



Grand Prix Legends (GPL) Easy Installation Guide v2.1 [English]

05/2020 by Stefan Roess

<http://www.gplworld.de> [German]
<http://www.gplworld.de/en> [English]

1. GPL Installation
 - 1.1. GPLPS GPL Installer
 - 1.2. GPLSecrets (GEM+, iGOR, GPL Setup Manager)
 - 1.3. Updating GPL
 - 1.4. GPL 2004 Demo and GPL 2020 Demo
2. GPL Mods
 - 2.1. GPLSecrets (GEM+, iGOR, GPL Setup Manager)
 - 2.2. Creating a GPL Player
 - 2.3. Installation of GPL Mods
 - 2.4. GEM+ and GPL Settings
3. Recommended GPL Updates and Patches
 - 3.1. 4 GB Patch
 - 3.2. Force Feedback v2 (FFB2) Patch
 - 3.3. 60 FPS Patch
 - 3.4. Lee's GPL Motorworks Patches
 - 3.5. Spa67
 - 3.6. GPL Replay Analyzer (GPLRA)
4. GPL Links

Please read the instructions of all README files of the linked updates and patches before you install them. That's why they were written. 😊

1. GPL Installation

1.1. GPLPS GPL Installer

GPL runs on modern PC systems, such as Microsoft **Windows** 10 (64-bit), Windows 8 (32-bit, 64-bit), Windows 7 (32-bit, 64-bit), Windows Vista (32-bit, 64-bit), as well as under **Linux**, see SRMZ [Forumthread 1](#), [Forumthread 2](#), [Forumthread 3](#), [Forumthread 4](#), [Forumthread 5](#).

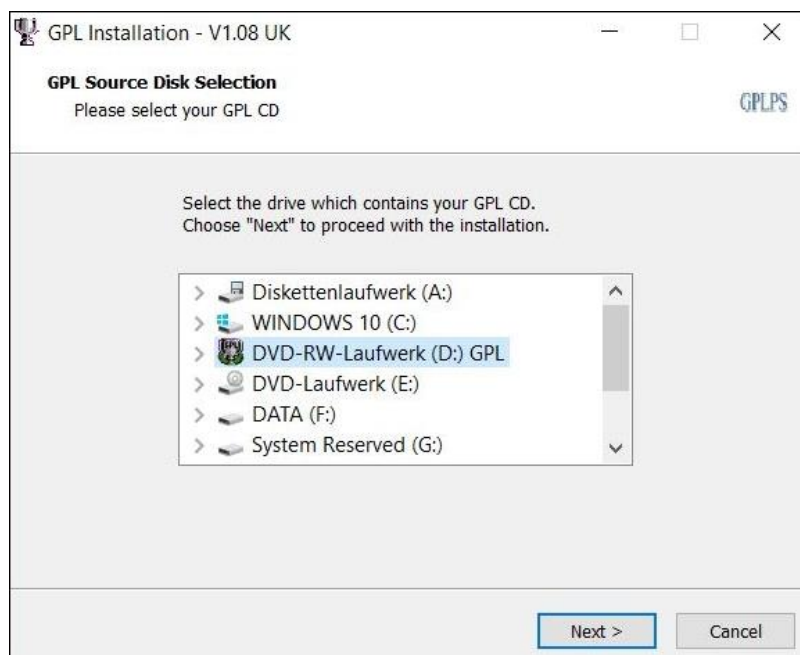
Insert your Grand Prix Legends CD into your CD/ DVD/ Blu-ray drive.
If you don't have a GPL CD please continue reading at "1.4 GPL 2004 Demo".

Install the latest version of the **GPLPS GPL Installer Beta 1.08**:

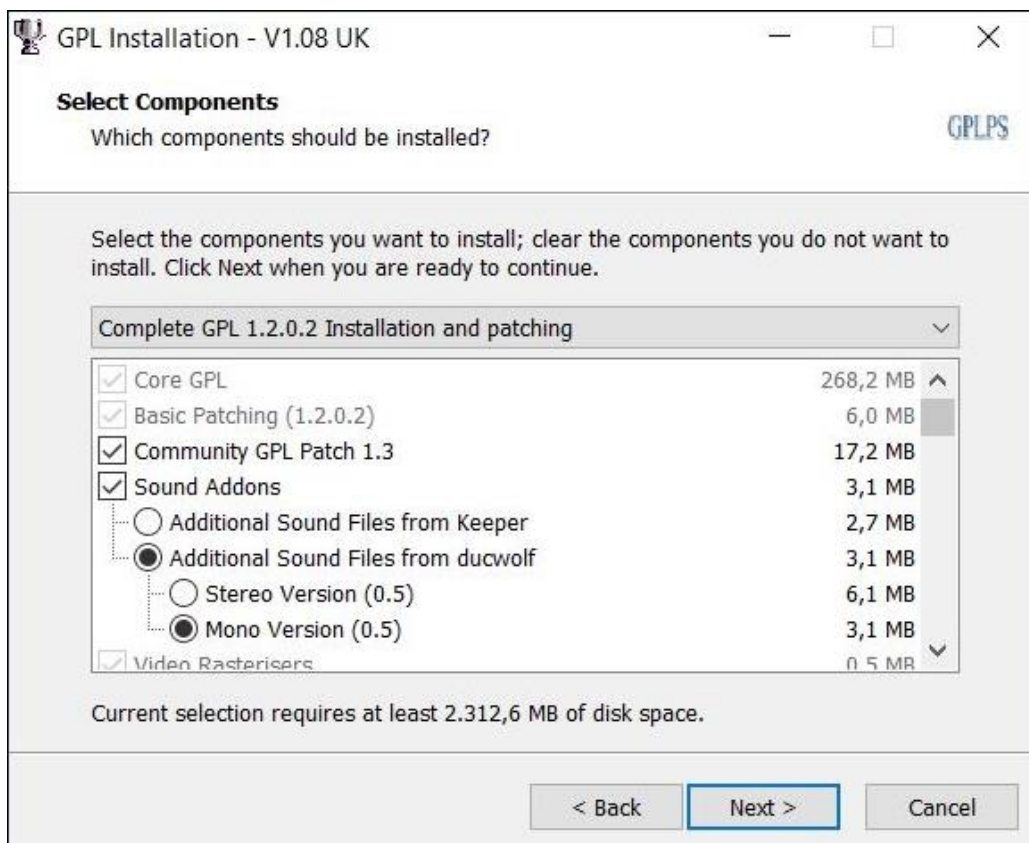
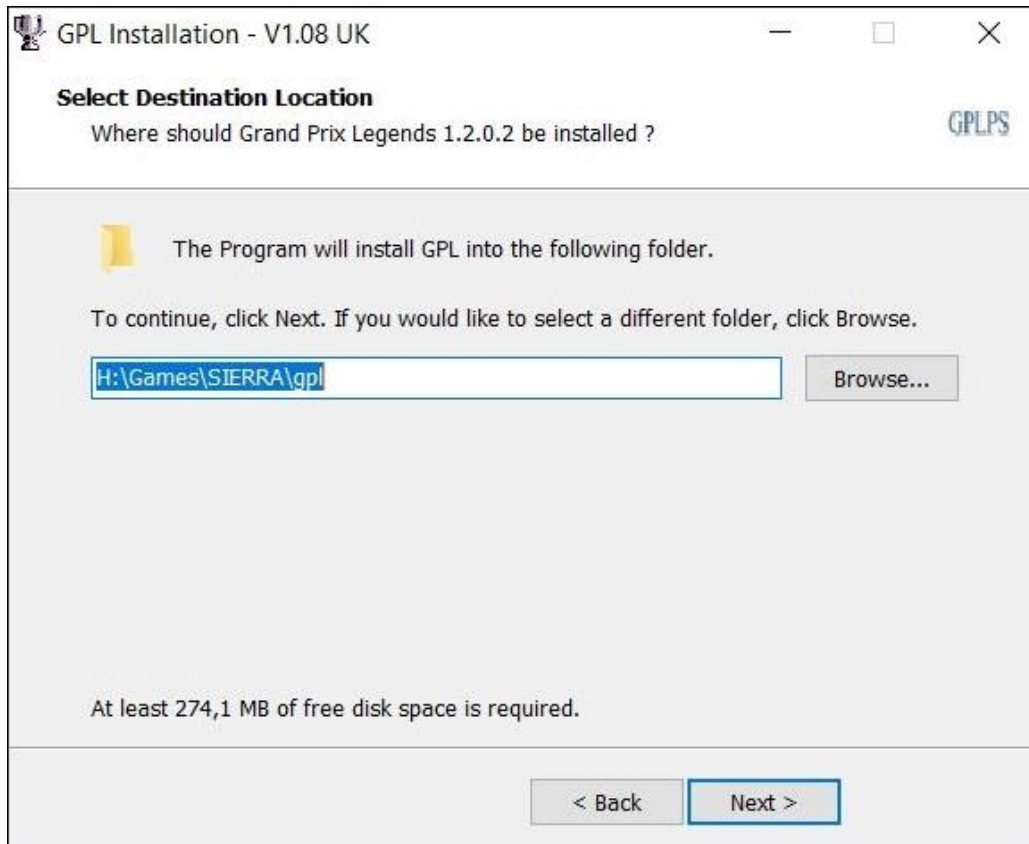
<http://gplps.wordpress.com/gplps-gpl-installer/>

Note: The newer installers will default to OpenGL v2 rasterisers. Please be advised that when you first launch GPL and you see the new driver information page please don't rely on a hardware cursor on text input fields like Driver Name. Simply use the mouse to select it and type in your characters! Or use TAB key to activate but you will not see a hardware cursor when text input field has focus!

To install on Windows 10, 8, 7, Vista you will need administrator rights.



Choose the path where you want to install GPL (standard is C:\Sierra\gpl).
You can install GPL to any directory you like, also to another partition.
If you use Windows 10, 8, 7, Vista and install GPL to the directory
“C:\Program Files (x86)” you need to have administrator rights.



GPL Installation - V1.08 UK

Select Start Menu Folder

Where should Setup place the program's shortcuts?

GPLPS

Setup will create the program's shortcuts in the following Start Menu folder.

To continue, click Next. If you would like to select a different folder, click Browse.

GPL

Browse...

< Back

Next >

Cancel

GPL Installation - V1.08 UK

Select Additional Tasks

Which additional tasks should be performed?

GPLPS

Select the additional tasks you would like Setup to perform while installing Grand Prix Legends 1.2.0.2, then click Next.

☒ Create GPL Desktop Shortcuts

☒ Create GPL Program Group

< Back

Next >

Cancel

GPL Installation - V1.08 UK

Ready to Install

Setup is now ready to begin installing Grand Prix Legends 1.2.0.2 on your computer.

GPLPS

Click Install to continue with the installation, or click Back if you want to review or change any settings.

Destination location:
H:\Games\SIERRA\gpl

Setup type:
Complete GPL 1.2.0.2 Installation and patching

Selected components:
Core GPL
Basic Patching (1.2.0.2)
Community GPL Patch 1.3
Sound Addons
Additional Sound Files from ducwolf
Mono Version (0.5)

< Back

Install

Cancel

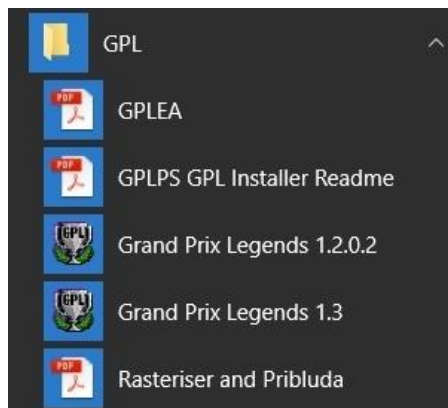
4

Please restart your PC when prompted to do so!

Now you have updated GPL with the official GPL 1.2.0.2 patch, the GPLEA car updates, track updates for all eleven tracks, Carsound patch (for individual car sounds), Bandwidth patch (for enhanced online multiplayer support), newer Rasterisers (OpenGL v2 and Direct3D v2), Pribluda (for enhanced cockpit information, tire temperatures, sector times, race positions, refresh rates in FPS), as well as the latest GPL 1.3 Community Patch, which also gives you long track support to drive tracks like the Targa Florio and Isle of Man.

Tip: You will find a backup of all installed updates in the “repository” folder of GPL.

All GPL readme files are available in your Windows start menu at “GPL”.



1.2. GPLSecrets (GEM+, iGOR, GPL Setup Manager)

Install **GPLSecrets (GEM+, iGOR, GPL Setup Manager)**: <http://gem.autosimsport.net/>
Get the latest version of the **GPL Setup Manager** here: <http://gplmotorworks.gplworld.de/>

With **GEM+** you can easily adjust GPL settings like sound, layout, graphics, seasons, tracks, etc. outside of GPL. In addition GEM+ patches GPL with the physics of the mods, i.e. without GEM+ you cannot drive GPL mods.

