

GP Lap Time Logger Help (V6.0 7th 1995)

GPLAPW is a Windows utility for viewing the log files produced by the GPLAPTIM.COM TSR. The viewed entries may be filtered in a number of different ways. The output can be saved to a text file or copied to the Window's clipboard. GPLAPW also allows authenticated hot-lap times to be written to a text file which can be submitted to the SPRTSIMS forum on CompuServe (CIS).

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Credits

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Main Window

The main window displays an entry for each car. The display includes the car number, driver's name, lap number, position, lap time, best lap time, race time (if appropriate). You can optionally display the average lap speed in MPH or KPH.

A number of different icons are displayed in the first column of the list box to highlight specific entries:



Fastest Qualifying Lap (overall) - **FQ**



Fastest Race Lap (overall) - **FL**



Best Lap (personal) - **!**



1st Place



1st Place (and Fastest Lap)



1st Place (and Best Lap)



Race Winner



Authentication Entry



Race Authentication Entry

Fastest Qualifying Lap



The fastest qualifying lap is the quickest lap for all the cars for the current qualifying session at that point in time.

The fastest qualifying lap entry is marked with "**FQ**".

Fastest Race Lap



The fastest race lap is the quickest lap for all the cars for the current race at that point in time.

The fastest race lap entry is made with a "**FL**".

Best Lap



The best lap is the quickest lap for that particular driver for the current qualifying or race session at that point in time.

The best personal qualifying/race lap entry is maked with "!".

1st Place



The leader of the race is highlighted with this symbol.



If the leader posts the fastest lap the colour changes to red.



If the leader posts a personal best lap the colour changes to green.

Race Winner



The winner of a race is marked with a chequered flag.

Authentication Entry



When the player sets a personal best lap a special authentication entry is written. See [Authentication](#) for more details.

Race Authentication Entry



When the player completes 50% and 100% of a full race a special authentication entry is written showing the race elapsed time. A normal authentication entry will also be logged and this contains the fastest race lap. See [Authentication](#) for more details.

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Open

This command is used to open the log file you wish to view. Log files are produced by the GPLAPTIM.COM TSR and have a default file extension of ***.LOG**.

The default log file filename is GPLAPTIM.LOG.

Save As Text

This command saves the currently displayed entries as an ASCII text file. The default file extension is ***.TXT**. Note that this command doesn't modify the log file in anyway.

The default text filename is GPLAPTIM.TXT.

See also the Copy command for saving ASCII text to the Window's clipboard.

Save As Log

This command saves the currently displayed entries in LOG file format. The default file extension is ***.LOG**. This command is intended to be used when you wish to save a filtered out log, i.e., to save only your entries to a LOG file.

The default text filename is FILTERED.LOG.

Close

The close command discards the currently loaded log file information. Note that this command doesn't modify the log file in anyway. If you attempt to open a second log the first log file will be closed automatically.

Remove Replay Duplicates

This command removes any duplicate entries present in the displayed log. Previous versions of GPLAPTIM used to continue logging whilst a reply was in progress, producing duplicate entries. This version of GPLAPTIM fixes this problem but this command is still retained for use with older logs.

This command doesn't actually modify the log file, only the loaded copy of it.

Copy

This command copies the currently displayed entries to the Window's clipboard. You can then paste this information into another application.

See also the [Save As Text](#) command for saving directly to ASCII text files.

Select Font

This dialogue allows you to change the font used in the main window. You may choose between any monospace font available on your machine. By changing the font size you should be able to see all the information even on a standard VGA screen. See also [Restore Default Font](#).

Restore Default Font

This option changes the font used in the main window back to the default. See also [Select Font](#).

Practice

This option enables the display of laps from a **Practice** session. This includes the race **Free Practice** and **Pre-Race Practice** sessions.

Note that one (or more) of "Computer's Cars", "Player's Car" or "Leader" should also be enabled.

Qualifying

This option enables the display of laps from a **Qualifying** session.

