



readme

GPL 1967 Track Pack v1.4

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1. ABOUT

This is the 1967 Track Pack for Grand Prix Legends (GPL).

It provides updated versions of the original GPL tracks.

The tracks in this package have been updated with the latest available updates in 2023. Many new track updates have been created especially for this package and have not yet been released.

2. INSTALLATION - MUST READ!

It is highly recommended not to install the 12 tracks over already updated track versions. Unintended consequences may occur! All 12 tracks in this package work stand-alone! The tracks are to be used as new complete track folder installations.

It is highly recommended that you make a backup of your track folders of the 12 tracks included in this pack (see list below)! By default, you will find the "tracks" folder in Grand Prix Legends under ...\\SIERRA\\gpl\\tracks

If you do not want to back up your 12 track folders, at least make a copy of the record.ini files in each of these 12 folders. These are player-specific and were created when you drove the track.

After you have a backup, delete the 12 track folders.

Then just use the installer to install the GPL 1967 Track Pack.

The installer does not come with an uninstaller because it would delete your GPL tracks.

The installer does not install any entries in the start menu.

The installer simply unpacks the files into your "tracks" folder and puts the "readme_GPL_1967_Track_Pack" into the "gpl" folder.

If you use the installer, you need to select the path to your gpl folder, which is by default C:\\SIERRA\\gpl

If you installed the game on a different partition (like me), the path could look like this E:\\Games\\SIERRA\\gpl

If you don't like a track from this pack, you can later simply delete it and copy your backup track back into GPL.

As an alternative to the installer version, you can just unzip the zipped .7z file into ...\\SIERRA\\gpl\\tracks

If you do not want to install all tracks, but only a specific one, unzip the zipped file of the desired track into your GPL folder "tracks". Important! Do not forget to make a backup of the old track beforehand. Then delete the old track.

If you cannot open a .7z file, use the free unpacker 7-Zip <https://www.7-zip.org/> or use the also free unpacker WinRAR <https://www.win-rar.com/>

Additional note:

We advise users to backup their driver and record 'ini' files from their previous track folders. These can be copied into the new track folders of the 67 Track Pack. This will allow users to be where they were, both with the driver AI files that they had before and the records of fastest laps. There will still be the recommended driver 'ini' files for each Mod in the subfolders of each track. Also, the real life fastest laps record 'ini' files for each Mod will still be in subfolders of each track.

Release v1.4

- kyalami: final CTD fix for 1st turn and updated HI-FB versions by Greg
- rouen: loading fix for 66 mod by Greg

Release v1.3

- kyalami: fix for Turn 1 Crash to Desktop (CTD) by gliebzeit
- mosport: update of billboard advertising in the pits by db312
- silver: fix of popping-down Dunlop tire bridge on the left-hand side heading into Woodcote by rotating the tire.3do and then 'un-rotating' it within silver.3do to almost the original setting by gliebzeit
- silver: LO-FB version added by gliebzeit
- zandvort: Pavel's files for 1966 F1 and 1967 F2 with sunny sky and moving clouds added by gliebzeit

Release v1.2

- rouen: horizon-sky options added to the subfolder 'rouen horizon-sky options' by db312, with a less cloudy sky, the standard sky is very cloudy as if a storm is approaching
- watglen mod-specific USGP mip files are now in the main watglen folder and not anymore in a subfolder 'watglen start line options'

Release v1.1

- watglen: fixes for starting grid/start line by Jim Pearson added that were were left out

3. TRACKS INCLUDED

kyalami - Kyalami 1967
mexico - Mexico 1967
monacane - Monacane 1967 [chicane corrected]
monaco - Monaco 1967 [chicane original]
monza67 - Monza 1967
mosport - Mosport 1967
nurburg - Nürburgring 1967
rouen - Rouen-les-Essarts 1967
silver - Silverstone 1967
spa67 - Spa Circuit National de Francorchamps 1967
watglen - Watkins Glen 1967
zandvort - Zandvoort 1967

All tracks contain subfolders where you can find various optional updates and information. Please take a look at the subfolders after installation!

