

002d2cd8-0

Simon Austin

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

002d2cd8-0

1.1 FGP - Contents

```
FFFFFF GGGG PPPP 222 3333 666
FF GG PP PP 22 22 33 66
FFFF GG GG PPPP 22 333 6666
FF GG GG PP 22 33 66 66
FF GGG PP 22222 ## 3333 666
```

Designed~and~Written
by
Simon~Austin

Introduction
- What exactly is FGP

Distribution
- What files should be here

Instructions
- How do I use FGP

Problems~~~~
- Known bugs and errors

Registration
- Obtaining updates

Addresses~~~
- Contacting the Author

History~~~~~
- A brief history of FGP

The~Future~~
- Future plans for FGP

1.2 FGP Introduction

What is FGP?

FGP is a program written primarily for people participating in Autosport's Fantasy Grand Prix competition. It allows the user to keep track of up to 100 individual teams. This is useful as Autosport only ever prints the top (and bottom <shudder>) 100 teams and most people aren't in there:-(

Is that all it does?

Pretty much. It will however handle an entire season of results, rather than the less-than-half season used in the Autosport competition.

What will it run on?

FGP was primarily developed on the Amiga, but, by only using portable C code, it can also be compiled and run on other platforms. It has successfully been compiled on several Unix systems and I have been informed that it has compiled on OS/2. Version 2.26 and above should now work under MS-DOS and Windows if the instructions in MS-DOS.TXT are followed.

I've used an earlier version of FGP, what does version 2.36 offer me?

Version 2.36 is, despite the large version increase from 2.10 (the last major release), mainly minor updates and bugfixes. However, the major changes areas follows.

The ability to read the old style datafiles has been dropped. It was only kept before because 2.10 appeared halfway through the season and I didn't want to have to force people to rewrite their datafiles;

An absolutely hideous bug that caused problems if you didn't have a teams.fgp2 file has been squashed;

It is no longer required to place a - or a + in the flags to indicate the 'Driver of the Day'. Just placing a + flag after the driver's flags is sufficient;

Two new tables can be produced. Using the -c command line option, tables listing the scores for the chassis and the engines can be produced;

A couple of problems from 2.10 (two drivers being given the same finishing position & problems caused by blank lines at the end of some files) have now been fixed;

The legality of all teams is now checked before each race.

Between zero and six drivers can score from the warmup. This allows preliminary results to be produced before the warmup results are known;

A new driver's flag has been added: t - did not start. This allows a driver who has achieved a grid position, but does not actually race to keep his qualifying/warmup points.

The list of teams in the -r option now has the teams position.

New output, -s, comma separated data for spreadsheets.

Some new error checking and improved error messages.

The best and worst scores possible are calculated and displayed in the race output.

1.3 FGP Distribution

How distributable is FGP?

FGP is freely distributable, although the Copyright remains with the Author on the program, the source code and this documentation (whether in plain or formatted ascii, AmigaGuide@ or HTML format).

Any and all data files included in a distribution archive are placed in the public domain for anyone to use.

The

rules

for the Autosport Fantasy Grand Prix (the file Rules.doc) are Copyright 1994 Haymarket Specialist Motoring Publications Ltd.

Any and all data files created for or during the use of FGP are the property of the user.

What should be in the archive?

The Amiga distribution consists of the files in an LhA archive. The archive will be named fgpppp.lha, where pppp indicates the version number. The archive will contain the following files:

```

FGP.c      - the source
FGP        - the actual program
FGP.doc    - this document in ascii format
FGP.guide  - this document in AmigaGuide@ format

```

plus any associated icons. The archive may, depending of the time of distribution, contain one or more data files for use with FGP.

There is no standard non-Amiga distribution yet. Methods of distributing the source and documentation are being looked into. It is likely that it will be similar to the above but without the FGP binary.

1.4 FGP Instructions

Instructions for using FGP:

The command line

The~input~file

The~data~files

The~output

The~error~messages

Generally the process of producing the output for a particular race is as ←

follows:

- 1) Create the race data file(s) in any text editor (ed, edit, vim, memacs);
- 2) Run fgp with this data file (fgp data.file);
- 3) Fix any problems (see error~messages for more details);
- 4) Re-run fgp to update the scores file (fgp data.file);
- 5) Run fgp to produce the outputs (fgp -r -t -d -c -s).

Of course the options in 5 can be combined with the data file in 2 or 4 if you want (fgp -r -t -d -c -s data.file).

1.5 FGP Command Line

FGP uses a simple command line:

```
FGP <[-r[n]] [-t[n]] [-d[n]] [-c[n]] [filename]>
```

Any or all of these options may be given on~the~command~line,~in~any order and case (NB under Unix, the filename cannot be in any case. See below).

-r[n]

Produce the standard single race output,~plus~a~breakdown~of~each~ team's ←

score.