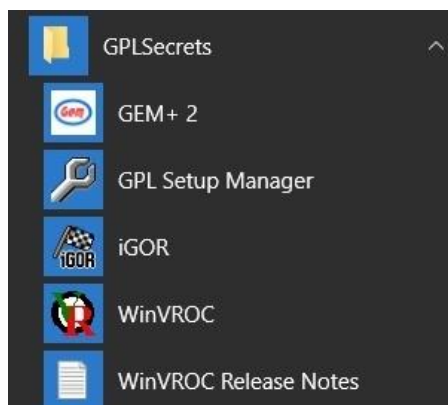
With **iGOR** you can join GPL online races with up to 20 drivers.

With **GPL Setup Manager** you can create and modify setups outside of GPL.

Do not install GPLSecrets into your GPL installation!

You need GEM+ 2.5.32 or higher to run GPL mods!

For GEM+ indexing needs to be activated (Windows default setting), because GEM+ needs to access the GPL player profiles!



To show the **iGOR racelist** you have to enter the **new IP**. To do this, you must edit the iGOR.ini. Exit iGOR before editing! iGOR must not run while you are editing the iGOR.ini! Because on exit, iGOR updates iGOR.ini with any changes made during runtime, so if you edit it whilst iGOR is running, you'll lose those changes!

Go to the folder
(...\Program Files\GPLSecrets\iGOR\...)

and edit the iGOR.ini file.
Change the old IP to:

[RaceListServers]
IP = **igor.gplrank.info**

Now you should see the iGOR Racelist with all available servers for online races.
If the iGOR Racelist does not appear, restart your PC.

Tip: In your GPLSecrets installation, see (...\GPLSecrets\iGOR\docs\...) for instructions on iGOR as HTML files.

If you have used an older version of the GPLPS GPL Installer than Beta 1.07, please also install:

1967 Update Patch for GPL (67 Patch v1.3 / GPL 1.3 Community Patch):
<http://gpltd.bcsims.com/?ir=Mods>

Nigel's New Rasterisers v2.5:
<http://srmz.net/index.php?app=downloads&showfile=19>

1.3 Updating GPL

In case you have an outdated installation of GPL you can use the GPLPS GPL Installer Beta 1.08 to update GPL to the latest level.

Please create a backup of your GPL installation before!

Then you can install the GPLPS GPL Installer Beta 1.08 over your old installation and allow Windows to overwrite existing files.

If you need files of your old GPL backup you can copy them into your updated installation, like for example setups (...\SIERRA\gpl\players\...).

1.4 GPL 2004 Demo and GPL 2020 Demo

If you are not sure whether GPL is fun for you or if you don't have a GPL CD, you can also use the GPL 2004 Demo to play GPL. The **GPL 2004 Demo** includes the Watkins Glen track including graphics updates, all GPLEA car updates, Ducwolf's sound updates and is patched with the latest official patch version 1.2.0.2, as well with Nigel Pattinson's Carsound patch.

Download and install the **GPL 2004 Demo** (82.6 MB):

http://srmz.net/misc/gpl_2004_demo.exe

Download and install **Nigel Pattinson's Rasterisers v2.5:**

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

Run "gplrast_v2.5.exe" and point to your 2004 Demo folder.

Go to your 2004 Demo folder and find "app.ini", then open it with Notepad, change "rd3d7v2.dll" to "roglv2.dll" and save.

This step is optional. It changes the 3D Rasteriser that the game will use.

Tip: **OpenGL v2** rasterisers ("roglv2.dll") usually give better results than Direct3D v2 rasterisers ("rd3d7v2.dll"). But on some systems OpenGL v2 does not work with GPL so you have to use Direct3D v2. Test what works best on your system.

Download and install the **1967 Update Patch** for GPL (67 Patch v1.3 / GPL 1.3 Community Patch): <http://gpltd.bcsims.com/?ir=Mods>

Important: To use the GPL 2004 Demo with GEM+ and Mods you have to create a new folder in (X:\...\SIERRA\gpl) called "exports" (X:\...\SIERRA\gpl\exports).

Then you have a fully functional GPL installation with the Watkins Glen track and all seven cars. The other ten tracks of the CD are missing. But you can use hundreds of tracks available from the GPL Alternative Track Database (GPLTD): <http://gpltd.bcsims.com/>
You can also install all GPL mods. ☺



Another way to try out GPL is the **GPL 2020 Demo**.

The GPL 2020 Demo contains ten cars from the major mods, four tracks, all original patches, modernized graphics and latest fixes and improvements made by the GPL community, that have been created in the last 22 years. A full GPL mod normally includes a field of cars with individual car physics and tracks to fully represent that year of racing. This demo includes the best cars of all mods.

Download GPL 2020 Demo: <http://www.gplworld.de/en/grand-prix-legends/gpl-2020-demo>

Note: The GPL 2020 Demo is not suitable for updating an existing GPL installation! But you can extend the GPL 2020 Demo with mods and tracks.



2. GPL Mods

2.1. GPLSecrets (GEM+, iGOR, GPL Setup Manager)

In case you haven't done yet install

GPLSecrets (GEM+, iGOR, GPL Setup Manager): <http://gem.autosimsport.net/>

Get the latest version of the **GPL Setup Manager** here: <http://gplmotorworks.gplworld.de/>

With **GEM+** you can easily adjust GPL settings like sound, layout, graphics, seasons, tracks, etc. outside of GPL. GEM+ additionally patches GPL with each mod's physics. That means that you cannot drive GPL mods without using GEM+.

With **iGOR** you can join GPL online races with up to 20 drivers.

With **GPL Setup Manager** you can create and modify setups outside of GPL.

Do not install GPLSecrets into your GPL installation!

You need GEM+ 2.5.32 or higher to run GPL mods!

For GEM+ indexing needs to be activated (Windows default setting), because GEM+ needs to access the GPL player profiles!

To show the **iGOR racelist** you have to enter the new IP. To do this, you must edit the iGOR.ini. Exit iGOR before editing! iGOR must not run while you are editing the iGOR.ini! Because on exit, iGOR updates iGOR.ini with any changes made during runtime, so if you edit it whilst iGOR is running, you'll lose those changes!

Go to the folder

(...\Program Files\GPLSecrets\iGOR\...)

and edit the iGOR.ini file.

Change the old IP to:

[RaceListServers]

IP = **igor.gplrank.info**

Now you should see the iGOR Racelist with all available servers for online races.

If the iGOR Racelist does not appear, restart your PC.

Tip: In your GPLSecrets installation, see (....\GPLSecrets\iGOR\docs\...) for instructions on iGOR as HTML files.

2.2. Creating a GPL Player

Start GPL via Start -> Programs -> GPL -> **Grand Prix Legends 1.3** and create a new player for each mod, e.g.:

<i>Firstname_LastnameLoG</i>	<i>(Legends of GPL Mod / 20th Anniversary Mod)</i>
<i>Firstname_Lastname55</i>	<i>(1955 Formula 1 Mod)</i>
<i>Firstname_Lastname65</i>	<i>(1965 Formula 1 Mod)</i>
<i>Firstname_Lastname66</i>	<i>(1966 Formula 1 Mod)</i>
<i>Firstname_Lastname67</i>	<i>(1967 Formula 1 Original)</i>
<i>Firstname_Lastname67x</i>	<i>(1967 Formula 1 Extra Mod / Historical Mod)</i>
<i>Firstname_LastnameF2</i>	<i>(1967 Formula 2 Mod)</i>
<i>Firstname_Lastname68</i>	<i>(1968 Formula 1 Mod)</i>
<i>Firstname_Lastname69x</i>	<i>(1969 Formula 1 Extra Mod)</i>
<i>Firstname_Lastname69</i>	<i>(1969 Formula 1 Mod)</i>
<i>Firstname_LastnameCA66</i>	<i>(1966 Can-Am Mod)</i>
<i>Firstname_LastnameCA71</i>	<i>(1971 Can-Am Mod)</i>
<i>Firstname_LastnameSC</i>	<i>(1967 Sports Cars Mod v1.1 of 2018)</i>
<i>Firstname_LastnameGT</i>	<i>(1967 Sports Cars Mod v1.0 of 2010)</i>
<i>Firstname_LastnameRX</i>	<i>(Stratos Mod)</i>
<i>Firstname_LastnameTC</i>	<i>(Thunder Cars Mod)</i>
<i>Firstname_LastnameN65</i>	<i>(1965 Formula 1 Night Mod)</i>
<i>Firstname_LastnameN67</i>	<i>(1967 Formula 1 Night Mod)</i>

Calibrate your wheel, deactivate all driving assistants, adjust your resolution and activate the Grand Prix race mode in GPL.

GPL chooses for every new created driver the slowest car type "Basic Trainer". Therefore you should change to the "Grand Prix" race mode in GPL at the track selection menu for all mods.

2.3. Installation of GPL Mods

Please run all installers as administrator (via right click on the installer file)!

You can ask questions about the GPL Mods in the GPL Mods Forum of SRMZ:
<http://srmz.net/index.php?showforum=134>

If you have technical problems, please also read here:

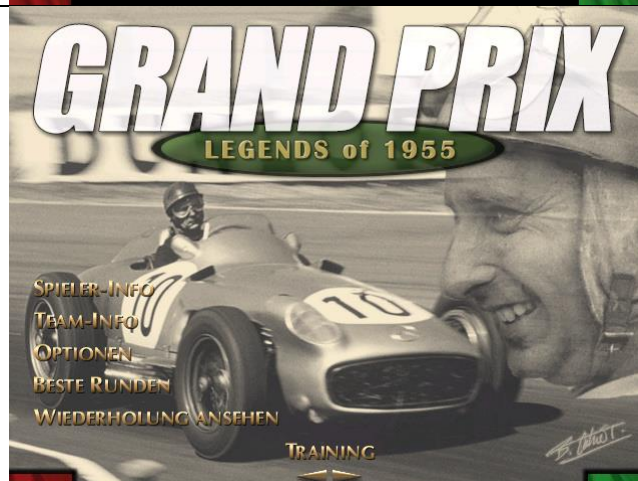
GPL FAQ & Troubleshooting Guide

<http://srmz.net/index.php?showtopic=3714>



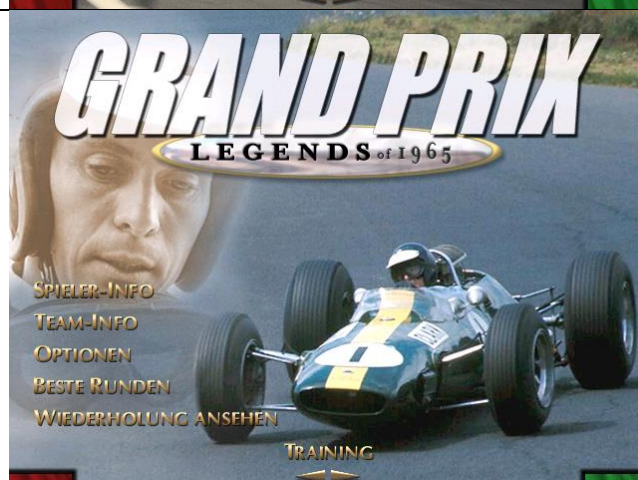
**Legends of GPL Mod /
20th Anniversary Edition Mod**
<http://logpl.gplworld.de/>

Race against the championship winning cars from each of the nine major GPL mods that have been made since 1998.



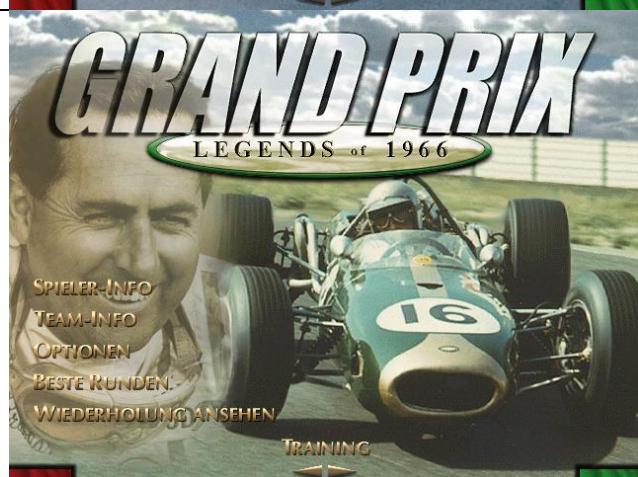
GPL 1955 Mod
<http://55f1.gplworld.de/>

1955 Track Conversions & Updates by gliebzeit
<http://srmz.net/index.php?showforum=189>



GPL 1965 Mod Installer 2.0.2
 and
Track Installer for F1 1965 Season
<http://65f1.gplworld.de/>

1965 Mod Full Graphics Update by db312
<http://srmz.net/index.php?showtopic=12646>



GPL 1966 Mod & 66 Patch v2.0
<http://66f1.gplworld.de/>

Historical 66 Mod Update by Irridux
<http://srmz.net/index.php?showtopic=7988>



GPL 1967 F1 Extra Mod - Online Edition (of 2018)

<http://67f1.gplworld.de/>

Online racing, hotlapping or race against the AI with a generic carset.

GPL 1967 F1 Extra Mod - Historical Mod v2 (of 2015)

<http://67f1.gplworld.de/>

Realistic 1967 season against the AI.

