

The Ultimate GP4 Updating Guide

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Tyres / Wheels
Helmets

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Tracks

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HUD (GPxPatch)

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Pit crews

Preliminaries:

Textures: Textures are 2d images (or pictures) that are mapped (placed onto) 3d objects/shapes. You can think of a texture as a sort of 'net' for the shape that it is 'mapped' onto. When you open a texture you will see the graphics for several different parts of the object which may be on different planes, but all of which are stored in a 2d texture. The tricky part of objects/textures is how each part of the texture corresponds to each different part/face of the shape. Fortunately to be a casual player you need to know nothing about how the texture is 'Mapped' onto the shape, which is good, because I have no idea either!

Shapes: These are self explanatory they could be any shape (2d/3d) such as cubes, rectangles, or car shapes. The texture is mapped onto the shape so that the right part of the texture corresponds to the right part of the shape. Shapes can have several 'LODs' see the next section for information on what these are.

LODs: 'LOD' stands for 'Level of Detail', using the shape of a formula 1 car as an example, there are several different detail levels for each shape. Higher LODs, such as Lod 0 (zero, Not higher numerically) is a detailed shape with lots of polygons and faces. This shape, if it is a car shape for grand prix 4, will be the most detailed of all the 'LODs'. The next Lod down ('LOD' 1) will be slightly less detailed; the curves may be less rounded and squarer looking. The next LOD (Lod 2) will be even less detailed a circle may become a pentagon for example.

Basically: LODs are used in games to aid performance. If you have 22 LOD 0 shapes all in view then the processor has to do a hell of a lot of work to draw them all with all their intricate details, where as if you have say the car that the camera is focusing on in LOD 0 detail and the rest of the 21 cars in varying detail levels between 1 and 4 (depending on how close to the camera the object is, Further away mean lower Lod) the computer only has to draw one complicated shape and 21 less complicated ones. 'LODs' don't just have to be level of details for cars, they are also used for buildings and many other 3d objects.

Updating:**Essential Tools:**

Tool	Available from...	Latest Version
TexResizer		2.2
TeamEditor	www.realgpx.com	3.1
WadUpdater		3.3
GPxPatch	www.xs4all.nl/~rsdi/gpxpatch.html	3.91
GP4 Tweaker	http://gp4tweaker.vadertrophy.com/download	(Private Edition / Reloaded?)
3asyWad*	http://gp4tweaker.vadertrophy.com/download	3
Notepad/WordPad**	Windows ☺ (Start->All programs->Accessories->WordPad)	5.1 (?)
Batch File Renamer	www.cerebralsynergy.com	2.51
WinZip (Trial)	www.winzip.com	9.1
WinRar (Trial)	www.rarlab.com	3.50

* 3asyWad is bundled with Carset Manager, available via the link provided.

** Or your favourite text editor.

Driver Names + Team & Engine Names:

You can use TeamEditor to update the driver + Team & Engine names. Simply visit a website, a good one is the official Formula 1 website and you can find the listings for the Drivers entered for the next season, another good site for info is www.alphaf1.com

Please note that using TeamEditor updates the names stored in the GP4.exe, if you use custom performance files over the top using GPxPatch, these names will be irrelevant.

Performances:

These can be generated using Team Editor and the Driver/Team/Engine names you entered that were saved to the GP4.exe. Team Editor has a great 'Performance calculator' so you can easily create and tweak your own performance files, either from scratch or by using another performance file as a base for modified work.

The advantage of creating and exporting performance files via TeamEditor (*File->Export->Performance File*) is that they can be loaded by GPxPatch and used on certain tracks, hence track specific performance files! These are great in enabling you to recreate a real life race's results ☺.

Cars:

Ok, this section is big, I've tried to split it up into easy to follow sections.

The Car comprises:

- Shape
- Textures

Most/All available cars you can download now come with both the shape and textures together. These two things control what the car (not the wheels or driver helmets) looks like, which includes the shape and the texture/livery.

Packaging:

When you download a file, it will probably be in .zip or .rar format. For these types of packaged cars you will first need to extract all the files from the zip or rar using either window's built in zip utility or a third party program such as WinZip or WinRar. If you have WinZip you can unzip a .zip by right clicking on the file and then clicking "WinZip"->"Extract to xyz"

Alternatively, you may find the car packages in an executable file, because I usually avoid allowing letting exe packages touching my Grand Prix 4 installation, this method will not be explained here (It's pretty easy to follow anyway). Instead, we will right click the file and click 'Extract to xyz' * and the file will be extracted using WinRar to a directory that we can use as a temporary folder.