-t[n]

Produce a table showing the scores for each team for each race.

-d[n]

Produce a table showing the scores for each driver for each race.

-c[n]

Produce a table showing the scores for each chassis/engine for each race. ←

-s[n]

Produce comma separated data which can be loaded in most spreadsheets and ←

used to produce graphs.

In all five cases, a number after the option indicates the number of races to produce the results for. If no number is given, it is assumed that results for all races are required.

filename

This is the full filename for the race data

file. The case sensitivity of

this option is system-dependant so take care with this.

1.6 FGP Input Files

The data file consists of a single ascii text file which lists all the drivers involved in a particular race, their finishing positions, whether they finished, retired, were disqualified or failed to qualify, where they came in the warmup and if they were nominated for the Driver of the Race award.

The format of the file is as follows:

```
## This is a comment, all comments start with ## at the
## start of the line. Comments are optional, you don't have to
## have any, or you can have as many as you want.
Race name
## The Race name uniquely identifies the Race, only the first six
## characters are used so don't call two different races Spongel2 and
## Spongel3 because they won't be identified as different.
Surname of driver at grid position 1
## This is case insensitive, Schumacher is the same as schumacher.
Flags for driver 1
Surname of driver at grid position 2
Flags for driver 2
|
|
Surname of driver at last grid position
Flags for last driver
Surname of driver who did not qualify
Flags for non qualifier
Surname of second driver who DNQ
Flags
```

The 'Flags' line comprises four items detailing the driver's result. They are:

Status Position Warmup Nomination

Status is one of FfRrDdNnTt where F or f means finished, R/r means retired, D/d means disqualified, N/n means did not qualify and T/t means did not

start.

Position is the position the driver finished in. This should be included for retirees and disqualifications as well as those who finished. Drivers who DNQ or DNS should be given a finishing position of 0.

Warmup is the position the driver achieved in the Sunday warmup. DNQs generally don't take part in this so they will usually be 0 again. Only the first six legal drivers can score points (6 points for first, 5 for second, etc) so if one of these drivers is disqualified the seventh fastest driver must be listed (and the eighth if two are disqualified) for all warmup points to be awarded. Drivers whose positions don't matter can be given either their position or 0.

The nomination flag is only required for the 'Driver of the Day' as given in Autosport. Simply put a space and a + at the end of the flags for the appropriate driver. Only one nominated driver is allowed and there will be an error message if this is the case.

1.7 FGP Data Files

FGP uses five data files to store the driver/team details. These are: ↵

teams.fgp2

drivers.fgp2

chassis.fgp2

engines.fgp2

scores.fgp2

1.8 FGP teams.fgp2 File

teams.fgp2 details the fantasy teams taking part in the competition. Each team consists of three drivers, a chassis and an engine. Details of how to make a team are in the

Rules

. Each team will be checked by the program to ensure that it complies with the rules (ie it costs, in total, less than £30m and the test driver costs only £1m).

The teams.fgp2 file is constructed as follows:

```
## Comments.
8
## Number of teams in the competition.
## Team 1 details
Owner
```

```

Name
Driver 1 Surname
Driver 2 Surname
Test Driver Surname
Chassis
Engine
## Team 2 details
|
|
## Team 8 details

```

1.9 FGP drivers.fgp2 file

drivers.fgp2 is the largest data file used by FGP. It contains the full name, team and cost of each driver in the real Formula One competition. Currently drivers.fgp2 can contain a maximum of 100 drivers and this seems to be sufficient at the moment.

The file is constructed as follows:

```

## Comments can be used, but aren't required.
Surname
First name
Chassis
Engine
Cost

```

repeated for each driver. If drivers enter the competition who weren't originally listed, they can be added to the end of the file as required. Do not add drivers to any other part of the file. If a driver moves from one team to another during a season (e.g. Philippe Alliot or Andrea de Cesaris) this should be reflected by changing the chassis and engine names.

The surname and first name should be cased as they will appear in the final output (e.g. de Cesaris, Schumacher), the case of the chassis and engine is irrelevant.

The cost is the amount, in millions of pounds sterling, to purchase that driver.

As an example, Damon Hill costs £20,000,000 and drives for Williams Renault, so his entry would be:

```

Hill
Damon
williams
renault
20

```

NB: If you change an entry and then re-score an earlier race the change in chassis/engine will be noted with a non-fatal error message. If you did not intend for that driver/car combination to be used for that race then you'll have to change the file to the correct combination and score the race again. This method of warning about changes was implemented in order to allow mistakes to be corrected in prior races in an inobtrusive

manner~as~possible.

1.10 FGP chassis.fgp2 File

chassis.fgp2 is a simple list of all the available~chassis~names and their costs. The cost is the amount in millions of pounds sterling the chassis will cost - e.g. for £2,000,000 just put 2.