Note that one (or more) of "Computer's Cars", "Player's Car" or "Leader" should also be enabled.

Race

This option enables the display of laps from a **Race** (and **Quick Race**).

Note that one (or more) of "Computer's Cars", "Player's Car" or "Leader" should also be enabled.

Computer's Cars

This option enables the display of lap information for the computer cars.

Note that one (or more) of "Practice", "Qualifying", or "Race" should also be enabled.

Player's Car

This option enables the display of lap information for the player's car.

Note that one (or more) of "Practice", "Qualifying", or "Race" should also be enabled.

Leader

This option enables the display of lap information for the current leader's car.

Note that one (or more) of "Practice", "Qualifying", or "Race" should also be enabled.

Fastest Lap

This option enables the display of the fastest overall lap for a particular session (at that point in time).

Note that one (or more) of "Practice", "Qualifying", or "Race" and one of "Computer's Cars" or "Player's Car" should be enabled.

Best Lap

This option enables the display of the personal best laps for a particular session (at that point in time).

Note that one (or more) of "Practice", "Qualifying", or "Race" and one of "Computer's Cars" or "Player's Car" should be enabled.

Authentication Records

This option enables the display of the authentication entries.

Note that one (or more) of "Practice", "Qualifying", or "Race" should also be enabled.

See [Authentication](#) for more details.

Display Average Speeds

This option enables the display of the average lap time speed. This is displayed as the final right-hand column. When this option is turned off the line width of an entry is less than 80 characters, if this option is enabled the line length will exceed 80 characters.

See also [MPH \(or KPH\)](#).

MPH (or KPH)

This option when checked displays the average speed in MPH (miles per hour). When unchecked KPH (kilometres per hour) is used.

See also [Display Average Speeds](#)

Elapsed Race Time

This option displays the "Race Time" as an elapsed time since the start of the race. This is useful if you wish to save just your race time for each lap in the race and compare logs with another player.

If this option isn't enabled then the gap behind the leader is shown, and only the leader's time is shown as an elapsed race time.

Car Setup

This option displays the car setup. The car setup is logged whenever you next cross the start/finish line after having previously just left the pits (this is useful both whilst testing to find a good setup and for tracking which tyres were selected during a race). E.g.,

Wings:F60/R40 Brake-Bias:R2 Gears:24,32,39,46,53,61 Tyres:C

The wing settings are shown with the front wing first followed by the rear wing.

Brake bias is displayed as **R?** for rear bias, and **F?** for forward bias, zero bias is shown as **R0**.

Gears ratios are displayed from 1st through to 6th.

Tyres are one of: A, B, C, D, Q, W.

Pit Stops

This option displays entries for when a car stops at its pit. Two entries are logged, when the car goes up onto the jacks, and when it comes off the jacks.

The second entry includes the pit stop time. The time displayed by the game may differ slightly from the time logged.

Note that the current race position is also shown for both entries. The race position logged is the position at the point in time when the car is going on or off the jacks.

Filter

This dialogue allows you to filter out specific drivers. Use the **Include** and **Exclude** buttons to move drivers between the **Excluded** and **Included** lists. You may also double-click on a driver's name to move it between lists.

The **All** and **None** buttons provide a fast method of moving all the drivers at once.

When filtering is turned on (entries are present in the **Excluded** list) the menu bar option has a check mark next to it.

Reloading a new log will turn driver filtering off.

Lap Totals

This option displays the total number of laps for each type of session that the player has completed.

Note that pit-stops aren't currently included in the lap total count.

Exit

This menu command terminates GPLAPW.

Contents

This menu command loads and displays this help file.

How to Use Help

This menu command explains how to use the Windows help program to read this help file.

About

This menu command displays the About dialogue box that shows the current version of the program together with the copyright and credits.

Authentication

When the player sets a personal best lap a special authentication entry is written containing details of the setup used to achieve the time. For example:



1:19.956 Trevor Kellaway BHP:635 AIG:4 Ace,F5,S,T 30-Apr-94 4:44pm

The authentication entry includes the lap time, the BHP setting, the AI car grip setting, the skill level and any driving aids used.

