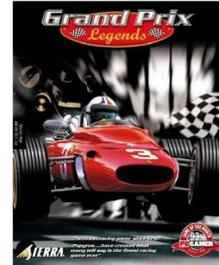


Grand Prix Legends Install Guide + Targa Florio + MOD on WindowsXP

(by Ripley, november 2009)



GPL original cover

These instructions apply to users starting from a "clean" situation, as me, and have never installed GPL before.

I discovered all of this guide's content during one afternoon of thorough web search, so it's not as complex as it seems. GPL saw the light in the far 1998 and many of the available guides on the web (sometimes whole websites) have been written years ago and are obsolete today, or maybe they refer to many small single patches, already grouped and contained in the files we are about to download. I must say that, despite its age, GPL's community is still very active and continually produces new patches and updates. This guide points to all the latest available versions of every herein listed add-on, as of 17/11/2009.

At the end of install process, we'll have GPL version 1.2.0.2, all patched up and modded, ready to rock. Let's start.

Base install

- Insert the original GPL CD in the drive. Eventually cancel the autostart installation. If you're going to install on a NTFS file system (Windows XP), activate Disk Indexing, or at least Indexing of the selected folder (and subfolders) where you intend to install, otherwise GPL won't work!! Or install on a FAT32 file system.
- Download the **Maximum Versions 0.97** installer relative to your GPL language (mine is UK) from the "GPL Preservation Society" webpage
<http://gplps.org/wb/pages/projects/gpl-installer/gpl-installer-downloads.php>
- Launch the installer. You'll be asked to locate your CD (required in the drive) and the install folder. Choose your preferred graphics mode from the main screen (ATI/Nvidia) and continue. Every patch will be installed in the correct order
- At this link

http://www.srworld.eu/contenido-4.6.8/cms/front_content.php?idart=329

you'll find the "**Easy Installation Guide v1.1**" with instructions and screenshots. When finished, reboot the pc, launch GPL and set controller's axis, create a new pilot, set your screen resolution, deactivate "Driving Aids" and exit GPL

GPL "base" simulates 1967 season, so give a name to your pilot that contains the year 1967 in it (for example: Ripley_67). It will be handy when we'll have more MODs installed. If you plan to install the "not-to-be-missed MODS" of '65, '66, and '69 (see relevant paragraph), you can also create the relative pilots now. Due to the way GPL handles its data (best times, setups, etc.), it is better to create as many pilots as our installed MODs: we could for example name the standard base pilot "Pilot_67", and the others "Pilot_65", "Pilot_66", etc...you get the idea.

Now you can eject the CD from the drive, a NO-CD patch has been installed too.

Monaco track update

- Download the Monaco update "**Monaco Rocks 2**" (at the bottom of the page there are various versions, make your choice) and download the 2 files "3do Tunnel Lights Version 2.1" and "Hi Res Horizon Version 2.1" from this link

<http://www.dixierunners.speedgeezers.net/mrocks/>

You only have to unzip the files into your existing Monaco folder. \GPL\tracks\monaco, overwriting existing files

Rasterizers V2 installation

- Download and launch **gprast_v2.5.rar** from

<http://srmz.net/index.php?showtopic=3727>

Don't get alarmed if you receive a warning about "core.ini" file. It will be backed up and corrected by this installation. The so-called *rasterizers* are a (kind of) internal GPL graphics drivers. This version adds support to the latest graphics cards and lets you select your native desktop resolution in-game, and solves of course some bugs. Once installed, activate them choosing version "V2" (both Direct3D and OpenGL) in the Graphics -> 3D Accelerator screen in GPL.

At this point you already have GPL 1.2.0.2 (base version, 1967 season), with all the initial patches applied! Since this phase is delicate and "disaster" can always strike, make a whole backup of your GPL folder (800Mb) before going on!

GEM+ Package installation and component update

- Download **GEM Package 2.5.0.26** from

<http://gem.ebi-service.de/downloads.html>

and install it. It includes **GEM+ 2.5.0.26** (MODs/patches handler and interface to GPL), **IGOR 1.6** (chat/online races) and **GPL Setup Manager 1.1.3** (setup editor). You'll be asked where to install it (C:\Program Files\...) and where to find GPL. Then you'll have to input your nick to be used in chat. Continue, leaving its default options selected

- Download **GPL Setup Manager 1.1.5** update, and let it overwrite your files in C:\Program Files\GPLSecrets\GPLSetupManager

<http://srmz.net/index.php?showtopic=4173&st=36&p=30842&#entry30842>

- Still another update of only the **GPL Setup Manager 1.1.6** executable, overwrite again

