pounds (minimum). This
   can be in the form of a cheque, postal order or cash. 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

   The registration fee for the people not living in the UK is 7 pounds
   sterling (minimum). If possible this should be sent to me as a cheque
   drawable from a UK bank (or cash) or somekind of postal order (as long
   is it is cashable in UK banks without charge). Eurocheques are also
   acceptable. If none of the above payment methods are viable I will
   accept a registration fee of US $15, in notes. As a last resort, you
   may pay the equivalent of 8 pounds sterling in another major currency
   (cash only) – I will only accept it if my bank will negociate it (I
   will be charged about £1 in this case).

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

     Oliver Roberts
     30 Tillett Road
     Norwich
     Norfolk
     NR3 4BJ
     ENGLAND

(Note: the above is "thirty" Tillett 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.

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 (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)
       reqtools.library   (required)
       icon.library   (required)
       f1gp.library   (required)
       amigaguide.library   (optional)
       diskfont.library   (optional)

    Kickstart 2.0 or higher:
       asl.library OR reqtools.library   (required)
       f1gp.library   (required)
       amigaguide.library   (optional)
       diskfont.library   (optional)
       locale.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 the

following machines: A500, A600, A1200, A2000, A4000

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 accessable.

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:1995.f1gp
   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 soley via tooltypes, as the cutdown 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,SAVETOMEM/S,PATCH/S,LOADF1GP/S,FONT/K,FONTSIZE/K/N, ←
                    KEYPATH/K,

                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.f1gp PATCH NOGUI LOADF1GP

Load F1GP-Ed with settings from the 1995.f1gp 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.f1gp FONT=topaz.font FONTSIZE=8

Load F1GP-Ed with settings from the 1994.f1gp datafile and open windows
using the topaz 8 font.

    F1GP-Ed DATAFILE 1995.f1gp KEYPATH PROGDIR:

Load F1GP-Ed with settings from the 1995.f1gp 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.f1gp NOGUI

Load F1GP-Ed and save the settings from the 1995.f1gp datafile to the copy
of F1GP currently running in memory, and then quit.

1.9 Tooltypes / Command-line options

                DATAFILE (string – example: DATAFILE=1995.f1gp)
    This command to tells F1GP-Ed to load a specific datafile, rather than
using the defaults. This command overrides the "Autoload" feature found in
previous versions of F1GP-Ed.

LOADF1GP (switch)

Runs F1GP automatically. This basically executes this command: "Run
>NIL: <dir>f1gp", where <dir> is the directory used in F1GP-Ed load/save
Binary file requesters and is loaded from the config file. By default the
command will be "run >NIL: f1gp_disk_#2: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.

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.

ASYNCHELP (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 1995. ←
                f1gp
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 "1995.f1gp" file and click on "Load"

 o Select Save to >> F1GP Binary... from the "Project" menu

 o If you have a hard drive then select the "f1gp" file in the relevant
   drawer, otherwise just put F1GP disk 2 (
                versions A & B
) or disk 1
   (
                version C
                 - change the drive from "f1gp_disk_#2:" to "f1gp_disk_#1:")
   in any drive and click on "Save"

 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.

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.

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
                asynchrous 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 "f1gp" binary file which is altered by F1GP-Ed:

(A) Formula One Grand Prix - 4 disks (f1gp_disk_#2:f1gp = 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 (f1gp_disk_#2:f1gp = 582780 bytes)

US version of F1GP which is hard-coded for NTSC machines. All occurences
of "Formula One Grand Prix" text are replaced by "World Circuit". Also,
there is no manual selection screen as the English manual is assumed. Same
as (A) otherwise.

(C) Formula One Grand Prix - 3 disks (f1gp_disk_#1:f1gp = 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. There are some minor
changes in this version, but the only one I have pin-pointed is the screen
position. In (A) & (B) 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
seems to have been corrected in this version. Apart from that it's
essentially the same as (A). 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 25 fps or above, then go into race mode, and
sometimes in other modes, the car will spin to its left around its axis.
Grant has no idea why it does this at the moment. But, 20 fps works fine.

   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 PatchF1GP window (but you then miss all the buffering features).

Bugs in the game (exist without using F1GP-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!

   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 F1GP, but then
again F1GP doesn't usually use driver #40 :-)

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 SAE (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. 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 F1GP screen, so you can
click in the top-right corner to switch screens, just like with the
Workbench screen.