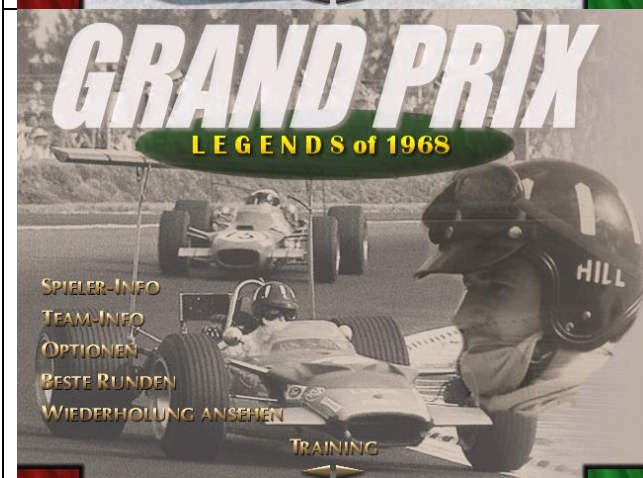


GPL 1967 F2 Mod (1967 Formula 2)

<http://f2legends.gplworld.de/>

1967 F2 Mod Bug Fixes

<http://srmz.net/index.php?showtopic=7536>



GPL 1968 Mod

<http://68f1.gplworld.de/>



GPL 1969 Extra Mod v1.5 (of 2011)

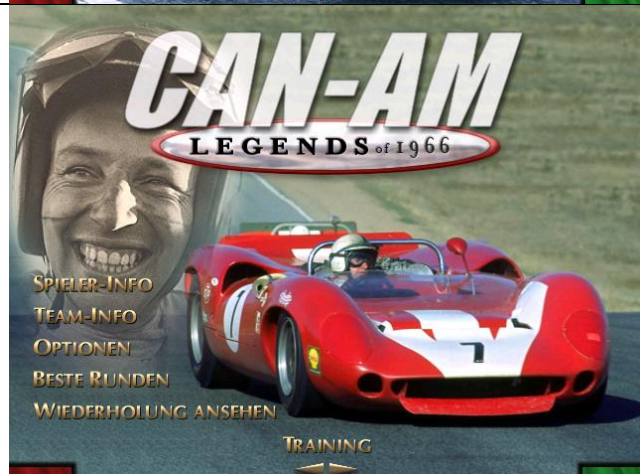
<http://69f1.gplworld.de/>

The 1969 Extra Mod replaces the 1969 Mod. You don't need to install the 1969 Mod before you install the 1969 Extra Mod.



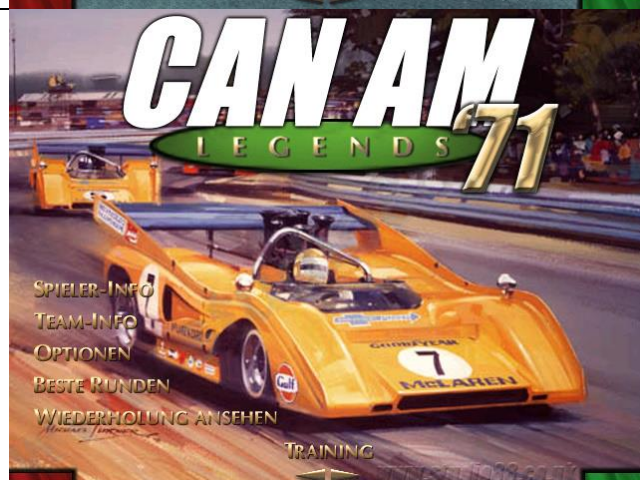
GPL 1969 Mod v1.3 (of 2007)
and
1969 Mod Patch v3.1 (of 2009)
<http://69f1.gplworld.de/>

The 1969 Extra Mod replaces the 1969 Mod.
You don't need to install the 1969 Mod before you install the 1969 Extra Mod.

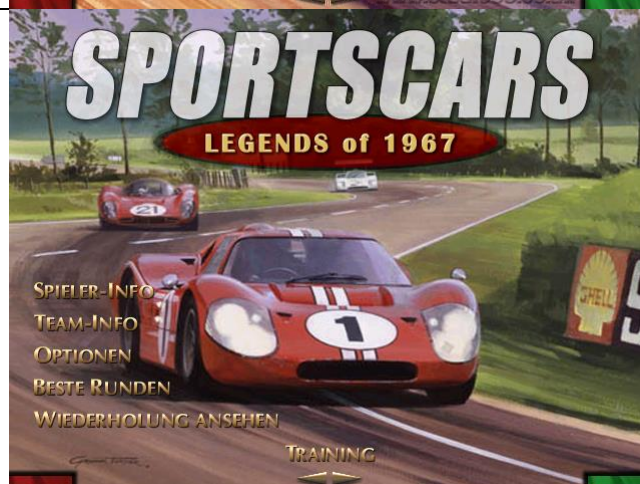


GPL 1966 Can-Am Mod
<http://canam66.gplworld.de/>

Can-Am 1966 Mod Bug Fixes
<http://srmz.net/index.php?showtopic=11519>

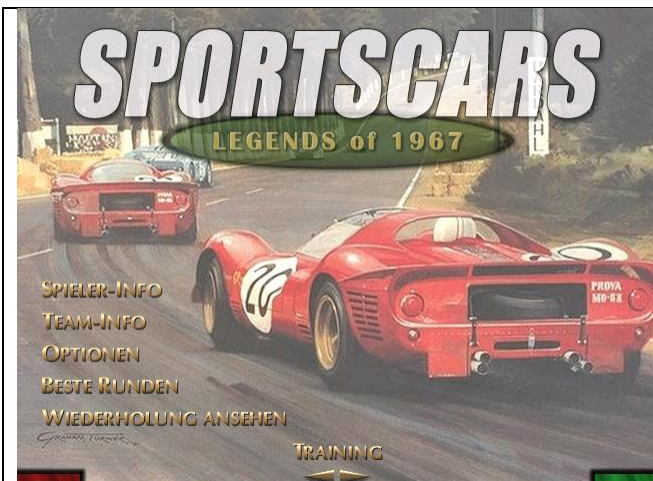


GPL 1971 Can-Am Mod
1971 Can-Am Patch and Historical Add-On
<http://canam71.gplworld.de/>



GPL 1967 Sports Cars Mod v1.1 /
Sports Cars Extra Mod /
SC Mod (of 2018)
<http://sportscars67.gplworld.de/>

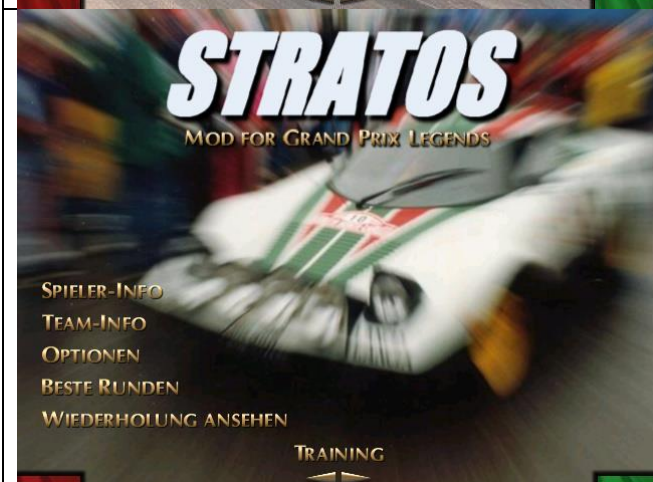
The Sports Cars Extra Mod v1.1 (of 2018) replaces the Sports Cars Mod v1.0 (of 2010).



**GPL 1967 Sports Cars Mod v1.0 /
GT Mod (of 2010)**

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

The Sports Cars Extra Mod v1.1 (of 2018) replaces the Sports Cars Mod v1.0 (of 2010).



**GPL Lancia Stratos Mod (of 2010)
Stratos Rocks Mod Update incl. Renault Alpine (of 2015)**

<http://stratos.gplworld.de/>



GPL Thunder Cars Mod (TC)

<http://thundercars.gplworld.de/>



GPL Night Mod (N65 / N67)

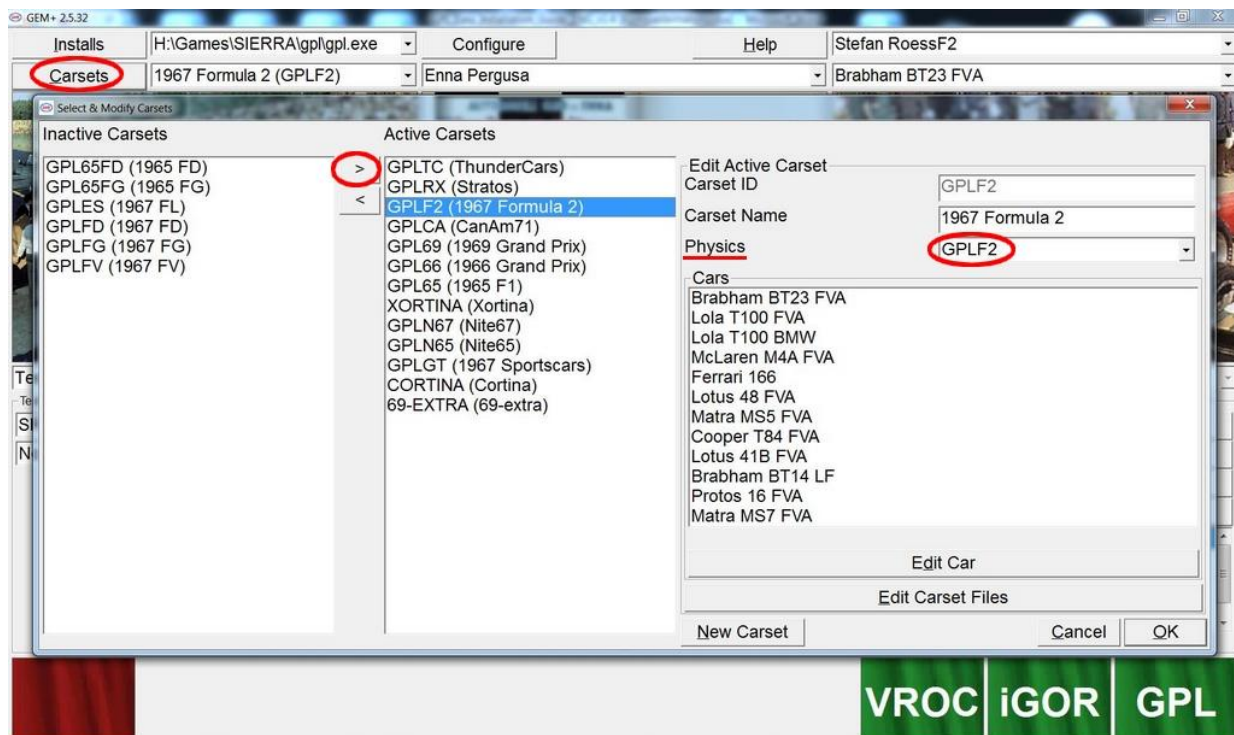
<http://srmz.net/sub/ftommi/index.html>

Note: Check that the installer points to the right path, like
X:\...\SIERRA\gpl
and not
X:\...\SIERRA\gpl\gpl

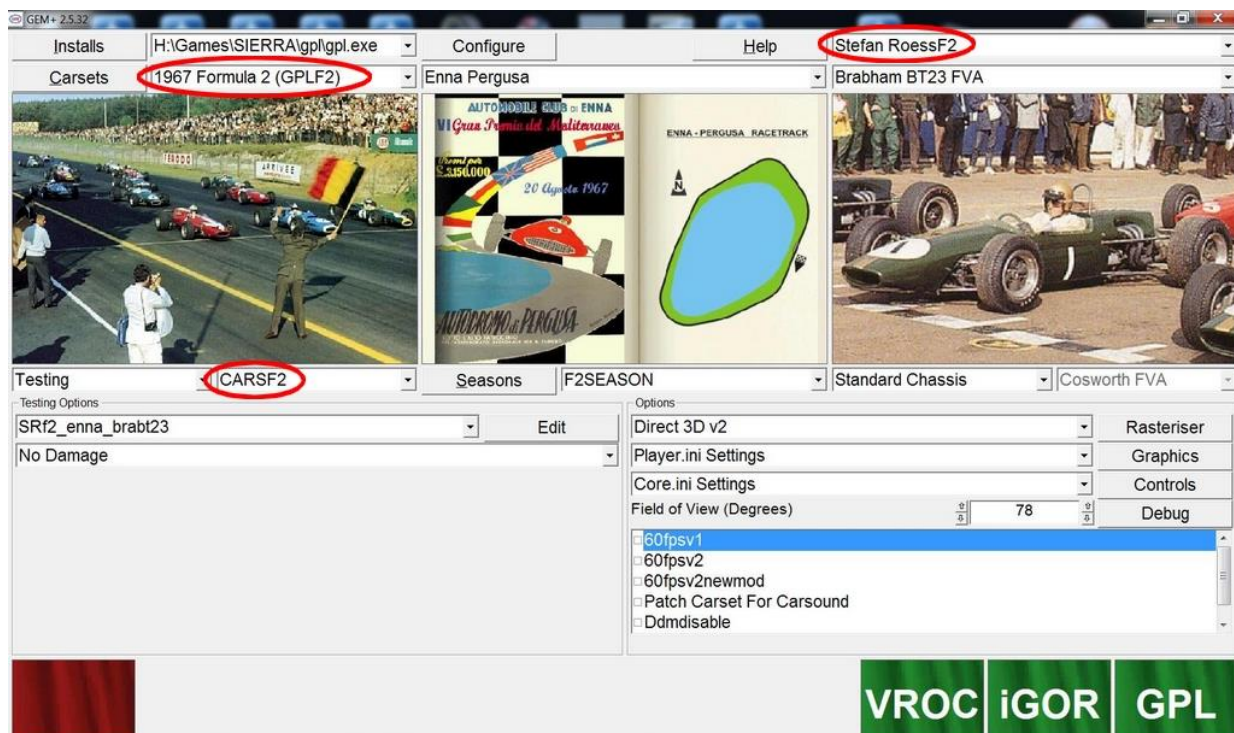
2.4. GEM+ and GPL Settings

After installing the mods start GEM+ and close it again and allow GEM+ to save. Start GEM+ again and activate the carset of each mod via the button "Carsets". Make sure each mod uses the correct physics!