If you wish to submit the time for inclusion in the F1SA hot-lap charts you should highlight the authentication entry you wish to save and then select this menu command. You may choose to copy the entry to the Windows clipboard or save it to a file as ASCII text. For example the above record saved as AUTHLAP.TXT (or copied to the clipboard) contains:

Imola - San Marino

1:19.956 Trevor Kellaway BHP:635 AIG:4 Ace,F5,S,T 30-Apr-94 4:44pm

AUTH1:[0322543801007B0204D004322C101E04CA0754726576]

AUTH2:[6F72204B656C6C61776179000000000000000002999]

Just import AUTHLAP.TXT into a forum message and the [F1SA](#) forum commissioner's will verify your time by checking the authentication code.

Skill Levels:

Ace, Pro, Semi-Pro, Amateur, Rookie.

Driving Aids:

F1 Auto brakes
F2 Auto gears
F3 Spin correction
F4 No damage
F5 Best line
F6 Suggested gear
S Steering Assistance
T Traction control
BHP Horsepower of your car (Max=716)
AIG Computer car's cornering grip.

When the player completes 50% and 100% of a full race a special authentication entry is written showing the race elapsed time. A normal authentication entry will also be logged and this contains the fastest race lap.

The AI car grip is included for 100% race distance authentication.

Note: if you don't select a specific authentication entry to save you will be asked if you wish to save all the authentication entries present.

Command Line Arguments

You can specify the log file to read at start-up as a parameter:

Usage: **GPLAPW** [*GPLAPTIM.LOG*]



Formula 1 Simulators Association

Welcome to the third season of the Formula 1 Simulators Association (F1SA)

Our goal is to promote international racing simulation by providing organized competition and attractions based in CompuServe.

We want to provide a friendly, competitive environment in order to extract even more enjoyment from Microprose's World Circuit/Formula One Grand Prix. We want to exchange information and accounts of experiences while using the game. This series will be devoted to the enjoyment of Formula One racing and the antics that are a part of preparing for a race. Everyone is welcome to participate.

F1SA provides these attractions:

- Races that coincide with Formula One's schedule
- Challenge Races with regulated configurations
- SuperGrid Challenge races where you race against your peers
- Reports for the standard and Challenge races
- Hot-Lap charts
- News reports

There are also some Library files that you should consider, these are in either Lib.6/Motorsports or Lib.14/Racing Circuits:

Library 6:

- F1TIPX.ZIP A Windows Help file that covers setups and flying laps
- GPEDIT.ZIP A Windows car, helmet, car power and handling editor
- GPANYL.ZIP A program for analysing log files (see GPLAP.ZIP)
- SPRGRP.ZIP A tire compound that gives your car vacuum-like traction (illegal for F1SA races and Hot Laps)
- WCFF.ZIP A program that speeds up the fade times in between screens

Library 14:

- F1SA.TXT This file but you already know that.
- F1SASC.TXT The 1995 F1 and F1SA schedule.
- F1SARA.TXT The current race announcement.
- F1SA95.ZIP The GPE and Names file for the current race.
- F1SA-H.TXT A description on how to enter your quickest laps times.
- F1SA-H.LAP The current Hot Lap chart (updated twice monthly).
- F1SA-H.ALL The up-to-date All Time Hot Lap charts (updated monthly).
- CCPIT.ZIP A TSR program that modifies the computer cars pit strategy.
- GPLAP.ZIP A set of programs (Win & DOS) to log the times for *all* the cars to disk.
- LTA.ZIP An excellent analysis program for use with GPLAP log files.
- QTYRES.ZIP Use any number of Q's in any type of session (except a race).
- WCTEX.ZIP Eliminates annoying characters from the game's reports.
- F194RB.ZIP F1SA 94 RaceBook(tm) - Details on Teams, Drivers and more!
- GPPERF.ZIP A "Black Box" recorder. Records telemetry type data.
- GPA.ZIP A superb analysis program for use with GPPERF data files as well as GPLAP log files.