Format:

```
Name 1
Cost 1
Name 2
Cost 2
|
Name N
Cost N
```

1.11 FGP engines.fgp2 File

engines.fgp2 is just a simple list of the available~engine~names and costs. The cost is the amount of millions of pounds sterling - e.g for £18,000,000 just put 18.

Format:

```
Engine 1
Cost 1
Engine 2
Cost 2
|
Engine N
Cost N
```

1.12 FGP scores.fgp2 File

scores.fgp2 contains the points scored by the drivers in~all~the races~so~far recorded.

This file is not meant to be altered by the~user.~Warning:~altering this~file may result in incorrect results. Note also that this is the only data file in which comments cannot be used.

1.13 FGP Output

FGP can produce five forms of output.~The~output~required~is indicated~by~the

command~line

.

Race~scores

Teams~table

Driver~table

Cars~table

Spreadsheet~data

Normally, FGP sends its output to the standard~output.~On~the~ ←
Amiga

this~will~result in the output appearing in the~console~from~which FGP~was~started.~Under Unix the output will appear in the~shell~you started~FGP~from.~This~method allows the output to be~redirected~as required. The~output~may~be~directed into a file or piped~through another~program (on~the~Amiga,~piping~requires either a second~console or~a~Unix~style~pipe~command~installed).

```
FGP -r >results.txt
```

```
FGP >results.txt -r
```

These two commands will produce the standard race~scores~and~save them~in~a~file called results.txt.

```
FGP -r | more
```

Under Unix (or AmigaDOS with an~appropriate~setup)~this~will~send the~results to the console/shell but stop~every screen~to~allow~you to~read~the~output.

To pipe the output on an Amiga without a~Unix~style~pipe~you'll~have to~open~a second console. In the first type

```
FGP -r >PIPE:fgp.out
```

In the second console type

```
more <PIPE:fgp.out
```

It's much easier to install a~proper~pipe~though.~The~appropriate programs~can be found on the~Aminet.~Just~search~for~finkeltools.lha. I~think it's in~util/shell.

1.14 FGP Error messages

When reading in a data file, FGP will produce a message if it finds an error in the file(s). There are two sorts of error message; fatal and non-fatal. Fatal error messages will stop the program immediately, but non-fatal ones

won't. If a line number is listed it means the line number in the file.

Fatal errors are:

```
Usage: FGP <[-r[n]] [-t[n]] [-d[n]] [-c[n]] [filename]>
```

This means you didn't give FGP the correct commands.

```
Unable to open "filename".
```

FGP couldn't find one of the files it requires to run.

```
Error in file "filename" on line n. Unknown driver "name".
```

FGP encountered, in the named file, a driver's name which it doesn't know. This either means a name has been wrongly spelt or a new driver has driven. In the first case you should correct the spelling, in the second the new driver should be added to the bottom of the drivers.fgp2 file.

```
Error in file "filename" on line n. Unknown chassis "name".  
Error in file "filename" on line n. Unknown engine "name".
```

Same as the driver error above but for a chassis or engine.

```
Error in file "filename" on line n. Flag not one of FRDN.
```

The status flag was incorrect.

```
Error in file "filename" on line n. Illegal finishing position.
```

The driver's finishing position was not within the range 0 to 26.

```
Error in file "filename" on line n. Final position already allocated.
```

A second driver has been given a finishing position that is already occupied by an earlier driver.

```
Error in file "filename" on line n. Too many nominated drivers.
```

Two drivers have a + as their nominated flag.

```
Error in file "filename". Unallocated position.
```

One or more of the classified drivers has been missed out.

```
Team owned by Owner costs more than £30m.
```

The named team cost more than £30m.

```
Team owned by Owner has an illegal test driver.
```

The named team has a test driver who costs more than £1m.

Non-fatal errors are:

```
Driver's car has changed from Chassis1 to Chassis2.
```

Driver's engine has changed from Engine1 to Engine2.

These errors will occur if you re-score a race and FGP detects that when the race was first scored the driver had a different car/engine to this time. If the new combination is correct you don't need to do anything, but if the old combination was correct you'll have to adjust drivers.fgp2 and re-score the race again.

1.15 FGP Bugs and Problems

There may still be some bugs left in FGP. There have been quite a few ← changes since the last version and, whilst I've tried to fix everything, some things may have slipped through the net.

If you think you've found a bug, please don't hesitate to contact me.

The 'impossible Unix bug' section:

There have been a couple of bug reports where a driver's points appeared in the breakdown but not actually in the driver's score. This bug only occurs under Unix and should in fact be impossible. If you do find something like this please contact me as soon as possible and send me the data files you were using.

The 'but that's not what Autosport gave them' problem:

There have been instances where the results given by Autosport have been different to those produced by FGP. In most cases these have been due to printing errors in Autosport, but a couple have been down to incorrect interpretations of the rules. If you do find a situation where the results differ the chances are I'll already be working on it, but feel free to

contact me if you wish.

