

GRAND PRIX LEGENDS DEMO
README
3/6/98

TO ORDER: Please call Sierra On-line sales support at 1-800-757-7707

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I] MINIMUM REQUIREMENTS

Windows 95, a Pentium 166MHz processor or better with 32MB of RAM and DirectX 5 are required to run this demo. You should also have the latest drivers for your video card installed.

The recommended machine for the GPL demo is a Pentium 200MHz with 64MB of RAM and a Rendition or 3Dfx Voodoo card.

II] HOW TO START THE DEMO

1) From the Windows Start menu, select Programs/Sierra/Grand Prix Legends Demo.

III] HOW TO PLAY THE DEMO

A. The Basics

i. Configuring Joysticks

DirectInput

If you have a DirectInput joystick/wheel and you can't calibrate in GPL, simply click "ok" on the calibration window and then select the "Direct Input" option under "Joystick Driver". You should now be able to calibrate your joystick or wheel.

DirectInput vs. Optimized

GPL contains DirectInput support as well as an optimized joystick driver. The optimized driver provides more precise joystick input that can be obtained with DirectInput, but is only compatible with standard PC joysticks. Joysticks which are designed for DirectInput, such as the MS Sidewinder Pro, will not work with the Optimized driver. It is highly recommended that you use the Optimized selection unless you experience compatibility

problems.

ii. Configuring 3D accelerators

3Dfx Support

3Dfx Voodoo support requires Glide v2.43 or higher. The latest version of Glide can be found on the 3Dfx web site at <http://www.3dfx.com>.

Voodoo Rush is unsupported in this demo.

Voodoo2 support is preliminary and does not work with the drivers shipped with the Creative Labs 3D Blaster Voodoo2. It is likely that there will be drivers available shortly after the release of this demo which will work. Check with your card's vendor or with 3Dfx for the latest drivers.

Rendition Support

Rendition support requires Rredline v2.1 or higher. The latest Rredline drivers can be found on the Rendition web site at <http://www.rendition.com>

This demo is pre-Alpha and has had limited testing on the following video cards.

Creative Labs 3D Blaster Voodoo 2 (Voodoo 2)*
Matrox Millenium
Matrox Millenium 2
Matrox Mystique 220
Diamond Viper 330
Sierra Screamin' 3D (V1000)
Intergraph Intense 3D (V1000)
Hercules Thriller 3D (V2200)
Orchid Righteous 3D (Voodoo)
Diamond Monster 3D (Voodoo)
Canopus Pure 3D (Voodoo)

* GPL should run quite well but may lock up on exit. Make sure you have installed the latest drivers available from your card's vendor.

iii. Getting into the car

To get into the driver's seat, click on the green flag (lower-right corner of the screen) from the Main Menu. A track selection screen will appear with a race program showing the currently selected track. Watkins Glen is the only track available in the demo. Select the car class you would like to drive (see Gameplay section for information on car classes) and then click on the green flag to go to the track. Once the track has loaded, you will be at the Race Weekend screen. Click the green flag on this screen and you will be dropped into the cockpit of your selected car.

B. Gameplay

i. Car Classes

In addition to multiple car models (three of which are included in this demo: Lotus 49, Brabham BT-24, and Gurney Eagle), GPL includes three different car classes in which to compete. This approximates the real world of racing, where a driver doesn't simply hop straight into a full-blown Grand Prix car without having gained a good bit of experience in lower-powered, more forgiving machines.

In GPL, the G3 class is intended for novices. With significantly less power than the GP cars, things move much more slowly in a G3 car. Wheelspin is only a factor in 1st gear, the engine only revs to about 6500 rpm, and there are also fewer gears to worry about.

The G2 class contains cars which are only somewhat less powerful than the GP cars. You'll need more delicate throttle control and quicker reflexes to keep a G2 car pointed in the right direction.

While the demo allows you to select whichever car class you wish, it is strongly recommended that you start out in the G3 class until you have become confident enough to lap consistently without spinning. This will be quite different from any other racing sim you have played, and at first it will seem as if the G3 car is extremely slow and underpowered. However, you will quickly find that it is indeed quite a challenge to drive it well. The G3 car is actually capable of 120mph and will accelerate from 0 to 60mph in approx. 5 seconds. If you put in the time, you will find it easier to learn the basic car control which is necessary to handle the full GP class cars.

ii. Driving Aids

GPL contains two driving aids which may be selected from the Options screen: Braking Help and Traction Help. These are provided in order to make the game less frustrating for players who don't want to deal with a fully realistic physics model. Note, however, that both aids carry a significant performance penalty. With Braking Help on, it will not be possible to stop the car in as short a distance, and with Traction Help on, the car cannot be accelerated as quickly out of corners. Neither of these aids provide any advantage outside of making the car easier to control.