1.17   The Menus

                  Project Menu   File Menu   Window Menu
  +------------+   +----------------+   +-------------------+
  |
  | New

```
                    |      |
                    Load Names...
                    |      |
                    File Editors
                    |
|~~~~~~~~~~~~~|      |
                    Save Names...
                    |      |
                    Memory Patches
                    |
|
                    Load from
                    |      +----------------+      |
                    Other
                    |
|
                    Save to
                    |                                     |~~~~~~~~~~~~~~~~~~~~|
|~~~~~~~~~~~~~|                                    |
                    Default Settings
                    |
|
                    About
                    |                                     +--------------------+
|~~~~~~~~~~~~~|
|
                    Quit
                    |
+-------------+


 Memory Menu                   Settings Menu
+------------------+     +---------------------------+
|
                    Install Patches
                    |      | .
                    Create Icons?
                    |
|
                    Remove Patches
                    |      | .
                    File Filter?
                    |
+------------------+     | .
                    Overwrite Files?
                    |
                            | .
                    Confirmation Requests?
                    |
                            | .
                    Save Window Positions?
                    |
                            |~~~~~~~~~~~~~~~~~~~~~~~~~~~|
                            |
                    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.

F1GP Binary
   Replace current setting in the File Editor windows with the settings
contained in the "f1gp" 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
"f1gp" file used by the game. Then when reloading F1GP all your changes
will take effect. This option also removes certain file checksums used by
the game and 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. For best and expected results, use this
option while F1GP is at the main menu.

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 - Screen

                    Public
    F1GP-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
    F1GP-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.

1.34   The Settings Menu

                    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.

1.35   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 catagories 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.

1.36   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

1.37   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.

Max Teams
   This determines how many of the teams will actually be used by F1GP. You
can select between 13 and 20 teams, but you must have at least 26 drivers
allocated to your chosen teams.
 (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)

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.

1.38   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.

1.39   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.

1.40   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 F1GP in both qualifying and races.

The file operations described below deal with the same format files as F1GP
uses. However, to be able to load files into F1GP that F1GP-Ed has saved,
you must have
                 saved to the binary
                  at least once.

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.

1.41   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 0m 00.000s to 9m 59.999s. 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
1.1.1978 to 10.11.2022.

Load
   Replace ALL current lap records with those from a F1GP lap records file.
Note that when loading lap records in F1GP, only the records in the file
that are faster than the current records are loaded.

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

1.42   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.

1.43   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)

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 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.

1.44   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 :-)

1.45   In-Game Prefs

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

Frames/sec
    The number of times F1GP 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
```

    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 resisitance being incorrect.

 (default is 8 fps)

Target Display
    Set this to the type of display you will be running F1GP 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 Degrader, or via the KS 3.0+ Early Startup
Control menu.
 (default is PAL (50Hz))

Detail Level
   Preset the level of detail that F1GP should use.
 (default is Full)

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. Values ranging from 0
to 65 seconds are allowed.
 (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)

1.46 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)

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)

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 F1GP 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 F1GP should run a little bit faster.

Wet Race Probability
   Change the chance of a wet race (100% means all races will be wet). Note
that it is impossible to have a wet race in the USA (Phoenix).
 (default is 3%)

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 F1GP how many of the first finishers will get points - this
effectively sets unused points to 0.
 (default is 10, 6, 4, 3, 2, 1)

1.47 Cheats

All the options in this window (with the possible exeption 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 F1GP to use the HP value you have specified for the team you are
driving for. Usually F1GP will use a separate HP value for your car (you
can alter this with the "Player HP" setting). This feature doesn't work
properly in a multiplayer game, so best leave it off in this case.
 (default is off)

Degrade HP
   F1GP 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 F1GP 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)

1.48 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

1.49   PatchF1GP - Car Control

                The settings in this window sprout from Grant Reeve's PatchF1GP ←
                   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. 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 are advised to leave
this setting alone, as traction control is always off with an analog
joystick by default.
 (default is on)

1.50   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.

1.51   GPPatch - Information

                This window allows you to install and remove some pretty neat ←
                    patches which
have evolved from Toni Wilen's GPPatch utility. Hopefully, the features
below should be more configurable in the future:

 * 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
 * Can show a realtime drivers' list while racing, similar to a HUD view
    on flight simulators (Heads Up Display).