1.16 FGP Registration

Although FGP is completely free, if you use it, I'd like to know. ← In return, if you have an e-mail address, I'll send you new versions as and when they appear. If you don't have an e-mail address I can only send out updates on receipt of a disk and return postage.

To register,

e-mail me with a message saying who you are, what version of FGP you're using and what system you're using it on and I'll put you on the list.

Otherwise, send me a note to my
 snail-mail address
 saying the same. If you
send a disk and return postage I'll send you the latest version (or the next
one if you already have that one).

1.17 FGP Contact addresses

If e-mail is your preferred contact method, e-mail

 simona@power.globalnews.com

otherwise drop me a line at

 Simon Austin
 49 Lambourne Road
 Chigwell Row
 Essex
 IG7 6EZ
 United Kingdom

1.18 FGP History

Release History:

History prior to 2.00 has been removed.

2.00 - Total rewrite. Allowed data input as drivers name, used separate data file to hold drivers chassis/engine. New output format suggested by J Simpson.

2.01 - Added facility to handle races with other than 28 entrants (26 qualifiers and 2 non-qualifiers). Added -/+u command line to stop FGP updating the scores file. Kludged ``bug`` causing confusion between Ferrari chassis and Ferrari engine. Fixed bug causing confusion between Ford Zetec-R and Ford HB V8.

2.02 - Increased length of names from 20 characters to 80, increased number of possible teams from 10 to 50. General tidying up of code. Changed output slightly.

2.02a - Uses new rules

2.02b - Further rule changes

2.03 - Bug fixed: If a team had a negative score it would be replaced by team 0 (which consisted mainly of Unknowns). Some code tidying and a potential bug fixed.

2.10 - Added: New output, new input file. Speeded up program. Comments allowed in data files. Enhanced error checking. Entire seasons's results

recorded.

2.24 - Removed: Old datafile reading & associated errors. Added: chassis/engines table. Change: 'Driver of the Day' flag made optional. Fixed: two drivers given same position & blank lines at end of data files. Added: All teams now checked that they cost less than £30m.

2.25 - Forgot to allow for two drivers being given position zero! This is allowed, and is now fixed.

2.26 - Theoretically (ie I haven't tested it) 2.26 should compile and run under MS-DOS. See the file MS-DOS.TXT for more information.

2.27 - Between zero and six drivers can score in the warmup now. Added 't' flag to allow driver's who did not start to keep their qualification points.

2.28 - The -c option was not listing the last chassis/engine. Now fixed. The 'Missing position' error was added.

2.29 - Two enhancements to the -r output: The teams' positions are now listed (including equal positions if these arise) and the highest possible scoring team for the race is calculated.

2.30 - New output, -s, produces tables capable of being read by a spreadsheet.

2.31 - Improved error checking and messages. Minor bug fixed which gave the wrong position when two teams had the same score in the -r output.

2.32 - Fixed a bug in the position calculations in the -r output.

2.33 - Tidied up the code and added the best/worst possible scores.

2.34 - Fixed a bug which caused extraneous output to be produced if FGP was compiled with optimisation.

2.35 - Output was tidied slightly.

2.36 - COuldn't use all 6 command line options at the same time. Fixed.

1.19 FGP - The Future

What does the future hold for FGP?

Version 2.36 should, not counting bug fixes, be the last 2.xx version of FGP. Version 3.00 is currently in the planning stage and will hopefully include:

User definable rules. I've been looking at the rules to Top Gear's Fantasy Formula One to see if I could write a program which could cope with those rules as well. The most likely solution to this would be to have a separate file containing the rules;

Trading. In the real F1, drivers seem to drop in and out of teams with

alarming speed. Being stuck with a driver who started the season well but has been replaced by a mediocre driver with a few million to splash around can be annoying. Trading would allow an owner, at the cost of some of his points, to swap one driver for another.

Version 3.00 will remain highly portable, working, hopefully, on Amigas, Unix boxes and PCs.

1.20 What was used to make FGP

FGP was created on an Amiga 1200 with 6MB and a 583MB hard drive. ↔
It has
been compiled using SAS/C 6.51 and Gnu C. As of version 2.10 the
Revision
Control~System
has been used to keep track of revisions. FGP has been tested
with Enforcer.

This AmigaGuide® document was created using a combination of
Heddley
and

Annotate
.

Heddley
is ©1994 Edd Dumbill.

Annotate
is ©1993 Doug Bakewell.

Many thanks must go to John Simpson for help with various parts of the program. Thanks also to Alex & Lynne, Dave, Chris, David, Martin and TIM for their help in testing FGP.