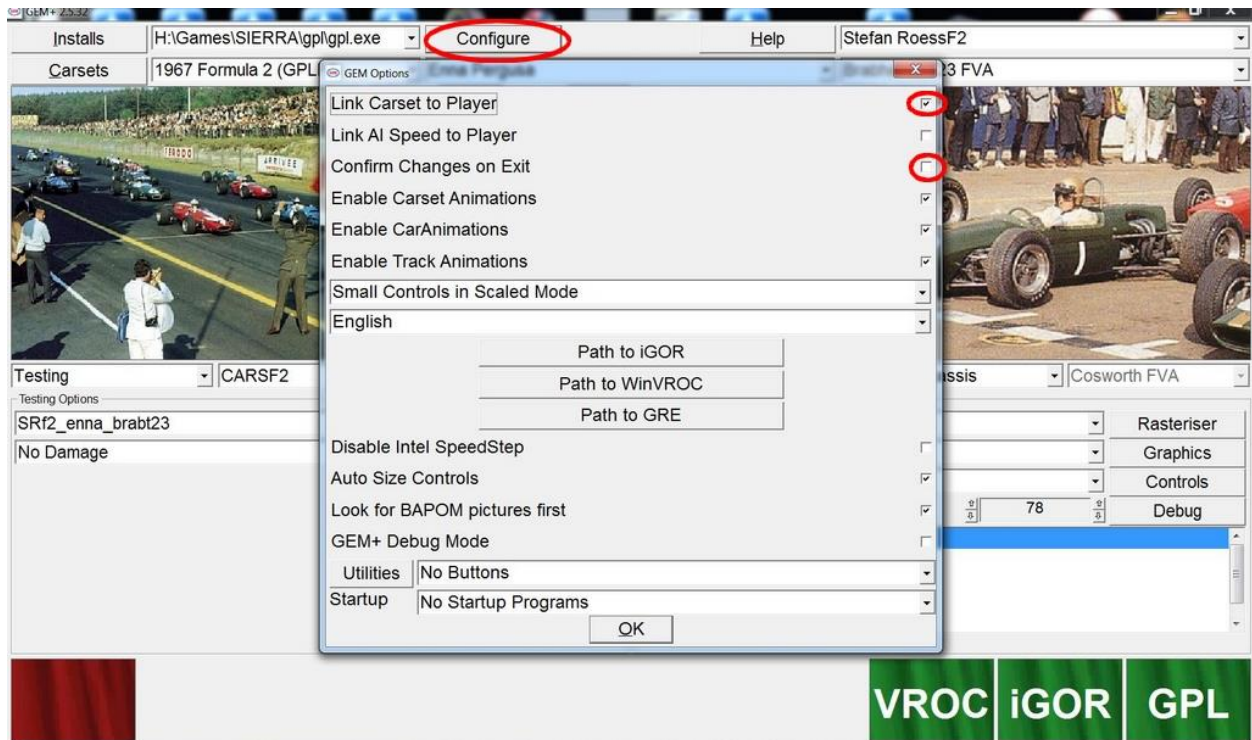
Tip: In case you need a new patched mod .exe (gplc**.exe), just delete your mod .exe (gplc**.exe) in your "gpl" folder and let GEM+ create a new one by closing GEM+.



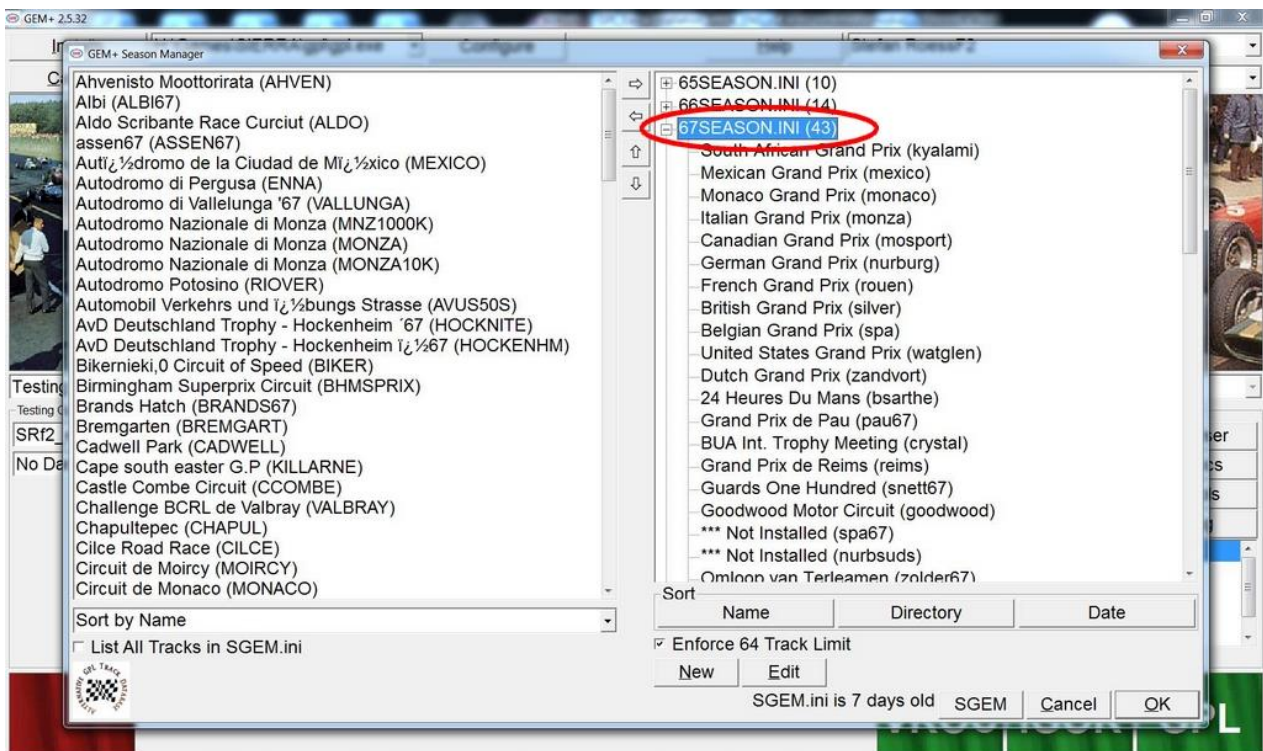
Choose your player for a mod and the carset that belongs to the mod in GEM+.



Adjust GEM+ options via the button “Configure”. Check “Link Carset to Player” and uncheck “Confirm Changes on Exit”.



Administrate your tracks and “season.ini” via the button “Seasons”.



Set your **graphics** in GEM+ via the button "Rasteriser" and "Graphics".

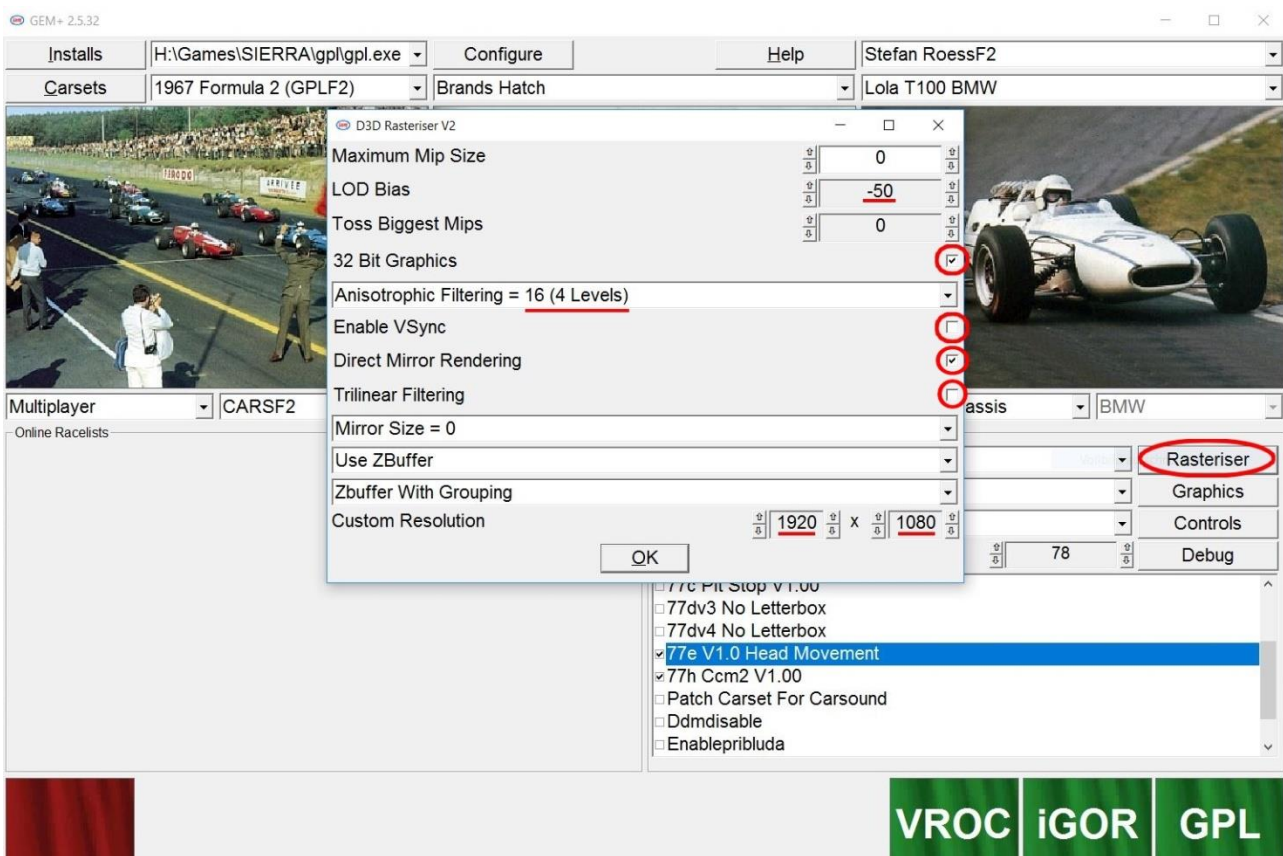
Make sure you use the **OpenGL v2** or **Direct3D v2** rasteriser as they are needed to run the newer mods and tracks.

Tip 1: OpenGL v2 rasterisers usually give better results than Direct3D v2 rasterisers. But on some systems OpenGL v2 does not work with GPL so you have to use Direct3D v2. Test what works best on your system.