There are also a number of extra keys (most can be
                  redefined
                   if you want)
which provide other features while you are driving. The defaults are
listed 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
          funtion 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

1.52 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 F1GP 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)

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.
```

1.53   Other

```
                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
F1GP either in memory or directly to the binary.  Basically, any window
which can't be catergorized as either a File Editor or a Memory Patch, will
end up here.

The "Load" and "Save" items in the Project menu do not process these
windows at all.  However, any selections in these windows are saved when
you
                save the settings
                .

Options are available for:


                   Sound Samples

                   Graphics

                   Statistics
```

1.54   Sound Samples

```
This window allows you to replace any of the sound samples used by F1GP.
Select one of the eight sounds you wish to replace and click on one of the
two "Save RAW Sample To" buttons.  Saving to memory will change the
currently running F1GP (if present), whereas saving to F1GP binary will
save the sample in the F1GP file so it will be used everytime you play F1GP
providing a more permanent change.

These buttons allow you to replace the selected sound sample used by F1GP
with a sample of your choice.  For best results this sample must be in RAW
format, and be exactly the same size as the recommended sizes:
```

```
+-------------------+-------------+
| Sound Description | Size (bytes) |
+-------------------+-------------+
| Air-Socket Wrench |      8116    |
| Car Pass 1        |     15400    |
| Car Pass 2        |     10862    |
| Klaxon            |     12882    |
| Skid              |      8094    |
| Rev Start         |     12728    |
| Crash             |     13452    |
| Engine            |     21160    |
+-------------------+-------------+
```

If the sample is longer than the recommended size then F1GP-Ed will
truncate it. If shorter then blank space (silence) will be added to the
end of the sample.

The Engine sample is continuously looped so it is vital that the size is
21160 bytes and the loop point is disguised well for a good result. There
is an example sample for the engine, supplied with F1GP-Ed taken from Damon
Hill's Williams-Renault in Austrailia 1994, which demonstrates the
possibilities.

You can edit sound samples in programs such as TechnoSound Turbo and
Protracker, for example.

I am currently looking for realistic sounds sounds that can be used by F1GP
effectively (please let me know if have some).

1.55 Graphics

At the moment the only thing available in this window is an option to
replace the cockpit graphic with one of your own. However, there are a few
limitations:

 * The image must be 320 x 97 x 4 (ie 320 x 97, and 16 colours)
 * The palette cannot be altered
 * Any part of the cockpit that F1GP changes during the game (eg
   indicator lights, speedo) must remain identical to the original
 * The main outline of the cockpit must be symmetrical about the
   vertical axis

Bearing these in mind, the best solution is to use the existing cockpit
design as a template.

In the distribution is a file called "Graphics/Cockpit.iff". This is an
IFF image of the original cockpit which may be loaded and changed in
virtually any decent graphics program such as Deluxe Paint or Photogenics.

The final step in the process is to convert the IFF graphic into an Amiga
raw bitmap. To do this you will need a utility to convert it, of which
there are many in the public domain (GfxMaster or PicCon for example). Once
you've converted the file and made sure it is 320 x 97 big, you can now use
it in F1GP-Ed.

As an example I have included a file called "Graphics/NewCockpit.raw" which
may be loaded straight into F1GP-Ed.

1.56 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.

1.57 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.

1.58 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

Thanks to my army of beta testers for pointing out many bugs in various
pre-release 3.0 beta versions, and offering suggestions:

   Claudio Di Martino, Anthony Holloway, Steve Broadbent, Grant Reeve,
   Simon Austin, Riccardo Carletti, Chris Coulson, Alisdair Walker,
   Edo Nimeijer, Soyeb Aswat, Dwayne Rideout, Dave Wright, René Smit,
   Stephan Jansen & Mike Grey

Extra thanks to those who helped me graphically:

    Anthony Holloway for the rendered F1GP-Ed logo and ideas.
    Riccardo Carletti for ideas which I used to draw the F1GP-Ed icon.

Thanks to Steven Whittaker for the engine sound sample from Damon Hill's