1.21 FGP & Heddley

NAME

Heddley

SYNOPSIS

Heddley FILE, FONT/K, FONTSIZE/K/N, TEXTWIDTH/K/N, EDITOR/K,
FGPEN/K/N, BGPEN/K/N, HELPFILE/K

DESCRIPTION

Heddley is a hypertext editor for AmigaGuide®. It is capable of reading files in AmigaGuide® format and outputting them in AmigaGuide®, HTML and ASCII with ANSI control codes. Heddley allows you to edit documents, create buttons and apply styles to the document texts.

USAGE

Heddley can be started from the CLI or from Workbench. The command line arguments are the same as the tooltypes:

```
FILE          The AmigaGuide@ file to edit.
FONT          The font to use in the edit window (fixed-width).
              Default topaz.font
FONTSIZE     Point size of the edit window font. Default 8.
TEXTWIDTH    Justification width for text. Default 78.
EDITOR       The name of your favourite text editor.
FGPEN        The number of the pen to use for Text pen.
BGPEN        The number of the pen to use for Back pen.
HELPPFILE    The path of the file "Heddley.guide"
```

BUGS

Probably quite a few, but none known at this minute.

SEE ALSO

"Heddley.guide", by Edd Dumbill.

AUTHOR

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1.22 FGP & Annotate

A N N O T A T E

by

D O U G B A K E W E L L

version 2.0 Aug 20, 1993

Annotate Copyright 1991, 92, 93 by Doug Bakewell

This text editor is SHAREWARE and may be freely copied
as long as all files are included and unaltered.

1.23 FGP & The Revision Control System

RCS, the Revision Control System, manages multiple revisions of files. RCS can store, retrieve, log, identify, and merge revisions. It is useful for files that are revised frequently, e.g. programs, documentation, graphics, and papers.

```
/* Copyright (C) 1982, 1988, 1989 Walter Tichy
   Copyright 1990, 1991 by Paul Eggert
   Distributed under license by the Free Software Foundation, Inc.
```

RCS is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software

Foundation; either version 2, or (at your option) any later version.

RCS is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

1.24 FGP Race output

FGP2 by S Austin, additional design by J Simpson.
\$Revision: 1.18 \$ \$Date: 1995/05/08 14:57:33 \$.

Australian Starting Grid

1 : Nigel Mansell	Williams-Renault
2 : Michael Schumacher	Benetton-Ford Zetec-R
3 : Damon Hill	Williams-Renault
4 : Mika Hakkinen	McLaren-Peugeot
5 : Rubens Barrichello	Jordan-Hart
6 : Eddie Irvine	Jordan-Hart
7 : Johnny Herbert	Benetton-Ford Zetec-R
8 : Jean Alesi	Ferrari-Ferrari
9 : Martin Brundle	McLaren-Peugeot
10 : Heinz-Harald Frentzen	Sauber-Mercedes
11 : Gerhard Berger	Ferrari-Ferrari
12 : Olivier Panis	Ligier-Renault
13 : Mark Blundell	Tyrell-Yamaha
14 : Alessandro Zanardi	Lotus-Mugen
15 : Ukyo Katayama	Tyrell-Yamaha
16 : Michele Alboreto	Minardi-Ford HB-V8
17 : JJ Lehto	Sauber-Mercedes
18 : Pierluigi Martini	Minardi-Ford HB-V8
19 : Christian Fittipaldi	Arrows-Ford HB-V8
20 : Franck Lagorce	Ligier-Renault
21 : Gianni Morbidelli	Arrows-Ford HB-V8
22 : Mika Salo	Lotus-Mugen
23 : Hideki Noda	Larrousse-Ford HB-V8
24 : David Brabham	Simtek-Ford HB-V8
25 : Jean-Denis Deletraz	Larrousse-Ford HB-V8
26 : Domenico Schiattarella	Simtek-Ford HB-V8

Australian Results

NAME	POINTS	BREAKDOWN	CHASSIS	POINTS	ENGINE	POINTS
		Top Six				
		Award		Driver's		Driver's
		Grid Increase		Chassis		Engine
		Warm-up				
		Retirement				
		Non-qualification				
1	Mansell	26 (20+0+00+6-0-0)	Williams	20 [20]	Renault	20 [20]
2	Berger	25 (16+0+09+0-0-0)	Ferrari	16 [16]	Ferrari	16 [16]
3	Brundle	23 (14+0+06+3-0-0)	McLaren	14 [14]	Peugeot	14 [14]
4	Barrichello	14 (13+0+01+0-0-0)	Jordan	9 [13]	Hart	13 [13]

