

F1GP_BKG_dt

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COLLABORATORS

	<i>TITLE :</i> F1GP_BKG_dt		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	FIGP_BKG_dt	1
1.1	flgp_bkg.datatype 1.1	1
1.2	Description	2
1.3	Installation	2
1.4	System Requirements	2
1.5	Distribution Conditions	3
1.6	Disclaimer	3
1.7	Descriptions of all the .bkg files	4
1.8	Acknowledgements	4
1.9	About the author	5
1.10	Program History	5

Chapter 1

F1GP_BKG_dt

1.1 f1gp_bkg.datatype 1.1

f1gp_bkg.datatype 1.1 - a datatype which allows viewing ↔
and
and loading of F1GP's backdrop files

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```
~Description~~~~~  
What is this datatype for?  
  
~Installation~~~~~  
installing this software  
  
~System~requirements~~~~~  
what you need to use this software  
  
~Distribution~~~~~  
distribution conditions  
  
~Disclaimer~~~~~  
important notices  
  
~List~of~F1GP's~backdrops~~  
descriptions of all the .bkg files  
  
~Acknowledgements~~~~~  
thankyous and credits  
  
~About~the~author~~~~~  
me, my addresses & other F1GP stuff  
  
~History~~~~~  
program history
```

1.2 Description

The F1GP Backdrop datatype is a picture datatype for displaying ↵
any of the

backdrop files

(filename suffix .bkg) supplied with Geoff Crammond's

excellent

F1GP

game. All of these images are sized 320x200 and have a 32
colour palette.

Once you have

installed

the datatype, you can use any datatype-aware

program to load or view the pictures. For example, try using MultiView to
load the "options.bkg" file (which can be found on one of the game disks).

I'm not sure how many people will find this datatype useful, but I expect
it will be more useful once I have publically released software (probably
in F1GP-Ed) to convert IFF-ILBM files to F1GP's .bkg format.

1.3 Installation

To install this datatype, simply run the provided installer script by
double-clicking the icon. You will be asked whether you want to install
the 68000 or 68020 optimized version.

Alternatively, the datatype can be installed manually by typing the
following shell commands:

```
Copy "Devs/Datatypes/F1GP Backdrop#?" DEVS:Datatypes
Copy Classes/Datatypes/flgp_bkg.datatype SYS:Classes/Datatypes
AddDataTypes REFRESH
```

To install the 68020 version of the datatype, replace the 2nd line above
with this one:

```
Copy Classes/Datatypes/flgp_bkg.datatype.020
SYS:Classes/Datatypes/flgp_bkg.datatype
```

1.4 System Requirements

Datatypes were introduced in version 3.0 of the Amiga OS, so you'll need to
have Workbench/Kickstart 3.0 or higher installed before you can use this
datatype.

Obviously, you'll need a copy of Geoff Crammond's Formula One Grand Prix
(also known as World Circuit in the USA), which is published by MicroProse
Software.

1.5 Distribution Conditions

The F1GP Backdrop datatype is public domain with the copyright remaining with the author and may be freely distributed legally providing:

- (1) None of the distributed files are changed in any way
- (2) It is not sold for profit and it is not included on any disks that are sold solely for profit (includes magazine coverdisks)
- (3) The distribution contents remain complete (see list below)

If this software is to be sold for profit, permission must be obtained from me, the

author
.

Both Aminet and Amiga Format have been granted permission to distribute the F1GP Backdrop datatype on their CDs.

The following files must be present in their original and unchanged form in any copies of this software:

```
Classes/Datatypes/flgp_bkg.datatype
Classes/Datatypes/flgp_bkg.datatype.020
Devs/Datatypes/F1GP Backdrop
Devs/Datatypes/F1GP Backdrop.info
F1GP_BKG_dt.guide
F1GP_BKG_dt.guide.info
Install_F1GP_BKG_Datatype
Install_F1GP_BKG_Datatype.info
```

1.6 Disclaimer

This software is provided "as is", without warranty of any kind, either expressed or implied, statutory or otherwise. By using the archive and its contents, you accept the entire risk as to its quality and performance.

Neither Oliver Roberts nor any other party involved in the creation, production or delivery of the archive and its contents shall be liable for any direct, indirect, special, consequential or incidental damages, including without limitation damages for loss of profits, loss of use or loss of anticipated costs, expenses or damages, and any data or information which may be lost or rendered inaccurate, even if Oliver Roberts is advised of the possibility of such damages.

Do not attempt to tamper with the supplied files. Doing so will cause problems and you may find things start going wrong!

This software is not officially endorsed by MicroProse Software.

1.7 Descriptions of all the .bkg files

STATIC PICTURES

away	Starting grid screen
c_champ	Constructors' champ result/table
crash1	Out of race - no wing damaged
crash2	Out of race - one wing damaged
crash3	Out of race - wings damaged
credits	End of intro
d_champ	Drivers' champ result/table
helmet	Driver select screen
honda1	Prac/Qual/Race select
monaco	Track select
options	Main menu
pitcrew1	Return to cockpit / save
pitcrew2	Championship results menu
podium	3rd place?
result	Race result / fastest laps
runnerup	2nd place?
setup1	Car setup - load/save menu
setup2	Car setup screens
setup3	Car setup - return to car
track1-16	Circuit maps
uno	Game complete (won season)

ANIMATIONS

In most of these images you'll see a missing chunk (black box), with the exception of champers.bkg. All these images are the first frame of the animation with the missing chunk getting filled in with images from the associated .msp or .usp file when the animation is played.

champers	1st place
bighelmet	Intro
desk	Intro
getin	Intro
trophy	Won championship

THE EXCEPTION

The logoanim.bkg file is an animation, and as you may notice from it's size it is not in the same format as all the other .bkg files! This is played by the intro. It cannot be viewed with this software.

1.8 Acknowledgements

Thanks to Rob Buis for some initial help with working out the format of FIGP's .BKG files.

Thanks to Paul Branney, Alan Strang and Rob Wilson for beta testing.

And thanks to Markus Kruggel and Marcel Offermans for bug reports.

1.9 About the author

Please let me know if you have any problems with this software...

You can contact me via Internet e-mail (preferred) at this address:

Oliver@POBoxes.com

Or at my home address (please send a S.A.E if you expect a reply):

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ENGLAND

I'm also the author of F1GP-Ed and maintain several World Wide Web pages on the Internet. These include a page dedicated to this datatype where the latest version can be found. The Amiga Formula One Homepage provides just about everything available to Amiga F1GP players including WWW pages F1GP Hall of Fame and the Internet F1GP Championship. There's information on all of the Amiga F1GP utilities (available for downloading too) as well as lots of other goodies and other Amiga / Formula One related links. So, for an Amiga F1GP junkie's dream, set your web browser to:

<http://www.nanunanu.org/~oliver/AmigaF1.html>

I can also be found lurking around on Internet Relay Chat (IRC) on the #Amiga channel with nickname F10li.

1.10 Program History

1.1 (13.1.97)

- Can now read the .bkg files used by the intro (the ones on disks 1 & 2)
- Added
 - list and description of all .bkg files
 - in the documentation

1.0 (6.1.97)

- Initial release.

0.1 beta (29.12.96)

- Initial private-beta release.
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