Williams-Renault in the Australian GP 1994, as well as some other good
samples.

Thanks to the following who have helped aid development in one way of
another:

    Obvious Implementations Corp. for Dice 3.01.
    Edd Dumbill for Heddley V1.1.
    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.

Catalog Translation Credits

 German translation by Steve Broadbent
 Czech Republic translation by Michal Janak

Copyrights

Formula One Grand Prix (c) Copyright 1991,1992 Geoff Crammond
                        (c) Copyright 1991,1992 MicroProse Software

GPPatch   (c) Copyright 1994-1995 Toni Wilen

PatchF1GP   (c) Copyright 1995 Grant Reeve

f1gp.library   (c) Copyright 1995 Oliver Roberts

reqtools.library   (c) Copyright 1991-1994 Nico Francois

gadtools13.library   (c) Copyright 1992-1993 Jaba Development

AmigaGuide®   (c) Copyright 1992 Commodore-Amiga, Inc.
                            All Rights Reserved.

Installer project icon (c) Copyright 1991-1993 Commodore-Amiga, Inc.
                            All Rights Reserved.

1.59 How to get F1GP-Ed updates

The latest versions of F1GP-Ed should be available from:

 * The F1GP-Ed web page - http://cswww2.essex.ac.uk/users/robeoy/F1GP-Ed/
 * Aminet ftp sites (game/misc directory) - also Aminet CDs, BBSs
 * PD libraries (you should not pay more than £1.50)
 * Steve Broadbent of "F1 Quality Amiga Products"

The alternatives for registered users only (make sure you state your

registration code) are to send me:

    * your original F1GP-Ed disk and a SAE (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.

Recommended distributors

As you've probably gathered by now I don't want PD libraries selling
F1GP-Ed for more than £1.50 (single disk including P+P).

17 Bit Software is my personal favourite as I've never experienced any bad
service with them, and I've always received my order within a couple of
days. I regularly send new versions to, at least, 17 Bit – although after
a few weeks the disk will have spread to most of the other libraries. So,
chances are, if you live in the UK, just ask your favourite PD library if
they have F1GP-Ed and what version – I'm sure they will be willing to help.
I also send F1GP-Ed to NJH and Blitterchips/NBS.

For those of you living in Germany, it may be more convenient to get
F1GP-Ed from:

    Steve Broadbent
    F1 Quality Amiga Products
    Dorfstrasse 6b
    58730 Fröndenberg-Ardey
    Germany

    TEL/FAX 01049 (0)2378 5045

1.60 The Author

I'm currently studying Computer Science (3rd Year) 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 :-)

Mail will be forwarded to me if I am at Uni, so please allow an extra
couple of days for a reply – and please supply an SAE if possible, and
state your registration number (if you have one) in any correspondence
(except initial registrations).

My address is:

    30 Tillett Road
    Norwich
    Norfolk
    NR3 4BJ
    ENGLAND

You can contact me via Internet e-mail at this address (valid until July
1996):

    O.J.C.Roberts@essex.ac.uk

I also have a World Wide Web (WWW) homepage on the Internet. This is also
the WWW home of F1GP-Ed. I have created the Amiga Formula One Homepage,
and I also maintain the WWW pages for the F1GP Hall of Fame and the
Internet F1GP Championship. The Amiga Formula One Homepage also holds all
the Amiga F1GP utilities, Amiga F1GP 2 News, F1GP/WC FAQ, and loads of
other Amiga / Formula One related links. So, for an Amiga F1GP junkie's
dream, set your web browser to:

    http://cswww2.essex.ac.uk/users/robeoy/AmigaF1.html

My web pages are available at the above adresss until July 1996, and I'm
hoping that somebody else will take the pages over just before then - any
offers?

I can also be found lurking around on Internet Relay Chat (IRC) on the
#Amiga channel with nickname "F1Oli" (usually during Uni term-time :).

1.61 Future

                I really don't know what 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 :-)

The "Use Team HP" needs to be improved to work in multiplayer races, and
perhaps a few other features need to be made multiplayer compatible.

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.

A track editor is very unlikely :-(

It is not going to be feasible to build more of other peoples utilities
into F1GP-Ed (eg SplitTime). Instead F1GP-Ed V4 *might* be fully modular
(like DeliTracker) if I ever get around to coding it.

1.62 Index

Index of database F1GP-Ed

The Menus

The Settings Menu

The Standard Options

The Team Editor

Tooltypes / Command-line options

Using F1GP-Ed

Window Menu - Default Settings
Buttons

 About

 About the author

 Acknowledgements

 Bug reports

 Camera Views

 Car Control

 Car Control

 Car Setups

 Cheats

 Confirmation Requests?

 Create Icons?

 Default Settings

 Disclaimer

 Distribution

 Drivers

 F1GP Versions

 File Editors

 File Editors

 File Filter?

 Future

 Getting started