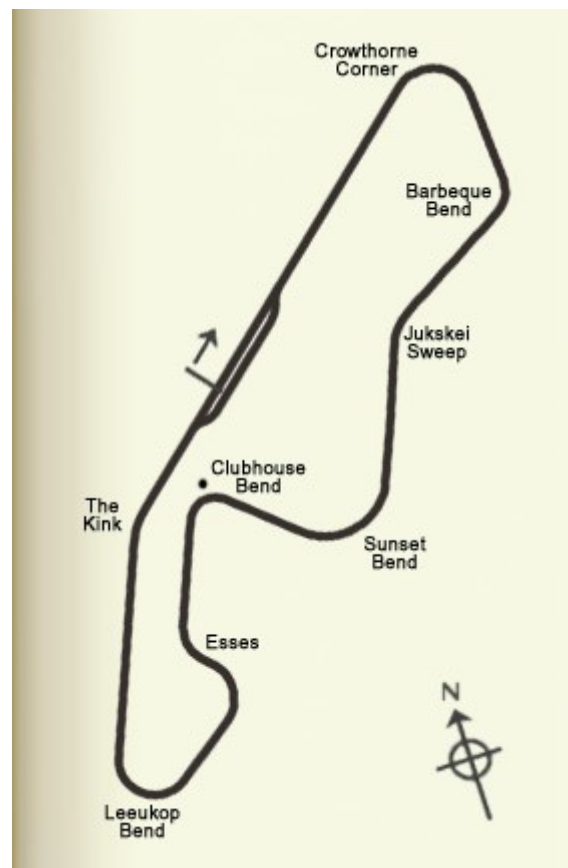
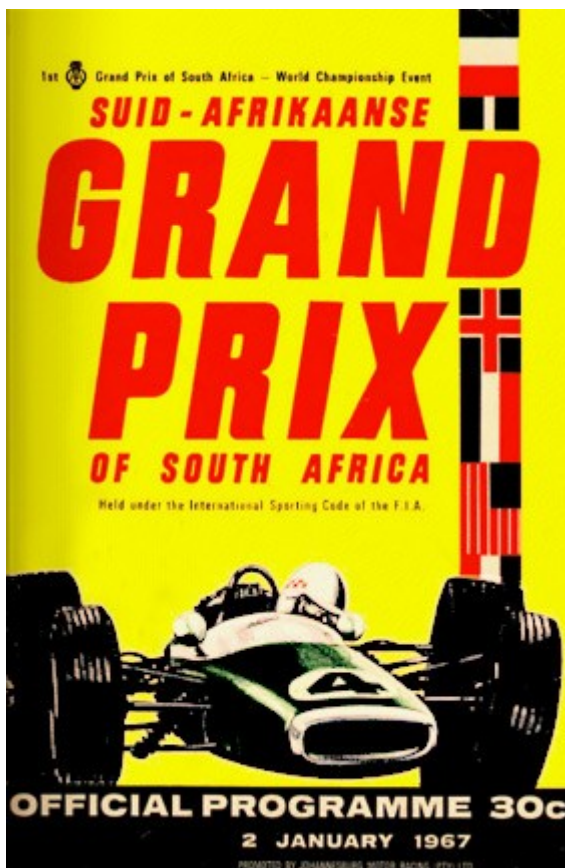
kyalami - Kyalami 1967

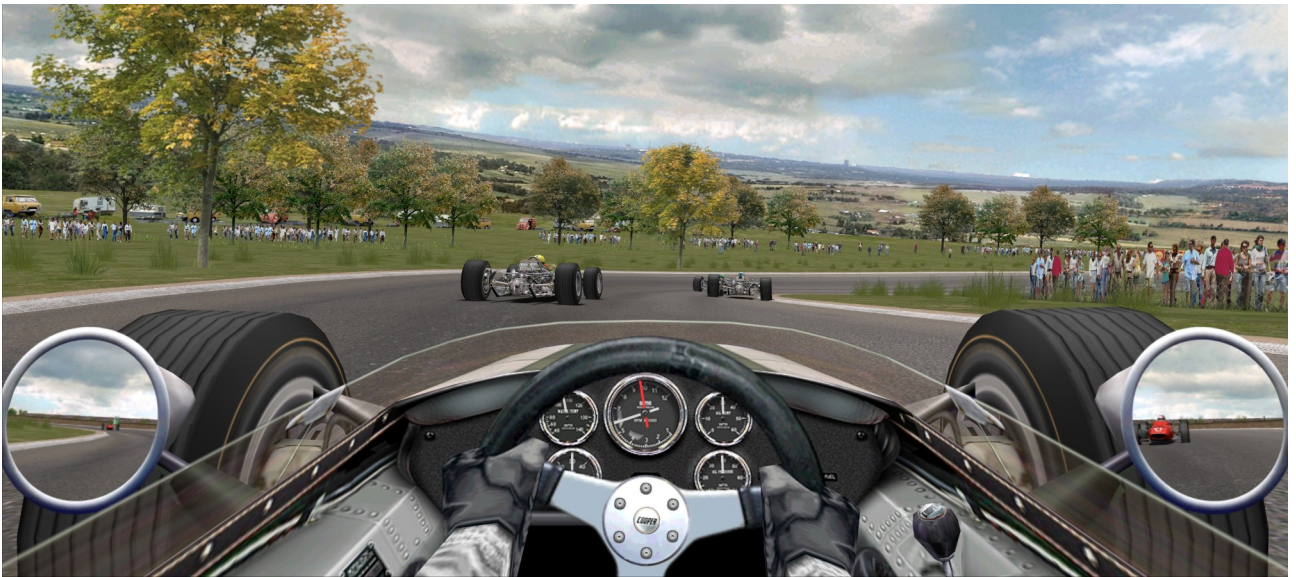
It uses updates by Jackseller, but with a different, modified groove texture for the race line. It uses a beautiful, realistic horizon by Svend Seegert from 2009 that has not been released to the public yet. Thank you for allowing us to use it. The horizon is made from period photos, LAT images and much TLC by Svend. Cloudy sky is from Klas. AI is by Pavel.