**This command may not work unless the .exe is a WadInsrter file.*

File Types (Car related):

Once the files are extracted you will find several different types of file in the folder you extracted the files to. The most common files are:

Example file	File type	Use
Car_Mclaren_carx_Lod_0.gp4	.gp4	A .gp4 extension of a downloaded car contains the data on the physical shape of the car, as well as its damage model. (Note there may be several different 'LODs' for the same car. We'll come to what these are later.)
Mclaren_1.tex	.tex	Files with .tex extensions are textures. (See 'Textures')
Gp4Form.txt	.txt	Files with a .txt extension are readme's which contain information/instructions about/for the download. Usually, readme's are named GP4Form.txt. This naming scheme originated from the older games in the "Grand Prix" series.

Creating your own, personalised cars.wad from scratch**Preparing the base wad:**

We need

Configuring the car for use:

Method 1 – Complicated, but Practical overall

You may be asking Configuring? What? I just want to race the car :| Ok, if you think you know how, then go and install as it is and play it, unless it's a Ferrari, in all probability, you'll lose a team and have two Saubers of similar :P.

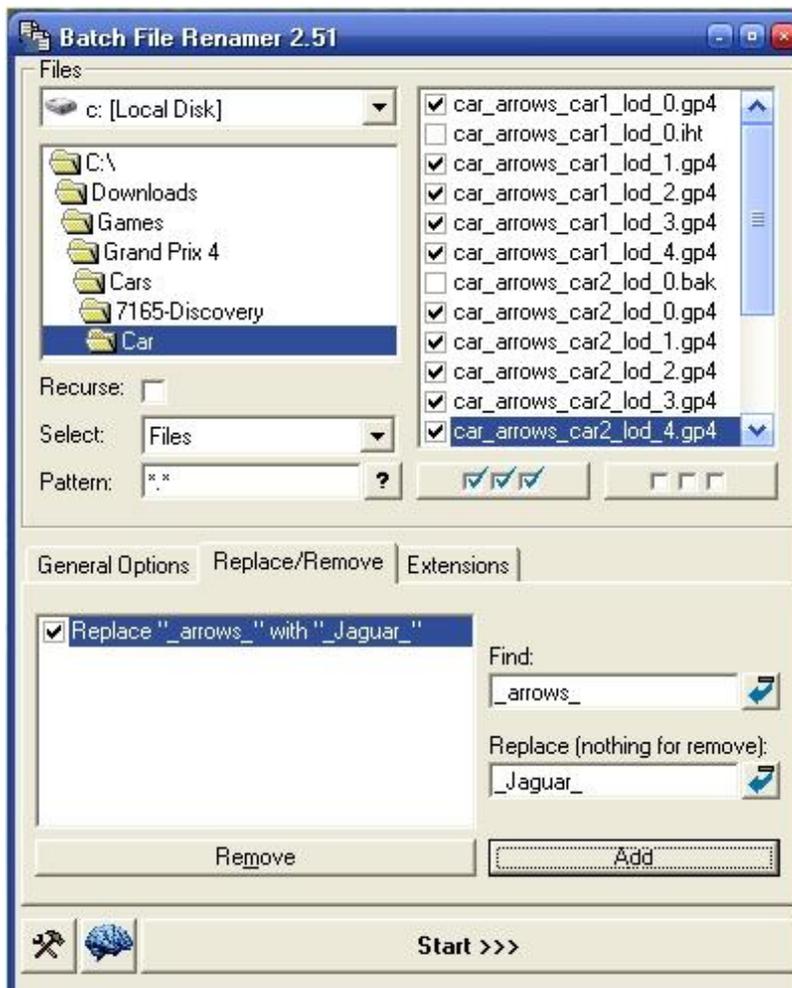
Because the game was designed with the 2001 team order in mind, the names and team order is different to that of 2005. Since most car designers create their cars with the files named after that team (E.G Car_Mclaren_carx_Lod_0.gp4) it is necessary to rename the car shape files (and **ONLY** the shape files, Not textures, or you'll get white cars) so that you find you newly downloaded McLaren with McLaren drivers and their McLaren helmets.

For example, If you just downloaded a new BAR, and left the shapes with the default names, then, because in 2001, BAR were in slot 5, but in 2005 McLaren occupy slot 5, you're new BAR would have the McLaren Driver names + Helmets and possible pit crew too!