<http://srmz.net/index.php?showtopic=4173&st=60&p=34927&#entry34927>

Patch '67 installation and GEM+ update

- Download **GPL_67_PATCH.zip** from (at bottom of post #1)

<http://srmz.net/index.php?showtopic=4875>

and unzip it in any folder. Launch **1967_PATCH_v1.3_Setup.exe**. This patch turns "long track support" ON (for Targa Florio and such). In the same zip you'll find a new exe version of **GEM+ 2.5.32**, which MUST be placed in your Program files\GPLSecrets\GEM+ folder (overwriting). If you have the **gplc67.exe** file in your GPL folder, delete it. Launch GEM+, click on "GPL" button (or exit from GEM+) to let it recreate the new, patched, gplc67.exe

Pribluda update

- Pribluda is a real-time on-screen telemetry, tyre temperature, best times/splits add-on, and has a FPS display too. It's highly configurable through its PRIBLUDA.INI text file and function keys turn on/off its different displays.

Latest version is **Pribluda 1.1.1.0** and it's here

http://amirkamal.com/gpl/pribluda/pribluda_readme.html

Download it and unzip it directly into your GPL folder. Then launch **PATCH.COM**; reply "Y" to "Use this method?"; if it asks "Undo file GPL.EXE?" reply "N"

If you want to use it, you have to know that the version included in the installer (and also this 1.1.1.0) at the moment works ONLY in Direct3D mode, using the old rasterizers (not V2). Rasterizers developer is looking for a solution.

Otherwise, by applying the next patch (pribpatch.zip) and, according to your preferred graphics mode, a corrected font, Pribluda will work as described in this table:

Pribluda Base / 1.1.1.0	D3D standard	Font not to be corrected
Pribluda 1.1.1.0 + patch	D3D standard	Font not to be corrected
Pribluda 1.1.1.0 + patch	OpenGL V2	Font to be corrected

Pribluda patch and font correction

- Download **pribpatch.zip** (to make Pribluda work with latest rasterizers OpenGLV2) from

<http://srmz.net/index.php?showtopic=3731>

and the "Batchfiles patch pribluda.zip" from

<http://srmz.net/index.php?showtopic=3731&view=findpost&p=26539>

unzip the 2 files in GPL folder and launch **pribludapatch.bat**. Press ENTER to continue. Now launch GPL, and make sure OpenGLV2 is selected, go on any track and press F4. For some odd reason you might have upside or mirrored fonts in OpenGL. Problem is easily solved by installing in Windows a "natively" upsidedown font and saying to Pribluda to use that font. Here's some links, choose your preferred font. Font names are gplinverse.ttf, gplinverse2.ttf, upsidedown.ttf e stagedive.ttf

<http://srmz.net/index.php?showtopic=3731&st=12&p=26363&#entry26363>

<http://srmz.net/index.php?showtopic=3731&st=72&p=26958&#entry26958>

<http://srmz.net/index.php?showtopic=3732&st=0&p=26353&#entry26353>

fonts must be copied in C:\WINDOWS\Fonts folder, and in the PRIBLUDA.INI file (in GPL folder) edit the line:

fontFace = Courier New
into
fontFace = TheFontYouChose

60fpsV2 patch installation

- Originally, GPL is limited to 36 FPS (frames per second). With this patch we'll unlock FPS to 60. Download **60FPSv2.zip** from

<http://srmz.net/index.php?showtopic=4584&start=0&p=33919>

Copy the **60FPSv2.xml** e **60fpsv2newmod.xml** contained files in C:\Program files\GPLSecrets\GEM+\Options, and activate them one at a time through GEM+; try which one gives you best results, and don't use them both simultaneously, I use the second one. Then copy **gpl_ai_60fps.ini** file in your GPL folder, renaming it in **gpl_ai.ini** (backup the original file)

GPLShift+ 0.7.7.1 installation

- Download **GPLshift+ v0.7.7.1** to activate support to TrackIR, support to different wheel models, and even more goodies

<http://www.gplshift.dk/GPLshift/index.htm>

go to bottom of page where it says: "Download GPLshift+ v0.7.7.1 Beta (full version with exe, dll, ini, & txt files in ZIP package)". Unzip into GPL folder, and launch GPLshift_Patch.EXE. You'll find all the instructions in GPLshift.ini file, in your GPL folder

AVIRA Personal free antivirus detects a false positive on "GPLShift.DLL" file, but file is clean. See Avira forum link for details