5	Panis	19	(12+0+07+0-0-0)	Ligier	12	[12]	Renault	20	[0]
6	Alesi	18	(11+0+02+5-0-0)	Ferrari	16	[0]	Ferrari	16	[0]
7	Frentzen	3	(00+0+03+0-0-0)	Sauber	11	[11]	Mercedes	12	[12]
8	Fittipaldi	11	(00+0+11+0-0-0)	Arrows	-3	[0]	Ford HB-V8	11	[11]
9	Martini	9	(00+0+09+0-0-0)	Minardi	0	[0]	Ford HB-V8	11	[0]
10	Lehto	7	(00+0+07+0-0-0)	Sauber	11	[0]	Mercedes	12	[0]
11	Lagorce	9	(00+0+09+0-0-0)	Ligier	12	[0]	Renault	20	[0]
12	Hakkinen	2	(00+0+00+2-0-0)	McLaren	14	[0]	Peugeot	14	[0]
rtd	Alboreto	0	(00+0+00+0-0-0)	Minardi	0	[0]	Ford HB-V8	11	[0]
rtd	Blundell	0	(00+0+00+0-0-0)	Tyrell	-1	[0]	Yamaha	0	[0]
rtd	Deletraz	0	(00+0+00+0-0-0)	Larrousse	-2	[0]	Ford HB-V8	11	[0]
rtd	Salo	0	(00+0+00+0-0-0)	Lotus	0	[0]	Mugen	0	[0]
rtd	Brabham	0	(00+0+00+0-0-0)	Simtek	0	[0]	Ford HB-V8	11	[0]
rtd	Zanardi	0	(00+0+00+0-0-0)	Lotus	0	[0]	Mugen	0	[0]
rtd	Hill	1	(00+0+00+1-0-0)	Williams	20	[0]	Renault	20	[0]
rtd	Schumacher	4	(00+0+00+4-0-0)	Benetton	-5	[0]	Ford Zetec-R	0	[0]
rtd	Schiattarella	0	(00+0+00+0-0-0)	Simtek	0	[0]	Ford HB-V8	11	[0]
rtd	Katayama	-1	(00+0+00+0-1-0)	Tyrell	-1	[-1]	Yamaha	0	[0]
rtd	Noda	-2	(00+0+00+0-2-0)	Larrousse	-2	[-2]	Ford HB-V8	11	[0]
rtd	Morbidelli	-3	(00+0+00+0-3-0)	Arrows	-3	[-3]	Ford HB-V8	11	[0]
rtd	Irvine	-4	(00+0+00+0-4-0)	Jordan	9	[-4]	Hart	13	[0]
rtd	Herbert	-5	(00+0+00+0-5-0)	Benetton	-5	[-5]	Ford Zetec-R	0	[0]
DNQ	Belmondo	-5	(00+0+00+0-0-5)	Pacific	0	[0]	Ilmor	0	[0]
DNQ	Gachot	-5	(00+0+00+0-0-5)	Pacific	0	[0]	Ilmor	0	[0]

Australian Team Scores

Team Owner : John Simpson

Team Name : Nhorfan

Position : 1

Series Score : 645

Race Score : 42

Race Details : Driver one - Hill = 1
 Driver two - Fittipaldi = 11
 Test driver - Panis = 19
 Car's chassis - Larrousse = -2
 Car's engine - Hart = 13

Team Owner : David Sargent

Team Name : David's Donkeys

Position : 2

Series Score : 555

Race Score : 6

Race Details : Driver one - Blundell = 0
 Driver two - Alboreto = 0
 Test driver - Brabham = 0
 Car's chassis - Benetton = -5
 Car's engine - Ford HB-V8 = 11

Team Owner : Tim Robson

Team Name : Robbocop

Position : 3

Series Score : 476

Race Score : 30

Race Details : Driver one - Herbert = -5
 Driver two - Martini = 9
 Test driver - Katayama = -1

Car's chassis - Sauber = 11
 Car's engine - Ferrari = 16

Team Owner : Lynne Sargent
 Team Name : Team Mini
 Position : 4
 Series Score : 444
 Race Score : 22
 Race Details : Driver one - Wendlinger = 0
 Driver two - Comas = 0
 Test driver - Coulthard = 0
 Car's chassis - Sauber = 11
 Car's engine - Ford HB-V8 = 11

Team Owner : Alex Vinall
 Team Name : Garfield Racing
 Position : 5
 Series Score : 441
 Race Score : -1
 Race Details : Driver one - Herbert = -5
 Driver two - Blundell = 0
 Test driver - Gachot = -5
 Car's chassis - Jordan = 9
 Car's engine - Ford Zetec-R = 0

Team Owner : Martin Collier
 Team Name : De Jurrier
 Position : 6
 Series Score : 418
 Race Score : 13
 Race Details : Driver one - Hakkinen = 2
 Driver two - Blundell = 0
 Test driver - Beretta = 0
 Car's chassis - Sauber = 11
 Car's engine - Yamaha = 0

Team Owner : Simon Austin
 Team Name : GF1
 Position : 7
 Series Score : 417
 Race Score : 43
 Race Details : Driver one - Brundle = 23
 Driver two - Brabham = 0
 Test driver - Gavin = 0
 Car's chassis - Jordan = 9
 Car's engine - Ford HB-V8 = 11

Team Owner : Dave Whipp
 Team Name : Siegereich Racers
 Position : 8
 Series Score : 394
 Race Score : 46
 Race Details : Driver one - Brundle = 23
 Driver two - Barrichello = 14
 Test driver - Brabham = 0
 Car's chassis - Jordan = 9
 Car's engine - Ilmor = 0

The highest possible score from this race was 80 points by:

Driver one : Berger 25 (£15m)
 Driver two : Barrichello 14 (£7m)
 Test driver : Panis 19 (£1m)
 Chassis : Jordan 9 (£5m)
 Engine : Hart 13 (£2m)
 This team cost £30m.