Set the following for GEM+ under "Rasteriser":

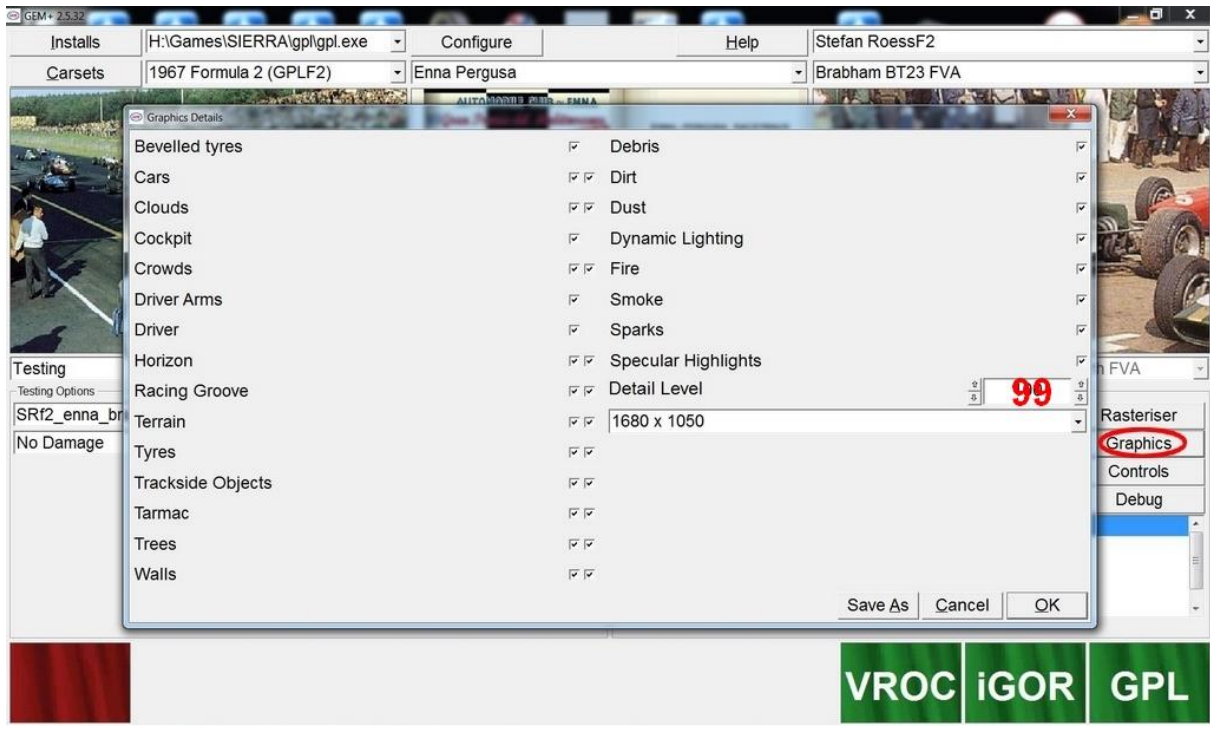
- Set LOD Bias to "-50". Higher values make objects look flickering and blurry in the distance.
- Check "32 Bit Graphics".
- Set Anisotropic Filtering to "16 (4 levels)".
- Remove the check mark at "Enable VSync" if you are using 36 FPS, otherwise you will have massive FPS (frames per second) drops. But if you use the 60 FPS patch you have to activate "VSync" in GEM+. In the configuration menu of your graphics card, set the 3D settings under "Vertical Synchronization" to "Global Settings". This is the best setting for GPL with 36 FPS and 60 FPS.
- Check "Direct Mirror Rendering".
- Remove hook for "Trilinear Filtering".
- Set "Custom Resolution" according to your optimal monitor resolution.

Tip 2: Set the scaling to 100% under Windows 10, otherwise GPL cannot be displayed correctly. See Windows 10 -> System -> Display -> Scaling and arrangement -> 100% (recommended)



In GEM+ “Graphics settings” set “Detail Level” to 99 or lower, or GPL won’t be able to load all polygons. The detail level steps are:

- 1) 0
- 2) 1-24
- 3) 25-74
- 4) 75-99 (works best)**
- 5) 100

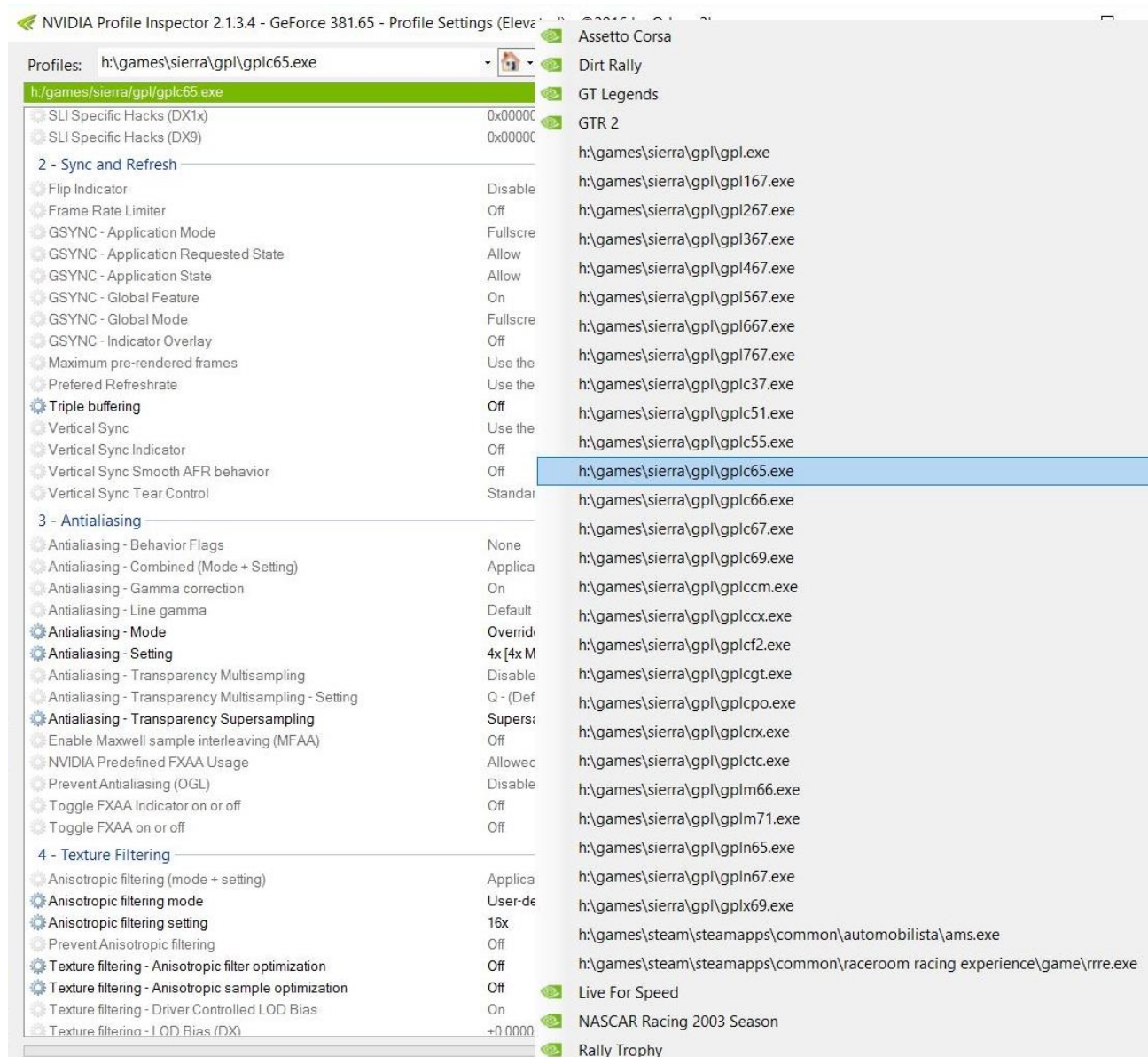


If you are using an NVIDIA graphics card, I recommend using the NVIDIA Profile Inspector for advanced graphics settings. The Antialiasing Supersampling is e.g. not adjustable in the standard NVIDIA control panel.

<https://nvidiaprofileinspector.com/>

When this GPL Guide was created, the current version was NVIDIA Profile Inspector 3.5.0.0.

In order to use the NVIDIA Profile Inspector with GPL you have to create a profile for each GPL mod.exe, e.g. for the 65 mod (gplc65.exe). This allows you to use different graphics settings for each mod.



Below you see **very moderate graphics settings** for a **NVIDIA GeForce GTX 970 graphics card**, as a compromise between detail and good frame rate for online races with a full starter field. Please scroll further down for the settings for an AMD Radeon graphics card.

Raise the values for „Antialiasing – Setting“ and „Antialiasing – Transparency Supersampling“ when you think your PC system can handle it. But do a quick offline test race with a full grid after each value you have changed to see if GPL still runs smoothly with full 36 FPS (frames per second).

Tip: I highly recommend creating a backup of your profiles for NVIDIA Profile Inspector. Click on the button “Export user defined profiles” and choose the option "Export all driver profiles". As it can happen that your profiles are gone after a major Windows 10 update and also after a NVIDIA graphics card driver update.

NVIDIA Profile Inspector 2.1.3.4 - GeForce 381.65 - Profile Settings (Elevated) - ©2016 by Orbmu2k

Profiles: h:\games\sierra\gpl\gplc65.exe

h:\games\sierra\gpl\gplc65.exe

Apply changes

Setting	Value	Hex Value
Fullscreen only	Fullscreen only	0x00000001
GSYNC - Application Requested State	Allow	0x00000000
GSYNC - Application State	Allow	0x00000000
GSYNC - Global Feature	On	0x00000001
GSYNC - Global Mode	Fullscreen only	0x00000001
GSYNC - Indicator Overlay	Off	0x00000000
Maximum pre-rendered frames	Use the 3D application setting	0x00000000
Preferred Refreshrate	Use the 3D application setting	0x00000000
Triple buffering	Off	0x00000000
Vertical Sync	Use the 3D application setting	0x60925292
Vertical Sync Indicator	Off	0x00000000
Vertical Sync Smooth AFR behavior	Off	0x00000000
Vertical Sync Tear Control	Standard	0x96861077
3 - Antialiasing		
Antialiasing - Behavior Flags	None	0x00000000
Antialiasing - Combined (Mode + Setting)	Application-controlled / Off	0x00000000
Antialiasing - Gamma correction	On	0x00000002
Antialiasing - Line gamma	Default	0x00000010
Antialiasing - Mode	Override any application setting	0x00000001
Antialiasing - Setting	4x [4x Multisampling]	0x00000010
Antialiasing - Transparency Multisampling	Disabled	0x00000000
Antialiasing - Transparency Multisampling - Setting	Q - (Default, Mixed mode) uses application detection	0x00000000
Antialiasing - Transparency Supersampling	Supersampling	0x00000023
Enable Maxwell sample interleaving (MFAA)	Off	0x00000000
NVIDIA Predefined FXAA Usage	Allowed	0x00000001
Prevent Antialiasing (OGL)	Disable none	0x00000000
Toggle FXAA Indicator on or off	Off	0x00000000
Toggle FXAA on or off	Off	0x00000000
4 - Texture Filtering		
Anisotropic filtering (mode + setting)	Application-controlled	0x00000000
Anisotropic filtering mode	User-defined / Off	0x00000001
Anisotropic filtering setting	16x	0x00000010
Prevent Anisotropic filtering	Off	0x00000000
Texture filtering - Anisotropic filter optimization	Off	0x00000000
Texture filtering - Anisotropic sample optimization	Off	0x00000000
Texture filtering - Driver Controlled LOD Bias	On	0x00000001
Texture filtering - LOD Bias (DX)	+0.0000	0x00000000
Texture filtering - LOD Bias (OGL)	+0.0000	0x00000000
Texture filtering - Negative LOD bias	Clamp	0x00000001
Texture filtering - Quality	Quality	0x00000000
Texture filtering - Trilinear optimization	Off	0x00000001
5 - Common		

Below you see **high-resolution graphics settings** for a **NVIDIA GeForce GTX 970 graphics card** for the best possible graphics. These settings can cause frame rate drops on weaker PC systems.

In NVIDIA Profile Inspector you should set among other things "Texture filtering - Negative LOD Bias" to "Allow". For further hi-res settings see screenshots.

