# Grand Prix World Technical Document

## troubleshooting

### Game loads to the gold FIA logo and freezes

The game is known to have compatibility issues on newer Operating Systems, including Windows XP/Vista/7. To resolve this issue, you must locate the game executable (gpw.exe or gpwxp.exe) in the game folder and set the Compatibility Mode for the game executable. To do this, right click on the game executable and select Properties, go to the Compatibility tab and set “Run this program in compatibility mode for” to “Windows 98 / Windows Me”.

### Game crashes to Desktop In Qualifying/Race View

The game is known to have compatibility issues on newer Operating Systems, including Windows XP/Vista/7. The issue you may be experiencing occurs randomly and can be prevented by disabling Race Sounds in the options menu. If you wish to play the game with Race Sounds enabled, you will need to use the gpwxp.exe version of the game, however this version does not include the bug fixes that were released in gpw.exe v1.01 beta.

If you are using Windows XP, you can enable Race Sounds using the gpw.exe v1.01 beta, as long as you set audio hardware acceleration to None (move the slider all the way to the left) under the Windows XP Control Panel settings.

A solution is in development for gpw.exe v1.01 beta to allow Race Sounds to work under newer operating systems without crashing to the desktop.

### unable to run without the game CD

If you are using an uncracked version of gpw.exe v1.01 beta or gpwxp.exe, you can bypass the built-in check that confirms the game CD is inserted into the CD drive when the game is launched. This is best used when the game was installed using the Full Installation option and you wish to keep the game CD in its protective casing. To bypass the check, create a folder named “xox” (without the quotes) in your game folder. Inside the “xox” folder, create a blank text file and rename it to “house.dat”.

### win32dll.dll is missing

The win32dll.dll file needs to be present in your GPW game folder for the game to run. If this file is missing, it can be manually copied from the game CD into your GPW game folder or if you prefer, copy/move it to your C:\Windows\System32 folder.

## System Requirements

### Minimum

|  |  |
| --- | --- |
| Operating system | Windows ® 95/98 |
| Processor | Intel 200 MHz MMX Pentium or 100% Compatible |
| Memory | 32MB RAM |
| Video | High Colour (800x600) 16 bit colour – 4MB Video RAM – DirectX 6.1 compatible – Direct 3D graphics accelerator |
| CD-ROM drive | 4XCD or better |
| Hard disc space | 275 MB free |
| Sound | DirectX 6.1 compatible |
| DirectX | Direct X 6.1 (Supplied with game) |
| Mouse |  |

### Recommended

|  |  |
| --- | --- |
| Processor | Pentium II, AMD K6-2 or 100% Compatible |
| Memory | 64 MB RAM |
| Video | High Colour (800x600) 16 bit colour – 8MB Video RAM – DirectX 6.1 compatible – Direct 3D graphics accelerator |
| Hard disc space | 650 MB free |
| Sound | DirectX 6.1 compatible |
| DirectX | Direct X 6.1 (Supplied with game) |

## Technical data

### Binaries

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Filename** | **Size** | **Version** | **Protection** | **Compiler** |
| gpw.exe | 249,107 | 1.00 | Safedisc v1.40.004 | VC++ 4.x |
| gpw.icd | 2,983,981 | N/A |
| gpw.exe | 3,004,928 | 1.01 beta | None, CD check | VC++ 4.x |
| gpwxp.exe | 2,739,712 | 1.00 | None, CD check | VC++ 5.x |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Filename** | **Version** | **File Version** | **Product Version** | **Modified** |
| gpw.exe | 1.00 | 1.0.0.1 | 00.28.01.2000 | 30/Jan/2000 |
| gpw.icd | N/A | N/A | N/A |
| gpw.exe | 1.01 beta | 1.0.0.1 | 00.27.07.2000 | 28/Jul/2000 |
| gpwxp.exe | 1.00 | 1.0.0.1 | 00.25.02.2000 | 24/Jun/2002 |