<http://forum.avira.com/wbb/index.php?page=Thread&postID=869311#post869311>

There seems to be a problem with multiple controllers installed. I have 2 USB controllers, a Logitech DFGT wheel and a Thrustmaster Cougar joystick. Everything works fine if I disconnect the Cougar. It looks like GPL is showing its age, not being able to detect more than a certain number of axes and buttons...On Sim Racing Mirror Zone forum there is a thread regarding this problem

<http://gplmz.bcsims.com/index.php?showtopic=4924&view=findpost&p=37871>

GPL Digital Display Modifier installation (optional)

- DDM displays race info on bottom part of screen. Download from

<http://gplpp.com/>

Click on "Utilities" and then on "6 Lee and Stefan". After installation, run it and click on "Open Executable", select your gpl.exe file and click on "Digital meter readings", click on "Save Executable" and let it overwrite gpl.exe.

To deactivate DDM, launch it again, click on "Open Executable", select your gpl.exe file, click on "Analog meters only", click on "Save Executable" and let it overwrite gpl.exe again.

If you prefer DDM's output over Pribluda's, and since both add-ons share the same screen area that could overlap, you can edit the PRIBLUDA.INI file and deactivate DASH display. Look for [dash] section towards the end of the file. Set **show=0** parameter

[dash]
show = 0

In this way, by editing the respective INI files, you can use different fonts for the 2 apps.

Some users at Sim Racing Mirror Zone (<http://srmz.net/index.php?showforum=84>) have complained that DDM has a negative impact on FPS, so try it out and decide for yourselves.

GPL Patch Inspector update

- Download the latest 1.09 version of "Grand Prix Legends Patch Inspector" from

<http://srmz.net/index.php?showtopic=2468>

unzip it in your GPL folder and run it to verify what you have installed. Shortcut is in Start->Programs ->GPL. Click on "select file to analyze" and select your "gpl.exe". The only deactivated voices should be "BWPatch Cars behind" (Band Width), only useful to hosts, and eventually "Digital Display Modifier Digital", should you have chosen not to make it active.

And lastly...Targa Florio track installation

- Download Targa Florio from

<http://www.drivingitalia.net/forum/index.php?showtopic=33043&st=0>

and install it, leaving its default options as you find them. You'll need the "versione standard".

Next link is a TRAINER, that lets your car spawn along various pre-selected starting points to grasp that particular turn, without the need of restarting everytime from scratch.

http://download.bcsims.com/Targa/GPL_Targa_Trainer_v1.0.0.zip

Again, AVIRA Personal free antivirus detects a false positive on file "GPL Targa Trainer.exe", but file is clean. See Avira forum link for details

<http://forum.avira.com/wbb/index.php?page=Thread&postID=869311#post869311>

Here you can download Ferrari DINO 206S, installation instructions included

http://download.bcsims.com/Targa/Dino_206S.zip

Here you'll find a fix that was not included in the initial Targa download, which updates some of the cars parked along the track (unzip it into your Targa Florio folder), and other Hi-Res add-ons. I installed these:

- targa.3do_HR_version_WithSound
- calta_rock_HR
- Cronotower_HR
- targa_horiz_2048x1024_HR
- Historically_correct_car_addon

<http://download.bcsims.com/Targa/page03.html>

If you can't finish a full single player Targa lap, the possible solution could be to race **at least** at intermediate level. At this level, race lasts long enough to complete a full lap. Or choose to drive in training mode. Or go into multiplayer (at the level you wish) and set the required time manually.

(from <http://www.drivingitalia.net/forum/index.php?showtopic=33043&st=540>)

THE *NOT-TO-BE-MISSED* MODs

- The *not-to-be-missed* MODs add the historical missing seasons ('65, '66 e '69), and you'll find them all here

<http://www.gpllinks.org/>

I won't go into detailed info here. Generally speaking, each MOD has its exe to be installed into GPL folder. The most important thing to be noted though, is that each MOD has its own "long track support" patch to be applied (always read the included *readmes*). On each MOD webpage you'll eventually find track updates to be downloaded and installed (each season has its historically correct track "sequence"), carsets, setups...

"Ginetto" (one of the Targa Florio authors) wrote: "*I think '65 MOD carset is the funniest carset to be driven on Targa Florio. They have 1,5 liters engines. '66 MOD is the most recent one, and it has the added possibility to choose among 16 different cars with engines ranging from 2 to 3 liters. '69 MOD has engines as the standard of '67 (3 liters) and has implemented downforce effect given by wings*".