So, what we have to do is some renaming of the car shapes (car_teamname_carx_lod_x.gp4):

- 1) Extract the downloaded car using WinZip/WinRar.
- 2) Open the newly extracted folder and find the subfolder with the files 'Car_teamname_carx_lod_x.gp4' and the .tex files in.
- 3) Go 'up a level' in explorer (or press the 'back' button)
- 4) Right click the folder you were just in and select 'Batch Rename files' (If this isn't an option, make sure you installed Batch File Renamer and you also installed the 'explorer context menu' option.
- 5) Batch File Renamer opens, click the Replace/Remove tab
- 6) In the find box enter '_current_team_name_' (**See next page for image**)
- 7) Look up the team (of the car you're installing) In the '2005' column, and see what 2001 team it corresponds with.
- 8) In the replace box enter the 2001 team the 2005 team corresponds with, followed and preceded by underscores (_)
- 9) Click 'Add'
- 10) Click the 'Deselect all the files in the above list' (the box with three empty white squares on it) button.
- 11) Put a tick in the box next to all the files with a .gp4 extension (They should look something like 'car_arrows_car1_lod_0.gp4')
- 12) Click Start, then 'No'
- 13) No 13th step, It would be unlucky ☺
- 14) You're (.gp4) files should be renamed (yay!)
- 15) Close Batch File Renamer

So now you should have newly renamed .gp4 files (in our example they will now be named



car_McLaren_carx_Lod_x and some .tex files with their original names.

Driver Numbers	Original Order (2001)	2002 Order	2003 Order	2004 Order	2005 Order
1,2	Ferrari	Ferrari	Ferrari	Ferrari	Ferrari
3,4	McLaren	McLaren	Williams	Williams	BAR
5,6	Williams	Williams	McLaren	McLaren	Benetton (Renault)*
7,8	Benetton	Sauber	Benetton (Renault)	Benetton (Renault)	Williams
9,10	BAR	Jordan	Sauber	BAR	McLaren
11,12	Jordan	BAR	Jordan	Sauber	Sauber*
14,15	Arrows	Benetton (Renault)	Jaguar	Jaguar	Jaguar (Red Bull)*
16,17	Sauber	Jaguar	BAR	Prost (Toyota)	Prost (Toyota)
18,19	Jaguar	Arrows	Minardi	Jordan	Jordan
20,21	Minardi	Minardi	Prost (Toyota)	Minardi	Minardi
22,23	Prost	Prost (Toyota)	N/A	N/A	N/A

Once we have renamed the .gp4 files, we then need to insert them into our cars wad:

- Browse to your Grand Prix 4 directory then right clicking on the cars.wad file and selecting 'rename'.
- Rename the wad to something like Cars 2005, or 'cars Temp'. This step is very important if you have the 9.6 patch installed because if you just extract it as cars.wad your Cars folder that already exists will be overwritten.
- Once renamed, right click it again and select 'Extract wad to dir'
(**Note:** You must have 3asywad installed for this option to appear.)
- Copy/move your cars .gp4 files and textures to the 'Cars Temp/Cars' folder
(Assuming you renamed the cars .wad file to 'Cars temp.wad')
- Navigate 'up' or 'back' two levels to your main Grand Prix 4 folder
- Right click the 'Cars Temp' folder and select 'Compress directory to .wad'
- Select 'Yes' to overwrite the old wad
- Rename the new 'Cars Temp.wad' back to 'Cars.wad'
- Start the game and test

A Note about car textures: You may have noticed that there are several different copies of the same texture with different prefixes. Regarding cars there are 3 types of prefix you need to know about:

- 'Hi_' - Texture files with this prefix are used when the 'Texture Quality' option is set to 'High' and the line:

1 ; Increase car texture quality (1 on, 0 off)

Is set to '1' (as above)

- " – (No Prefix E.g Jaguar01.tex) These are the 'Medium' resolution textures. These are used when the line

0 ; Increase car texture quality (1 on, 0 off)

Is set to '0' as above.

- 'Lo_' – These are the lowest resolution textures, these are used when the texture quality is set to 'Low' in the graphics menu.

Because the graphics setting determine which texture to use, and you are hardly likely to use all three types, you can dramatically reduce the size of you cars wad by deleting the files with the prefixes that correspond to the graphics settings you don't use. For example, If you have you Texture quality set to 'Hi' In the menu, and the line:

1 ; Increase car texture quality (1 on, 0 off)

Is set to '1' (as above) you can safely delete all the textures without any prefix (Only delete the team textures here, not any other textures like Wheel.... Or driverxx_x.tex) It is usually best to strip the wad down by extracting the original 2001 cars.wad to a temporary directory (remember to rename the wad before extracting) and then deleting ALL the hi_," (no Prefix) and 'lo_' textures for the teams straight away, as the new cars all come with their own textures.