

GRAND PRIX MANAGER

PATCH V.1.02

The following is a list of all fixes in the 1.02 patch disk for Grand Prix Manager.

FIXES

Have you seen races that almost all of the drivers retired before the race....

Fixed in 1.02.

Also, in the Suzuka have you seen cars that jump from under the bridge at the crossover ...

Fixed in 1.02.

Points for drivers overflow (255/1 byte barrier).

Fixed in 1.02.

Nationality asked by engine mfg but none given before hiring the driver.

In 1.02 we now display Driver nationality on the negotiation panel.

FIA bans for internal parts not shown by black flags.

Bug not in 1.02.

I can't use the third driver if #1/#2 is hurt before the final qualifying session.

This should not arise in 1.02.

One time 1.00 got nuts and I saw a race where nobody survived even 10 laps.

We did work on this for 1.01 so you should not see it in 1.02.

Signed drivers disappear.

Should not occur in 1.02.

Drivers get hurt and sick much too often. How can a guy get sick for 9 races?? It just doesn't happen. The programmers should check statistics for F1 for the past 5-10 years.

This has been adjusted.

Drivers stats for fastest laps are not updated correctly. Is it currently only updated for lap records? It should be for fastest lap of the race, not just record laps.

This has been corrected.

>> Add We only store the lap record.

Circuit fastest laps not updated when broken. This is in the Race Diary choice of the team manager's office.

This works fine in 1.02 - note we only store the fastest lap recorded in the Grand Prix.

Testing/Qualifying runs do not reflect car setup changes.

They do, We have done work in this area to make them more apparent.

Drivers Aids do not correctly affect lap times in testing. I tried running with/without Semi Auto Gear Change, level 4, with no difference in lap times. ABS did make a difference, FWIW (level 1).

They do, We have done work in this area to make them more apparent.

Computer generated qualifying results are much different than when I run sessions. Also, I had 2 drivers, #1 had incredible skill, #2 was fast. My #2 consistently was 5-6 spots higher on the grid in computer run sessions. When I ran the sessions, they did almost identical times, almost 2-3 seconds faster than session 1 (done by computer). The computer would often put me 2-4 and 6-9 on the grid; when I managed the second session, I would usually go 1-2, again with almost identical times. Where is the skill difference.

Redone in 1.02.

Computer generated Race results much different than when I run sessions. If I let the computer run the race, several cars are on the same lap, with my cars among the leaders or winning if they don't break. If I run the race, my cars lap the field 3-8 times (leading cars, not backmarkers!!) if they don't break. This is not just one race, but almost all that exhibit this.

They are closer together but running a full race is more challenging.

During races I run, my cars are doing laps slightly different from each other, less than .5 sec, according to the pit board. Yet driver #1 pulls away from driver #2 (of lower skill, granted) and the rest of the field at 5-8 seconds a lap! This is evident both graphically and by the Gap Timing Screen (Trophy Icon).

Timing is more accurate in 1.02.

The sound stops when you are playing for a while. Only when you choose to see alot of television coverage the sound will continue; this only has effect during the race and not during testing or qualifying.

Version 1.01 is better.

My program crashes when I get TV coverage of a collision.

Fixed in 1.01.

When the race is finished and get the summary lap of the driver's positions, you don not get to see who has driven the fastest lap of the race. Also, when a fastest lap is broken on a track where previously no records were recorded,, the new records do not get noted by the circuit information.

Fixed and you can see it via Race Diary and clicking on the track.

The lap times of drivers only get displayed on the pit board. It would be pleasant when the last lap time would be visible without interrupting the race.

Last lap appears on a telemetry screen.

Unable to reproduce

This is a list of bugs we could not produce in the 1.02 patch - it may mean that they have been fixed by ED and his team.

CAM does not work - I built five components in 10 races with and without the CAM...no time difference.

Unable to reproduce in 1.02.

Some parts get finished by magic even when I stopped working on them...

Unable to reproduce in 1.02.

Races at Spa tend to "hang up" around the finish line about 1/2 way through. All cars just stop at the line. After choosing various screens, the race restarted. Don't know which screen did the trick.

Unable to reproduce in 1.02.