1965 Season

- Go here for '65 MOD

http://fp.gplegends.plus.com/Index_65.htm

- Here for its long tracks support patch

<http://srmz.net/index.php?showtopic=3765>

- Missing tracks to be installed:

- Clermont Ferrand
- East London

1966 Season

- Go here for '66 MOD

<http://1966gpl.speedgeezers.net/>

- Here for its long tracks support patch

<http://srmz.net/index.php?showtopic=3878>

- Here a little fix for '66 to unzip in GPL folder

<http://srmz.net/index.php?showtopic=4695&st=0&p=35202&#entry35202>

- Missing tracks to be installed:

- East London
- Syracuse
- Reims (Reims 1967)
- Brands Hatch (Brands67)
- Oulton Park (Oulton Park 1967)
- Monza10k

Stagione 1969

- Go here for '69 MOD

<http://1969gpl.speedgeezers.net/>

- Here for its long tracks support patch

<http://srmz.net/index.php?showtopic=4538>

- Missing tracks to be installed:

- Montjuich Park (1969 Spanish GP)
- Clermont-Ferrand (1969 French GP)
- Brands Hatch (1969 Race of Champions)
- Oulton Park (1969 Gold Cup)

Other MODs

- There are yet other MODs available, while others are still in the works, like '68 season, '35 season, Sports Car Mod, or CanAm...

Thunder Cars Mod

- Go here for the Thunder Cars Mod

http://tcmodgpl.speedgeezers.net/files/ThunderCars_part2B_Setup.exe

- ...and its setups

http://tcgpl.speedgeezers.net/files/gplTC_setups.zip

Night Mod

- Go here for the Night Mod

<http://srmz.net/sub/ftommi/stuff/NMinstallerv101.exe>

Sports Car Mod

- Here you'll find - one day - the Sports Car Mod (still in development). Cars will be: Ford gt40 MKI 4.7 liters, Lola T70 MKIII 5.4 liters, Ford gt40 MKIIB 7 liters, Ford gt40 MKIV 7 liters, Porsche 910 2.2 liters, Mirage M1 5.8 liters, Ferrari 330 P4 4 liters, Chaparral MK2D 7 liters, Chaparral MK2F 7 liters.

<http://www.sportscarlegends.net/index.html>

Missing tracks, and more

- This site has everything GPL related, from MODs to tracks, to setups...in the homepage there are links to MODs (those already in this guide)

<http://gpltd.bcsims.com/>

Go to menu Search → Track Search → Search → Advanced and you'll get to its Tracks search engine

<http://gpltd.bcsims.com/?menu=Advanced>

Tracks images not displayed in GEM+

If, after installing a track, there's an empty window just where the track graphics should be, just...click on it. GEM+ will download it from BAPOM, a beautiful website with TONS of track images (<http://www.trilon.com/bapom/>)

Some final info

Grand Prix Legends recreates Formula1 1967 season, where cars with no wings were used for the last time, and where drivers had more to "drive with their seat-pants" rather than with other skills. At that time, cars had not even seat-belts installed! There are 7 cars modelled (Brabham BT24, BRM P115, Coventry, Eagle-Weslake T1G, Ferrari 312, Lotus 49, Murasama) and 11 tracks (Kyalami, Mexico, Monaco, Monza, Mosport, Nürburgring, Rouen, Silverstone, Spa, Watkins Glen, Zandvoort). For legal rights issues, Coventry represents the Cooper, and Murasama represents the Honda. With subsequent patches, and years passing, these names have been corrected. You can drive both offline against 19 AIs, and online. Weather is always perfect. There is no tyre wearing nor degradation, but their grip changes with rising temperatures. Fuel burning (and subsequently lighter cars) is modelled, as also load and mass displacement, as springs and dampers.

There are some known audio problems, especially in XP. If your audio is crackling or distorted, first thing to do is lowering hardware acceleration. If you have XP and an integrated *SoundMax* chipset, go to Control Panel and then in the reproduction/playback advanced properties of your soundcard (sorry, don't know the exact labels of english Windows) and set hardware acceleration on "limited" and conversion quality on "superior". On the web there are also some alternative soundpacks.

GEM+ creates as many executables as many active carsets we have (for each installed MOD), taking the originally installed gpl.exe as a starting *template*. Every time we exit GEM+, we'll be asked to save the changes we made. According to which MOD we have, after some time we'll have several different files like gplc65.exe, gplc66.exe, gplc67.exe, etc. If something goes wrong (GPL doesn't start, etc.) we can safely delete all these exes, and launching GEM+ they will be correctly recreated. Obviously we DON'T have to delete the original gpl.exe!! Make BACKUPS!

We can also only use GEM+ as a patch/carset/season "applier", as it's not mandatory to use it in order to launch GPL. We can as well exit from GEM+ saving our changes, and launch each exe directly from shortcuts, or whatever.

Happy GPLing!!