GPBUTTON.ZIP A facility to use those Joystick 2 buttons as programmable key presses.

GPFLAG.ZIP An improved yellow flag and car clearing patch.

GPGAP.ZIP Shows cockpit display of lap leaders and their lead times as well as cars immediately in front and behind.

F1SA-FAQ.ZIP A brilliant F1SA Frequently Asked Questions help file in Windows Help format. Contains absolutely everything you need to know.

Library 2 of Game Publishers Forum B:

UKF1GP.ZIP Upgrade for the European version of F1/GP (WC) to 1.05.

USWC.ZIP Upgrade for the US version of WC (F1/GP) to 1.05.

The F1SA racing series will parallel the actual Formula One schedule as closely as possible with regard to dates and tracks. Since the game models the actual sessions that comprise a Grand Prix weekend, you can schedule the individual sessions as you see fit, but the most realistic setup would be to have Free Practice on Friday, Qualifying on Saturday, then the pre-Race warmup and the Race on Sunday.

This year, we will be keeping track of points earned towards the World Championship. If you wish to compete for points, you must use the announced settings. If you finish in a points paying position, the top six, you must upload a binary copy of your *.LOG file created by GPLAPTIM ver 6.0 or later to receive championship points.

You may run any combination of driving aids. You may select any level of competition. You may choose any length of practice, qualifying, and race. Look for the current race announcement and download F1SA95.ZIP from lib 14 for the current suggested settings if you want to race with comparable settings with other drivers.

Now you are ready to race. Go to the track, practice, qualify, and race. If you prefer to skip any or all of the sessions, that's your choice. However, for the sessions that you do participate in, record the pertinent information: your qualifying time, your grid position, your fastest race lap, your overall race time, your finishing position, the settings and aids used.

Then write a report for everyone to read and enjoy. Tell us about the practice session. How did it go? Did you spin a lot? What setups did you try? Did they help? What happened in qualifying? Who set the pole and how fast was he? Who was fastest in the pre-race warmup? What tires are you using? How did the race go? What pit stops did you make, and what for?

And very important: Tell us what driving aids you used, what competition level you are racing against, and what length of race you chose. Be as loquacious or as reticent as you prefer. If your setups are a big secret, then don't talk about them. In short, have some fun with it! If you feel that there is a good chance that you will finish in the top six of all the F1SA members, be sure to use GPLAPTIM.COM to log your race so that you can submit your binary race log.

You could post all the information in one message. Or you could post a separate message for each session. For clarity, please use a header like "F1SA (the track name and your name)", an example would be "F1SA Monaco Smith". Address the reports to SteveP (100341,2464), and post them in Section 14 in the SPRTSIMS Forum.

We suggest that you don't use the Championship Season option in WC/F1GP; instead choose the Non-Championship Race option. This way you can choose the track of your choice in any order, and re starting a race will be much easier. As you will see in the schedule below, changes in the Formula One schedule since 1991 have necessitated a few substitutions. See F1SA95.SCH for the 1995 race schedule.

We want to collect data on peoples' preferences regarding driving aids, length of races, and competition levels. All of this information will help in future incarnations of F1SA. If you have any suggestions, please don't be shy. Give F1SA a try, we have a lot of fun and we all will benefit from your participation!

The F1SA organization invites all to join in with the F1SA races and the Hot-Lap charts. Just send a note to Ken (73527,3154), SteveM (73633,476) or SteveP (100341,2464) and we will get you up to speed and bring you in on the fun. Or better yet, post a message in the forum to All, "F1SA New Team", and tell us a little or a lot about the new team.

Ken, SteveM and SteveP
F1SA HQ

Credits

This program was written by **Trevor Kellaway**.

Please send any suggestions, comments, or bug reports (include the version of GPLAPW you are using) to the author at:

CompuServe: 100331,2330 (Trevor Kellaway)
Internet: 100331.2330@compuserve.com