NVIDIA Profile Inspector 2.1.3.10 - GeForce 398.82 - Profile Settings (Elevated) - ©2017 by Orbmuk

Profiles: h:\games\sierra\gp\gplc65.exe Apply changes

High resolution settings

Category	Setting	Value	Hex Value
1 - Compatibility	Ambient Occlusion compatibility	0x00000000 (Dragon Age 2)	0x00000000
	Antialiasing compatibility	0x00000000	0x00000000
	Antialiasing compatibility (DX1x)	0x00000000	0x00000000
	Antialiasing fix	Off	0x00000001
	SLI compatibility bits	0x00000000	0x00000000
	SLI compatibility bits (DX10 + DX11)	0x00000000	0x00000000
	SLI compatibility bits (DX12)	0x00000000	0x00000000
2 - Sync and Refresh	Flip Indicator	Disabled	0x00000000
	Frame Rate Limiter	Off	0x00000000
	Frame Rate Limiter Mode	Default	0x00000000
	GSYNC - Application Mode	Fullscreen only	0x00000001
	GSYNC - Application Requested State	Allow	0x00000000
	GSYNC - Application State	Allow	0x00000000
	GSYNC - Global Feature	On	0x00000001
	GSYNC - Global Mode	Fullscreen only	0x00000001
	GSYNC - Indicator Overlay	Off	0x00000000
	Maximum pre-rendered frames	<u>3</u>	0x00000003
	Preferred Refreshrate	Use the 3D application setting	0x00000000
	Triple buffering	Off	0x00000000
3 - Antialiasing	Vertical Sync	<u>Force off</u>	0x08416747
	Vertical Sync Smooth AFR behavior	Off	0x00000000
	Vertical Sync Tear Control	Standard	0x96861077
	Antialiasing - Behavior Flags	None	0x00000000
	Antialiasing - Gamma correction	On	0x00000002
	Antialiasing - Line gamma	Default	0x00000010
	Antialiasing - Mode	<u>Override any application setting</u>	0x00000001
4 - Texture Filtering	Antialiasing - Setting	<u>32xS [Combined: 2x2 SS + 8x MS]</u>	0x00000029
	Antialiasing - Transparency Multisampling	Disabled	0x00000000
	Antialiasing - Transparency Supersampling	<u>8x Sparse Grid Supersampling</u>	0x00000038
	Enable Maxwell sample interleaving (MFAA)	<u>On</u>	0x00000001
	NVIDIA Predefined FXAA Usage	Allowed	0x00000001
	Toggle FXAA Indicator on or off	Off	0x00000000
	Toggle FXAA on or off	Off	0x00000000
	Anisotropic filtering mode	User-defined / Off	0x00000001
	Anisotropic filtering setting	<u>16x</u>	0x00000010
	Prevent Anisotropic filtering	Off	0x00000000
5 - Common	Texture filtering - Anisotropic filter optimization	Off	0x00000000
	Texture filtering - Anisotropic sample optimization	Off	0x00000000
	Texture filtering - Driver Controlled LOD Bias	On	0x00000001
	Texture filtering - LOD Bias (DX)	+0.0000	0x00000000
	Texture filtering - LOD Bias (OGL)	+0.0000	0x00000000
	Texture filtering - Negative LOD bias	<u>Allow</u>	0x00000000
	Texture filtering - Quality	<u>High quality</u>	0xFFFFFFFF6
	Texture filtering - Trilinear optimization	Off	0x00000001

Profiles: h:\games\sierra\gpl\gplc65.exe

Apply changes

h:\games\sierra\gpl\gplc65.exe

High resolution settings

5 - Common		
Ambient Occlusion setting	Off	0x00000000
Ambient Occlusion usage	Disabled	0x00000000
CUDA - Force P2 State	On	0x00000001
Extension limit	Off	0x00000000
Multi-display/mixed-GPU acceleration	Single display performance mode	0x00000000
OpenGL - Version Override	Disabled	0x00000000
Power management mode	Optimal performance	0x00000005
Shadercache	On	0x00000001
Show PhysX Visual Indicator	Off	0x34534064
Threaded optimization	Off	0x00000002
6 - SLI		
Antialiasing - SLI AA	0x00000000 AA_MODE_SELECTOR_SLIAA_DISABLED	0x00000000
Disable SLI (Explicitly set through NVAPI)	0x00000000	0x00000000
Number of GPUs to use on SLI rendering mode	0x00000000 SLI_GPU_COUNT_AUTOSELECT	0x00000000
NVIDIA predefined number of GPUs to use on SLI rendering m...	0x00000000 SLI_PREDEFINED_GPU_COUNT_AUTOSELECT	0x00000000
NVIDIA predefined number of GPUs to use on SLI rendering m...	0x00000000 SLI_PREDEFINED_GPU_COUNT_DX10_AUTOSELECT	0x00000000
NVIDIA predefined SLI mode	0x00000000 SLI_PREDEFINED_MODE_AUTOSELECT	0x00000000
NVIDIA predefined SLI mode on DirectX 10	0x00000000 SLI_PREDEFINED_MODE_DX10_AUTOSELECT	0x00000000
SLI indicator	0x34534064 MCSFRSHOWSPLIT_DISABLED	0x34534064
SLI rendering mode	0x00000000 SLI_RENDERING_MODE_AUTOSELECT	0x00000000
7 - Stereo		
Force Stereo shuttering	0x00000000 OGL_FORCE_STEREO_OFF	0x00000000
LaserXAdjust	Center	0x3F800000
LaserYAdjust	Center	0x3F800000
Stereo - Display mode	0x00000000 WKS_API_STEREO_MODE_SHUTTER_GLASSES	0x00000000
Stereo - Dongle Support	0x00000000 WKS_STEREO_DONGLE_SUPPORT_OFF	0x00000000
Stereo - Enable	0x00000000 WKS_STEREO_SUPPORT_OFF	0x00000000
Stereo - Swap eyes	0x00000000 WKS_API_STEREO_EYES_EXCHANGE_OFF	0x00000000
Stereo - swap mode	0x00000000 WKS_STEREO_SWAP_MODE_APPLICATION_CONTROL	0x00000000
StereoConvergence	4	0x40800000
StereoCutoff	0x00000001 (Race Driver Grid, FIFA 11, FIFA 10, Sprint Cars: Road to Knox...	0x00000001
StereoCutoffDepthFar	0x461C4000 (LEGO Indiana Jones 2: The Adventure Continues)	0x461C4000
StereoCutoffDepthNear	0x3F800000 (LOST Via Domus, Sam & Max - Season 1, Supreme Command...	0x3F800000
StereoFlagsDX10	0x00000000	0x00000000
StereoMemoEnabled	On	0x00000001
StereoProfile	No	0x00000000
StereoTextureEnable	0x00000023 (The Talos Principle, Mass Effect Andromeda, DepthQ Player, F...	0x00000023
StereoUseMatrix	Only adjust vertex position	0x00000000
Other		
Ansel flags for enabled applications	0x00000000 ANSEL_WHITELISTED_DISALLOWED	0x00000000
Application Profile Notification Popup Timeout	0x00000000 APPLICATION_PROFILE_NOTIFICATION_TIMEOUT_DISABL	0x00000000
Battery Boost	0x00000000 BATTERY_BOOST_DISABLED	0x00000000
Buffer-flipping mode	0x00000000 OGL_FORCE_BLIT_OFF	0x00000000
Deep color for 3D applications	0x00000001 OGL_DEEP_COLOR_SCANOUT_ENABLE	0x00000001
Display the VRR Overlay Indicator	0x00000001 VRROVERLAYINDICATOR_ENABLED	0x00000001
Do not display this profile in the Control Panel	0x00000000 CPL_HIDDEN_PROFILE_DISABLED	0x00000000
Enable Ansel	0x00000001 ANSEL_ENABLE_ON	0x00000001
Enable application for Optimus	0x00000010 SHIM_RENDERING_MODE_AUTO_SELECT	0x00000010
Enable GTX950 specific features	0x00000000	0x00000000

Profiles: h:\games\sierra\gpl\gplc65.exe

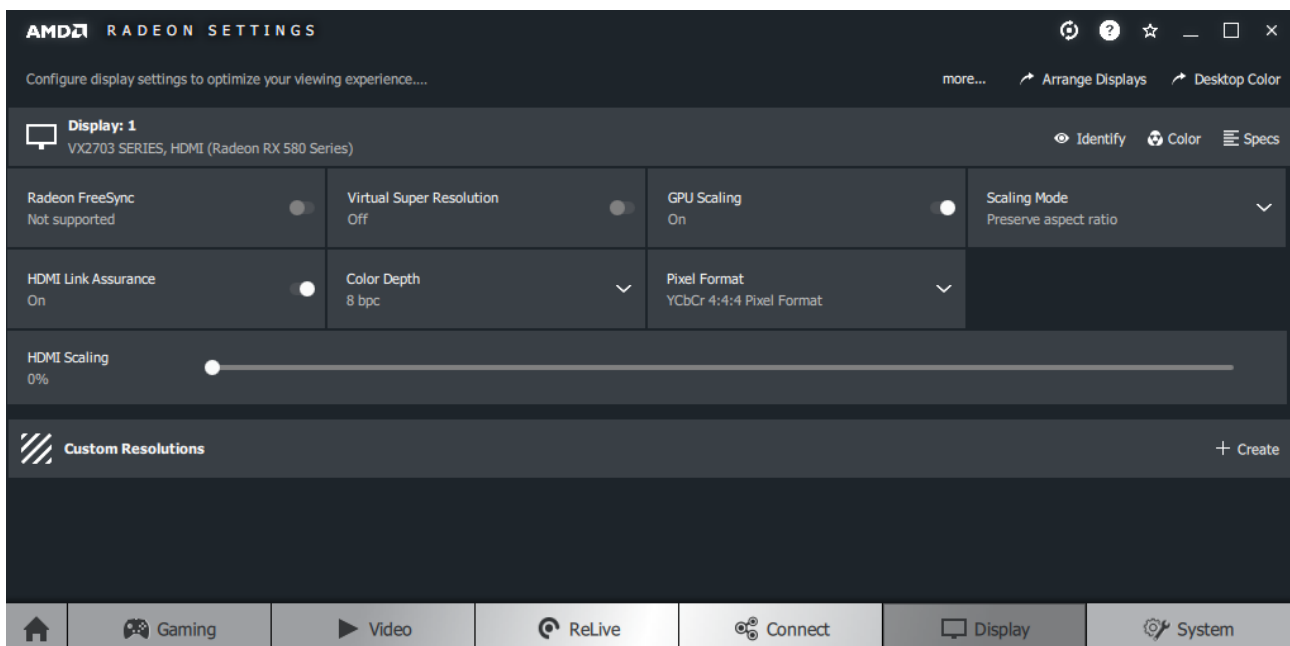
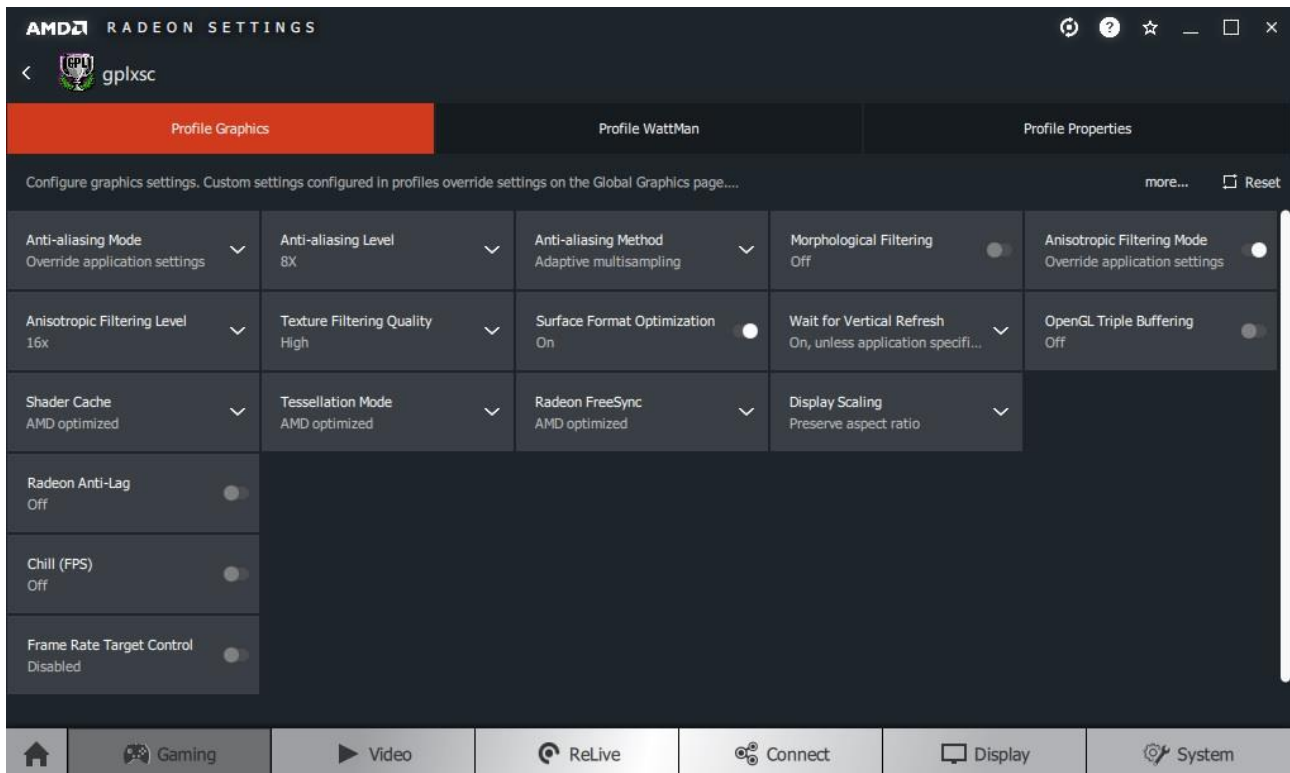
Apply changes