The lowest possible score from this race was -15 points by:

Driver one : Irvine -4 (£5m)
 Driver two : Herbert -5 (£7m)
 Test driver : Katayama -1 (£1m)
 Chassis : Benetton -5 (£14m)
 Engine : Ilmor 0 (£2m)
 This team cost £29m.

The highest possible score so far is 781 points by:

Driver one : Coulthard 102 (£1m)
 Driver two : Comas 85 (£2m)
 Test driver : Panis 139 (£1m)
 Chassis : Benetton 220 (£14m)
 Engine : Ford Zetec-R 235 (£12m)
 This team cost £30m.

The lowest possible score so far is -14 points by:

Driver one : Prost 0 (£23m)
 Driver two : Tracy 0 (£1m)
 Test driver : Alliot -3 (£1m)
 Chassis : Simtek -11 (£1m)
 Engine : Ilmor 0 (£2m)
 This team cost £28m.

1.25 FGP Team score table

FGP2 by S Austin, additional design by J Simpson.

\$Revision: 1.18 \$ \$Date: 1995/05/08 14:57:33 \$.

Team scores table

	Brazilian	Pacific	San Marino	Monaco	Spanish	Canadian	French	British	German	Hungarian	
Nhorfan	36	60	22	37	39	39	28	46	69	34	410
David's Donkeys	40	28	19	49	61	52	32	28	12	75	396

Garfield Racing	45	42	33	32	49	42	31	30	-7	28	325
Siegereich Racers	50	31	5	36	25	25	-4	25	0	22	215
Robbocop	63	44	55	9	36	24	62	27	14	8	342
Team Mini	32	49	32	15	13	20	25	17	39	30	272
De Jurrier	22	8	47	12	34	-1	20	37	12	47	238
GF1	27	25	5	49	37	33	8	12	14	38	248

1.26 FGP Driver scores table

FGP2 by S Austin, additional design by J Simpson.
 \$Revision: 1.18 \$ \$Date: 1995/05/08 14:57:33 \$.

Driver scores table

	Brazilian	Pacific	San Marino	Monaco	Spanish	Canadian	French	British	German	Hungarian	
Schumacher	21	23	21	26	21	20	28	21	6	26	213
Mansell	0	0	0	0	0	0	4	0	0	0	4
Prost	0	0	0	0	0	0	0	0	0	0	0
Hill	19	5	16	2	21	20	18	24	4	18	147
Alesi	16	0	0	13	17	18	5	15	-3	0	81
Berger	-3	23	1	16	0	18	16	0	25	3	99
Brundle	0	0	5	25	0	1	0	-4	2	19	48
Hakkinen	0	0	19	2	4	0	0	15	0	0	40
Barrichello	23	19	0	-1	0	3	0	13	0	-4	53
Coulthard	0	0	0	0	3	13	0	18	3	5	42
Lehto	0	0	-4	10	6	25	0	0	0	0	37
Verstappen	0	0	0	0	0	0	1	1	0	23	25

Ilmor	0	0	0	0	0	0	0	0	0	0	0
Yamaha	12	0	12	0	14	0	0	11	0	13	62

1.28 FGP Spreadsheet data

,Brazilian,Pacific,San Marino,Monaco,Spanish,Canadian,French,British
 Nhorfan,36,96,118,142,181,219,247,293
 David's Donkeys,40,68,91,140,201,253,285,313
 Garfield Racing,45,87,120,139,188,229,260,290
 Siegereich Racers,50,81,86,109,134,158,154,179
 Robbocop,63,107,158,180,216,253,315,342
 Team Mini,32,81,109,137,150,183,208,225
 De Jurrier,22,30,73,98,132,144,175,212
 GF1,27,52,57,93,130,162,170,182

,Brazilian,Pacific,San Marino,Monaco,Spanish,Canadian,French,British
 Nhorfan,5,2,3,2,4,4,4,3
 David's Donkeys,4,6,5,3,2,1,2,2
 Garfield Racing,3,3,2,4,3,3,3,4
 Siegereich Racers,2,4,6,6,6,7,8,8
 Robbocop,1,1,1,1,1,1,1,1
 Team Mini,6,4,4,5,5,5,5,5
 De Jurrier,8,8,7,7,7,8,6,6
 GF1,7,7,8,8,8,6,7,7

1.29 FGP - Autosport Rules

```
*****
**** Fantasy Grand Prix ****
*****

***** How It Works *****
```

You are a Grand Prix team manager with a budget of £30 million. To build your fantasy team you must buy five elements; three drivers, one chassis and one engine. From the

shopping~list

must select any three drivers, but one

of them has to be from the £1 million price bracket. All of your drivers can be currently racing in Grands Prix, but if you wish you can gamble on a test driver getting a call-up to a top team, bearing in mind that the driver line-ups changed dramatically during 1994.