Braking Help is essentially anti-lock brakes. The sim looks at the slip of each tire and, when it reaches a certain threshold, reduces brake pedal pressure. It is NOT auto-braking. You must still decide when and where to apply the brakes.

Traction Help is essentially Traction Control. The sim looks at the slip of the two rear tires and, when either

reaches a certain threshold, reduces throttle.

iii. Saving and Viewing Replays

Replays can be saved from the Race Weekend screen by clicking on the folder icon under the 3D window. You will be prompted for a filename. To view the replay later, or to view replays which you have obtained from other players, select View Replay from the Main Menu. Click on the text in the middle of the screen and then select the replay you want to view. Note that the View Replay screen is not complete. In the final game, a listing of all available replays will appear on this screen, along with information about each (track where it was recorded, etc.).

Replays are stored in the Replay directory in the GPLDemo\Program directory. To view replays obtained from other players, simply copy them into the Replay directory before starting the game.

iv. Tire Temperatures and Pressure

This demo does not include modelling of dynamic tire temperatures or tire pressure. In other words, the tires are always at their optimum temperature and hot pressure as far as the driving model is concerned. The final game will naturally include complete modelling of dynamic tire parameters.

In the demo, tire temperatures are actually calculated and used to decide when tire smoke should be generated (rather than simply generating smoke whenever a tire is sliding), but the temperatures have no effect on the car's behavior.

C. Keyboard Controls

i. Global

Print Screen	Saves Screen Shot (to filename gplssxx.pbf, where xx is a number from 01 to 99) SEE BELOW FOR HOW TO CONVERT SCREEN SHOTS TO A USABLE FORMAT.
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ii. Driving Mode

Shift-R	Resets car
F10	Toggles between Chase view (behind the car) and Cockpit view

iii. Replay Mode

C	Next Camera
Shift-C	Previous Camera
Keypad 7	Rewind to Start
Keypad 1	Fast-Forward to End
Keypad 5	Play/Pause
Keypad 4	Rewind by Frame
Keypad 6	Advance by Frame

Left-Shift + Keypad 4	Rewind (fast)
Left-Shift + Keypad 6	Fast-Forward
Keypad 8	Reduce Playback rate (Slow Motion - tape must be in Play mode)
Keypad . (Del)	Go to Live Feed (real time)

D. Converting Screen Shots

Screen shots are saved in a Papyrus Bitmap Format (.PBF). In order to convert them for viewing in standard imaging software, you must run the program PBF2TGA.EXE, located in the GPLDemo\Program directory. This will create a file in Targa format. To run the program, open a MS-DOS prompt and set your current directory to the GPLDemo directory (example: CD c:\Sierra\GPLDemo\Program). Then type PBF2TGA followed by a space and then the filename of the screen shot you want to convert. A successful conversion will yield the message: PBF to TGA image conversion from gplssxx.pbf to gplssxx.tga successful.

E. Miscellaneous

i. Re-Assigning Driving Functions

Driving functions (Steering, Throttle, Brake and Clutch) may only be re-assigned to Keypad keys. They may not be re-assigned to any key on the main keyboard area. Since GPL is a multi-player design, this restriction is in place to prevent the user from creating a conflict with the multi-player chat interface.

ii. Graphics Quality Options

The Graphics Quality options (Anti-Aliasing, Gouraud Shading, Dynamic Lighting and Specular Highlights) cannot ACTUALLY be toggled off if 3D Acceleration is enabled. The user interface will allow you to toggle them off, but they will actually remain on in the demo.

F. Troubleshooting

i. Who do I contact for help?

For help or bug reporting for this demo send email to gpl_help@papy.com. To help us serve you better, please include detailed information about your machine configuration.

Machine brand and model
Processor type and speed
Amount of RAM
Video card and driver version
Sound card
Game controller

Please include a detailed description of the problem(s) encountered.

- ii. Nothing happens when I click on the GPL demo shortcut.

GPL is probably trying to use a video adapter that you don't have installed in your machine. To fix this, simply delete the "options.ini" found in \SIERRA\GPLDEMO\PROGRAM directory.

- iii. The error message "Could not find Dinput.dll" comes up when I click on the GPL demo shortcut.

You need to install DirectX 5. You can download DirectX 5 from Microsoft's web page at <http://www.microsoft.com>.

IV] HOW TO UNINSTALL THE DEMO

- 1) Run Add/Remove Programs (under Start/Settings/Control Panel).
- 2) Select Grand Prix Legends Demo from the list.
- 3) The demo will be uninstalled.

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