h:\games\sierra\gpl\gplc65.exe

High resolution settings

Buffer-flipping mode	0x00000000 OGL_FORCE_BLIT_OFF	0x00000000
Deep color for 3D applications	0x00000001 OGL_DEEP_COLOR_SCANOUT_ENABLE	0x00000001
Display the VRR Overlay Indicator	0x00000001 VRROVERLAYINDICATOR_ENABLED	0x00000001
Do not display this profile in the Control Panel	0x00000000 CPL_HIDDEN_PROFILE_DISABLED	0x00000000
Enable Ansel	0x00000001 ANSEL_ENABLE_ON	0x00000001
Enable application for Optimus	0x00000010 SHIM_RENDERING_MODE_AUTO_SELECT	0x00000010
Enable GTX950 specific features	0x00000000	0x00000000
Enable NV_gpu_multicast extension	0x00000000 OGL_SLI_MULTICAST_DISABLE	0x00000000
Enable overlay	0x00000000 OGL_OVERLAY_SUPPORT_OFF	0x00000000
Event Log Severity Threshold	0x00000004 OGL_EVENT_LOG_SEVERITY_THRESHOLD_ALL	0x00000004
Event Log Tmon Severity Threshold	0x00000004 OGL_TMON_LEVEL_MOST	0x00000004
Export Performance Counters	0x00000000 EXPORT_PERF_COUNTERS_OFF	0x00000000
Export Performance Counters for DX9 only	0x00000000 EXPORT_PERF_COUNTERS_DX9_ONLY_OFF	0x00000000
Exported Overlay pixel types	0x00000001 OGL_OVERLAY_PIXEL_TYPE_CI	0x00000001
Frame Rate Monitor	0x00000000 PS_FRAMERATE_LIMITER_GPS_CTRL_DISABLED	0x00000000
Frame Rate Monitor Control	0x00000000 PS_FRAMERATE_MONITOR_CTRL_FPS_USE_FRL	0x00000000
High level control of the rendering quality on OpenGL	0x00000000 OGL_QUALITY_ENHANCEMENTS_QUAL	0x00000000
ICafe Settings		
List of Universal GPU ids	none	none
Maximum AA samples allowed for a given application	0x00000000	0x00000000
Maximum frames allowed	0x00000003	0x00000003
Maximum GPU Power	0	0
Maximum resolution allowed for a given application	0x00000000	0x00000000
Memory Allocation Policy	0x00000000 WKS_MEMORY_ALLOCATION_POLICY_AS_NEEDED	0x00000000
NVIDIA Predefined Ansel Usage	0x00000001 ANSEL_ALLOW_ALLOWED	0x00000001
NVIDIA Quality upscaling	0x00000000 NV_QUALITY_UPSCALING_OFF	0x00000000
OpenGL default swap interval	0x00000001 OGL_DEFAULT_SWAP_INTERVAL_VSYNC	0x00000001
OpenGL default swap interval fraction	0x00000000 OGL_DEFAULT_SWAP_INTERVAL_FRACTIONAL_ZERO_S...	0x00000000
OpenGL default swap interval sign	0x00000000 OGL_DEFAULT_SWAP_INTERVAL_SIGN_POSITIVE	0x00000000
Optimus flags for enabled applications	0x00000010 SHIM_MCCOMPAT_AUTO_SELECT	0x00000010
PowerThrottle	0x00000000 SET_POWER_THROTTLE_FOR_PCl_e_COMPLIANCE_OFF	0x00000000
Preferred OpenGL GPU	autoselect	autoselect
Quiet Mode	0x00000000	0x00000000
Quiet Mode Application FPS	0x00000000	0x00000000
Shim Rendering Mode Options per application for Optimus	0x00000000 SHIM_RENDERING_OPTIONS_DEFAULT_RENDERING_MO	0x00000000
SILK Smoothness	0x00000000	0x00000000
Steam Application ID	0x00000000	0x00000000
Unified back/depth buffer	0x00000000 OGL_SINGLE_BACKDEPTH_BUFFER_DISABLE	0x00000000
VAB Default Data	0xFFFFFFFF SET_VAB_DATA_USE_API_DEFAULTS	0xFFFFFFFF
Variable refresh Rate	0x00000001 VSYNCVRRCONTROL_ENABLE	0x00000001
Virtual Reality pre-rendered frames	0x00000001	0x00000001
Vsync - Behavior Flags	0x00000000 VSYNC_BEHAVIOR_FLAGS_NONE	0x00000000
Unknown		
0x00666634	0x00000000	0x00000000
0x00666665	0x00000001	0x00000001
0x00675665	0x00000001	0x00000001
0x00676635	0x00000001	0x00000001
0x10C158AD	0x00000000	0x00000000
0x80303A19 (269 Profiles)	0x00000001 (Base Profile)	0x00000001
0x80857A28 (741 Profiles)	0x00000000 (MPlayer, DepthQ Player, NVIDIA Stereoscopic 3D video player...	0x00000000
0x809D5F60 (385 Profiles)	0x00000001 (DirectX12 SDK Samples, Base Profile, Microsoft DirectX SDK a...	0x00000001

Below you see **high resolution settings** for an **AMD Radeon RX 580** graphics card.



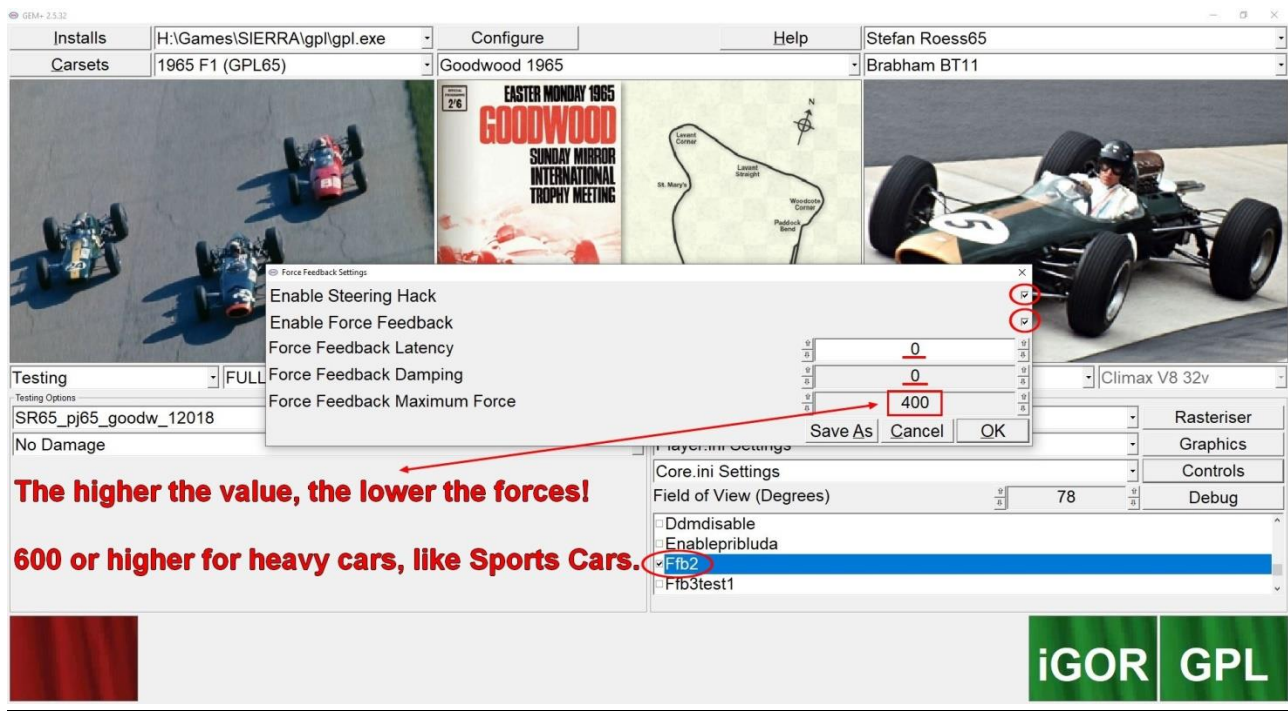
Set **Force Feedback for your wheel** in GEM+ via the button “Controls”.

Note: The subsequent values for a Thrustmaster T500 RS wheel are just meant as a basis to start with! These values can be different from driver to driver and particularly for other wheels!

Set the “FF Maximum Force” value to 400 when using the FFB2 patch.
For details on the Force Feedback 2 patch, please go to 3.2.

The higher the value, the lower the force!

Use higher values (e.g. 600) for heavy cars such as Sports Cars.



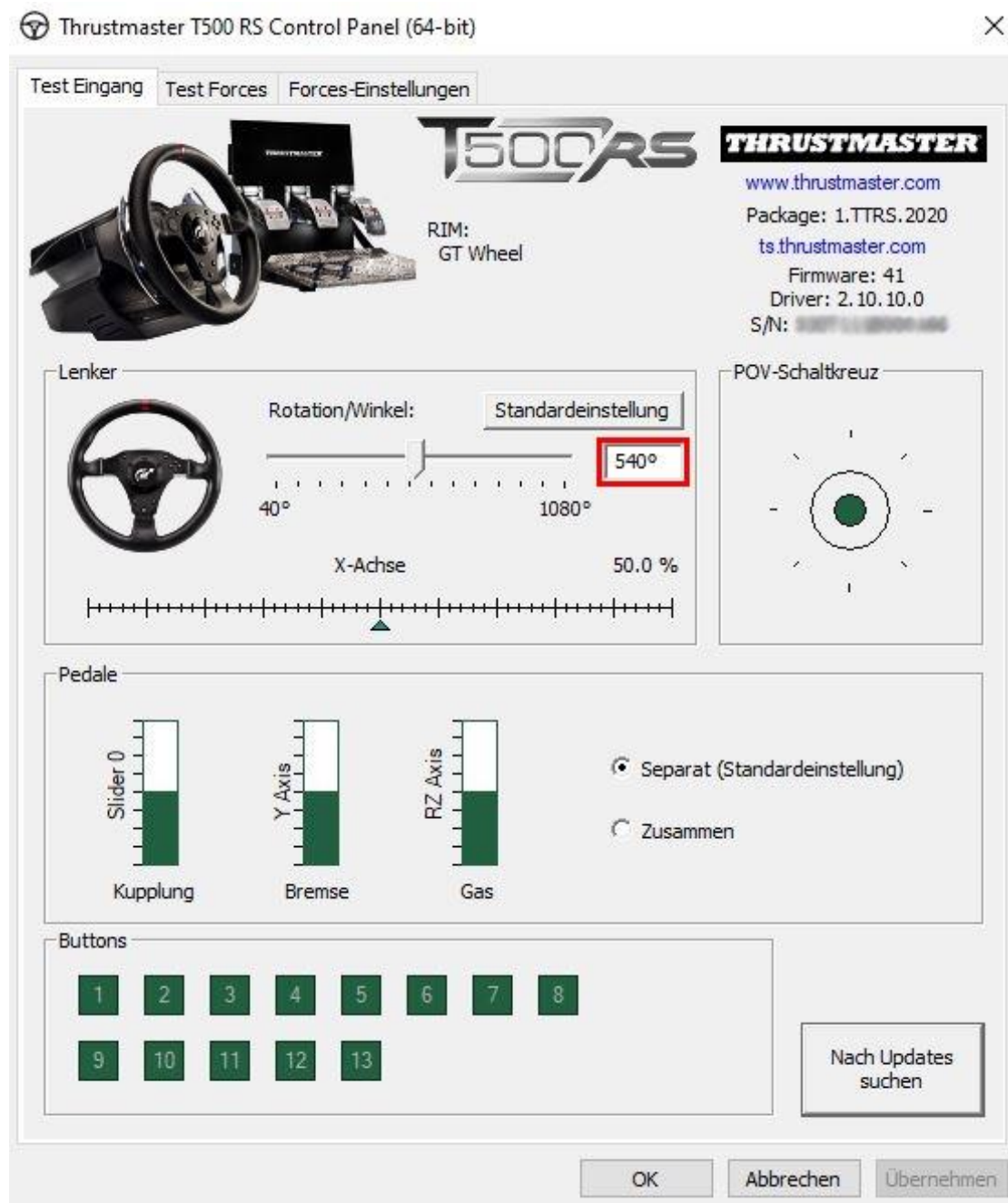
Under "Options" in GPL, set the linearity to the far left:



In GPL set the wheel “steering ratio” of your car setup to 8:1, 9:1 or 10:1.

Windows Game Controller settings for a **Thrustmaster T500 RS wheel**.

Note: I use these Windows Game Controller settings for the Thrustmaster T500 RS for all PC racing simulations, i.e. 540° rotation/angle and 60 % forces.





Note: As written before these values for a Thrustmaster T500 RS wheel are just meant as a basis to start with! These values can be different from driver to driver and particularly for other wheels!

3. Recommended GPL Updates and Patches

3.1. 4 GB Patch

The 4GB Patch is a tool that patches any x86 executable so that it can access 4 GB of memory instead of just 2 GB. This patch should only be used by users with a computer that has a 64-bit OS and more than 6 GB of RAM. This patch is particularly useful for players who are using many hi-res texture packs.

Several GPL drivers have reported that the 4 GB Patch has a positive impact on their system. For example the demanding Spa67 track runs smoother.

Download 4GB Patch: http://www.ntcore.com/4gb_patch.php

3.2. Force Feedback v2 (FFB2) Patch

Here you get the **Force Feedback v2 (FFB2) Patch** by brr (Petteri Pajunen):

<http://srmz.net/index.php?showtopic=4226>

Note: This Easy Installation Guide does use the Force Feedback v2 Patch of brr (Petteri Pajunen). The Force Feedback and Wheel Settings of this guide are for the Force Feedback v2 Patch of brr (Petteri Pajunen).

3.3. 60 FPS Patch

The patch modifies GPL to run at a maximum 60 frames per second instead of the original maximum 36 frames per second.