Once you have chosen your team, you cannot change it, but you may enter as many teams as you like.

Points are awarded for the real-life performances of each element of your team in the races, so the skill is in picking a combination most likely to score you points.

First a few ground rules:

- o you must not exceed your budget of £30m;
- o you must not select a driver twice or choose a test driver who costs more than £1m.

***** How To Score *****

Points are awarded according to the results of the year's grands prix.

Your team will score in the following way. If a driver finishes in the top six he scores 10 points, plus the points awarded in real-life - 10, 6, 4, 3, 2 and 1 for the first six drivers across the line. The table shows the Fantasy value of each of the top six positions.

Result	Points
1	20
2	16
3	14
4	13
5	12
6	11

All your drivers are eligible to score, and can also gain extra points for the following:

- o Autosport will name a 'Driver of the Day' after each Grand Prix for a particularly outstanding performance. This is worth five bonus points.
- o Drivers score one point for each place they've made over their qualifying position. Points are not deducted for those who lose places relative to their grid position, but you lose five points if your driver posts the race's first retirement, four if it's the second and so on down to a one-point loss for the fifth retirement. The retirement order will be taken from the FIA's Official Results, issued after each Grand Prix. Should more than one car retire at the same time, the positions will be taken on the order of car number.
- o The fastest driver on race day warm-up will collect six points, with five points for the second quickest driver and so on down to a point for the sixth quickest. Non-qualification for a Grand Prix means a deduction of five points. If a driver is on the FIA's published starting grid, but fails to take the start, no points will be deducted. Drivers who are disqualified or removed from the results for any reason will lose all points gained that weekend. Any driver not competing in a Grand Prix weekend scores no points.
- o Chassis score in the same way as the drivers for a 'top six' finish (ie 10pts for finishing in the top six, plus the actual points; 10, 6, 4, 3, 2 and 1). Only the first chassis home can score per team. So, if there are two cars from the same team in the top six, the 'seventh' placed car will pick up a point for coming 'sixth'. Points are deducted for the first five cars to retire on the same basis as for the drivers. Again, if two chassis are out early enough to both lose points, the deduction is only for the first example.

o The engines follow the same rules as chassis the chassis (ie 10pts for finishing in the top six, plus the actual points; 10, 6, 4, 3, 2 and 1) but with no retirement penalties.

1.30 FGP Shopping List

Shopping List

DRIVERS:

£23m

1. M. Schumacher

£20m

2. N. Mansell

3. D. Hill

£18m

4. G. Berger

5. D. Coulthard

£15m

6. J. Alesi

7. J. Herbert

8. M. Hakkinen

£10m

9. R. Barrichello

10. E. Irvine

11. O. Panis

£7m

12. H.H. Frentzen

13. U. Katayama

14. M. Salo

15. M. Brundle

£5m

16. K. Wendlinger

17. P. Martini

£4m

18. L. Badoer

19. G. Morbidelli

£3m

20. J. Verstappen

21. E. Comas

22. M. Blundell

£2m

23. H. Noda

24. A. Suzuki

£1m

25. P. Belmondo

26. P. Diniz

27. O. Beretta

28. E. Collard

29. Y. Dalmas

30. F. de Simone

31. B. Gachot

32. A. McNish

33. A. Montermini

34. J-M. Gounon
35. F. Lagorce
36. J. Boullion
37. K. Burt
38. J. Krosnoff
39. M. Martini
40. G. Tarquini
41. J. Villeneuve
42. J. Magnussen
43. N. Larini
44. K. Nissen
45. JJ Lehto
46. P. Lamy
47. T. Inoue
48. L. Aiello

CHASSIS:

- £18m
49. Benetton
50. Williams
- £12m
51. Ferrari
 52. McLaren
- £8m
53. Jordan
 54. Tyrell
- £6m
55. Sauber
 56. Ligier
- £5m
57. Larrousse
- £4m
58. Minardi
 59. Arrows
- £1m
60. Pacific
 61. Simtek
 62. Forti Corse

ENGINES:

- £16m
63. Renault
- £12m
64. Mercedes
 65. Ford Zetec
- £10m
66. Ferrari
- £8m
67. Yamaha
- £6m
68. Peugeot
- £4m
69. Mugen
- £2m
70. Ford ED

71. Hart

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