Here you can download the **60 FPS patches** by brr (Petteri Pajunen):

60fpsaiv1

<http://srmz.net/index.php?showtopic=4402&#entry32107>

60fpsv1

<http://srmz.net/index.php?showtopic=3821>

60fpsv2 / 60fpsv2newmod

<http://srmz.net/index.php?showtopic=4584>

The **60fpsv2newmod** patch is preferred as it contains a FPS check. Unfortunately, this only prevents you from joining a 60fpsv2newmod server with 36 FPS. So if it flickers every 3-4 seconds when you are on a server, you can assume that you are either with 36 FPS on a 60 FPS server, or with 60 FPS on a 36 FPS server. Both are possible. Then please leave the server and enable/ disable in GEM+ the 60 FPS patch for the corresponding mod you want to run online.

GPL Legends of GPL Mod / 20th Anniversary Mod -> **60fpsv2newmod**
GPL 1955 Formula 1 Mod -> **60fpsv2newmod**
GPL 1965 Formula 1 Mod -> **60fpsv2newmod**
GPL 1966 Formula 1 Mod -> **60fpsv2newmod**
GPL 1967 Formula 1 Original -> **60fpsv2newmod**
GPL 1967 Formula 1 Extra Mod / Historical Mod -> **60fpsv2newmod**
GPL 1967 Formula 2 Mod -> **60fpsv2newmod**
GPL 1968 Formula 1 Mod -> **60fpsv2newmod**
GPL 1967 Sports Cars Mod v1.1 of 2018 (SC) -> **60fpsv2newmod**
GPL 1966 Can-Am Mod -> **60fpsv2newmod**
GPL 1969 Formula 1 Mod -> **60fpsv2newmod**
GPL 1971 Can-Am Mod -> **60fpsv2newmod**
GPL 1965 / 1967 Formula 1 Night Mod (N65 / N67) -> **60fpsv2newmod**

GPL Stratos Mod (RX) -> **60fpsv2** (also works at Targa Florio)
GPL Thunder Cars Mod (TC) -> **60fpsv2**

GPL 1967 Sports Cars Mod v1.0 of 2010 (GT) -> **60fpsv1**
GPL 1969 Formula 1 Extra Mod -> **60fpsv1**

The **60fpsv1** patch works with every mod.
To drive with the AI you have to use the 60fpsaiv1 patch.

Remember to deactivate the 60 FPS Patch in GEM+, when you want to join a 36 FPS server at iGOR!

Tip: In GPL, put the appropriate 60 FPS patch into the respective "Options" folder of the mod, for the 65 mod for example in ...\\SIERRA\\gpl\\Mods\\GEM+\\gpl65\\options
If you do not have an "Options" folder, create one.
In GEM+, you can activate and deactivate the appropriate 60 FPS patch.

3.4. Lee's GPL Motorworks Patches

I also recommend the patches of Lee's GPL Motorworks:
<http://gplmotorworks.gplworld.de/>

For example:

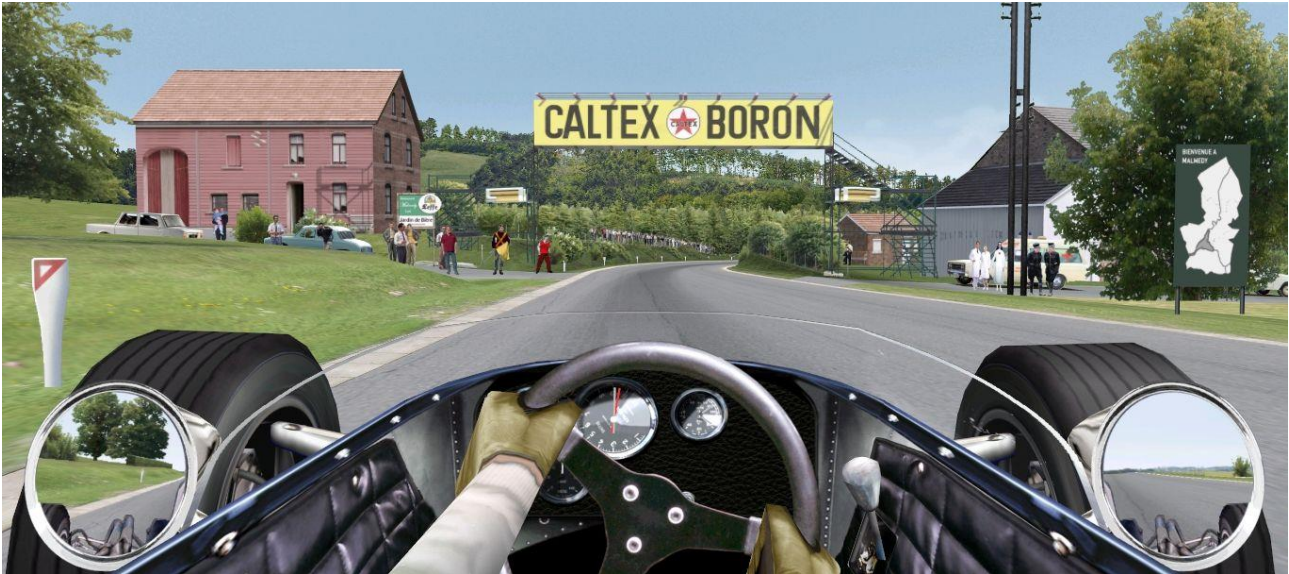
- **GPL Head Movement Patch:**
Moves the driver's head in reaction to steering forces.
- **GPL No Letterbox Patch:**
Removes the top and bottom black bars for a larger viewing area.

Tip: Install these patches in GPLSecrets in the folder „Options“
(...\\GPLSecrets\\GEM+\\Options\\...)
You can then activate and deactivate these in GEM + for each mod individually.

3.5. Spa67

Install the track **Spa67** which has been built from scratch:

<http://spa67.gplworld.de/>



More tracks can be found at the **GPL Alternative Track Database (GPLTD)**.

The database currently contains over 635 tracks!

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

May 10 2020
06:42:49 PM
Welcome Guest [Log In](#)
Not a member yet?
[Register Now](#)

GPL Alternative Track Database

Latest Track released is [Goodwood Motor Racing Circuit](#) by [Goodwood 1965 Team](#)
Thanks for stopping by the track database, please take the time to vote and upload your setups. After all it is you that make the database what it is!

[Home](#) ▾ [Info](#) ▾ [Links](#) ▾ [Search](#) ▾ [Voting](#) ▾

Goodwood Motor Racing Circuit 1965 1st Sunday Mirror International Trophy

	<p>Country: UK Circuit Type: Club Circuit Track Type: Real Track Track Author: Goodwood 1965 Team Released: April 10, 2020 Turns 11 Meters 3830 Miles 2.374 Track Folder Name: goodwd65 Track State (FINAL)</p>	<p>Total Votes ■ Must Have ■ Fun Factor ■ Graphics ■ World Record Holder Downloads 181 Setups available 0 Comments:</p>	
--	---	---	--

[Get Track](#) [Comment](#) [GEM+](#) [Screenshots](#) [Movie](#)

[Setup](#) [BGPOM](#) [Setups](#) [Rate Track](#) [Replay](#)

3.6. GPL Replay Analyzer (GPLRA)

Here you can download the latest version of the GPL Replay Analyzer by Martin Granberg:

gplra_791_beta2

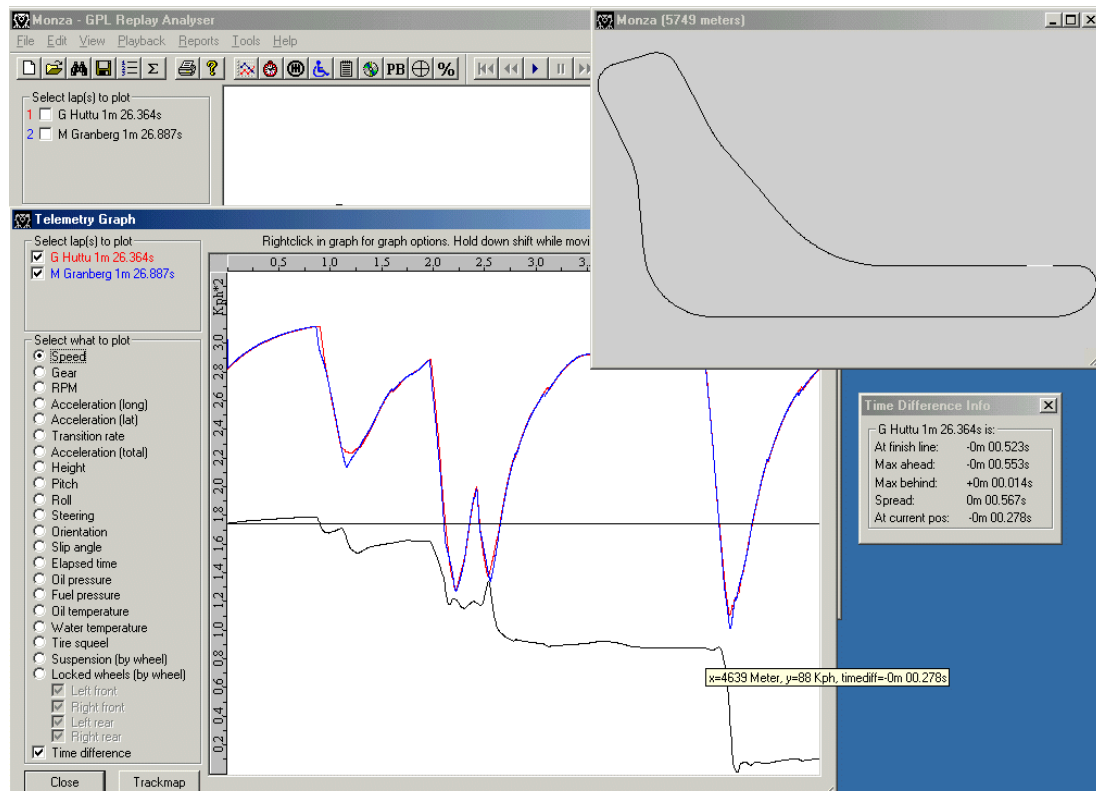
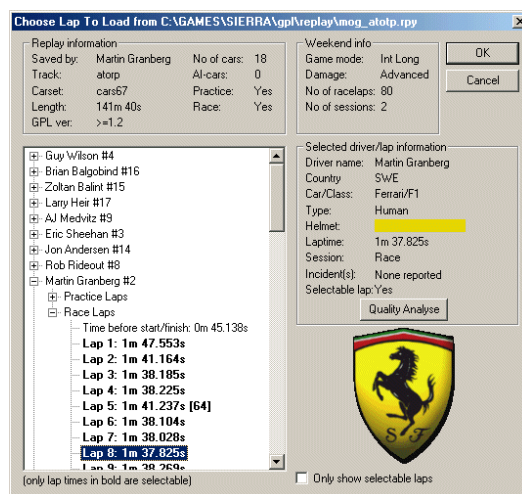
<http://srmz.net/index.php?showtopic=6319&st=60#entry68958>

GPL Replay Analyser is a program with which you can load up your Grand Prix Legends replays and analyse/ compare driving lines and different kinds of "telemetry". You can replay the races to see how it developed and generate race reports, practice reports and various statistics.

You can select up to five different laps. It doesn't matter if the driver of the lap is a local human, AI-car, multiplayer human nor in what kind of session the lap was set. GPL Replay Analyser supports all tracks.

Furthermore you'll find lots of different tools and features in GPL Replay Analyser.

For further details please go to <http://gplra.martingranberg.se/>



4. GPL Links

GPL Links

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

SimRacingMirrorZone (SRMZ)

<http://srmz.net/>

GPL FAQ & Troubleshooting Guide

<http://srmz.net/index.php?showtopic=3714>

Grand Prix Legends Wiki

<http://wiki.grandprixlegends.info>

GPL Alternative Track Database (GPLTD)

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

GPLSecrets (GEM+ & iGOR)

<http://gem.autosimsport.net/>

GPLPS`s Blog

<http://gplps.wordpress.com/>

GPL Mods & Patches

<http://gpltd.bcsims.com/?ir=Mods>

Lee's GPL Motorworks

<http://gplmotorworks.gplworld.de/>

GPLWORLD [English]

<http://www.gplworld.de/en>

GPLWORLD [German]

<http://www.gplworld.de>

GPLWORLD YouTube Channel

<http://www.youtube.com/user/TheSimMagazine/videos>

Recommended Driver Behaviour [English]

http://wiki.grandprixlegends.info/index.php?title=GPL_Recommended_Driver_Behaviour

Empfohlenes Fahrer Verhalten [German]

<http://www.gplworld.de/en/grand-prix-legends/gpl-driver-behaviour>

GPLRACER - GPL Mods Online Racing League [German/ English]

<http://www.gplracer.eu>

GPL Weekly

<http://www.freeleo.hu/weekly/>

*Thanks to the GPL mod team for their support in creating this guide.
Thanks to SV3000 for the draft of the GPL 2004 Demo guide.*