It also uses a no track armco (no crash barriers) update by Greg Liebzeit (gliebzeit) because there was absolutely no armco anywhere around Kyalami in 1967. The armco adjustments have not yet been released outside of this pack. See the ReadMe files subfolders for more details.

Included subfolders:

kyalami AI driver files, kyalami FB versions, kyalami helicopter-starting grid options, kyalami Mod-specific program versions, kyalami ReadMe files, kyalami track guide





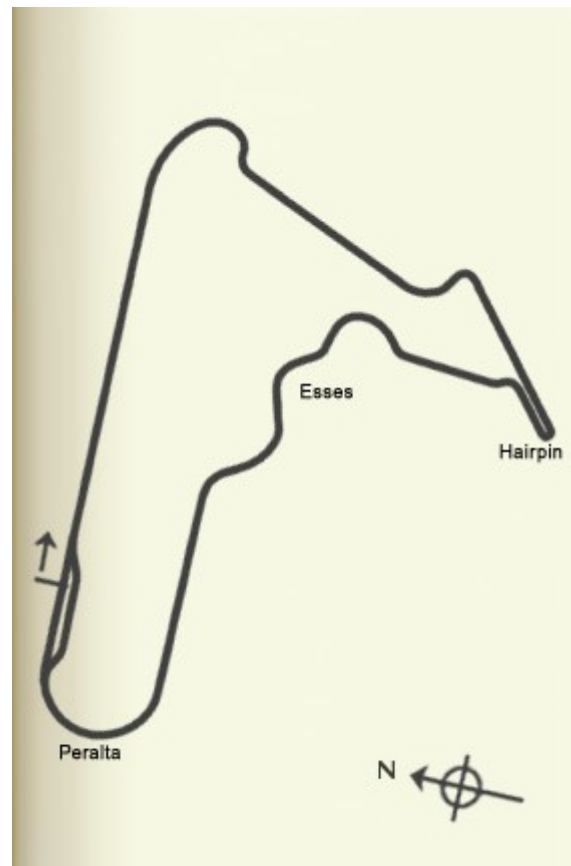
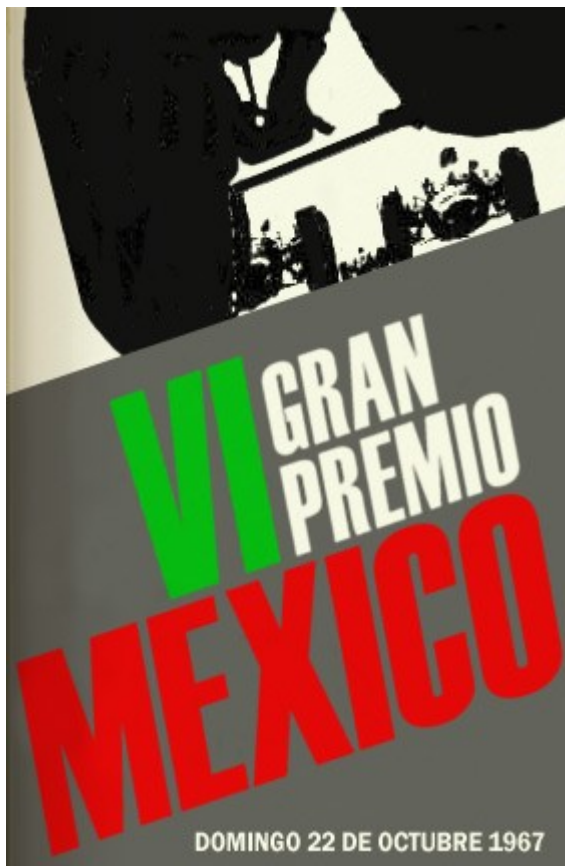
mexico - Mexico 1967

It uses the Mexico Multi Season update by Remy Roesz, Paul Skingley, Rob Hunter, Tommie van Ostade, Ginetto, Arturo Pereira and Svend Seegert.

The subfolder "mexico tires & curbs options" contains additional half-sunk tyres (with collision!) made by Pavel for almost all curves. To use these just copy them into your main mexico track folder. If you don't like the tires and curbs update just remove the files again in your main mexico track folder. Take a look at the screenshots to see what you get. Note: In an online race, with the half-sunk tyres update installed, you will be at a disadvantage if others have not installed it.

Included subfolders:

mexico AI driver files, mexico asphalt options, mexico banners options, mexico ReadMe files, mexico screenshots, mexico tires & curbs options, mexico track guide





monacane - Monacane 1967 [chicane corrected]

The monacane track has a more realistic, corrected chicane compared to the monaco track.

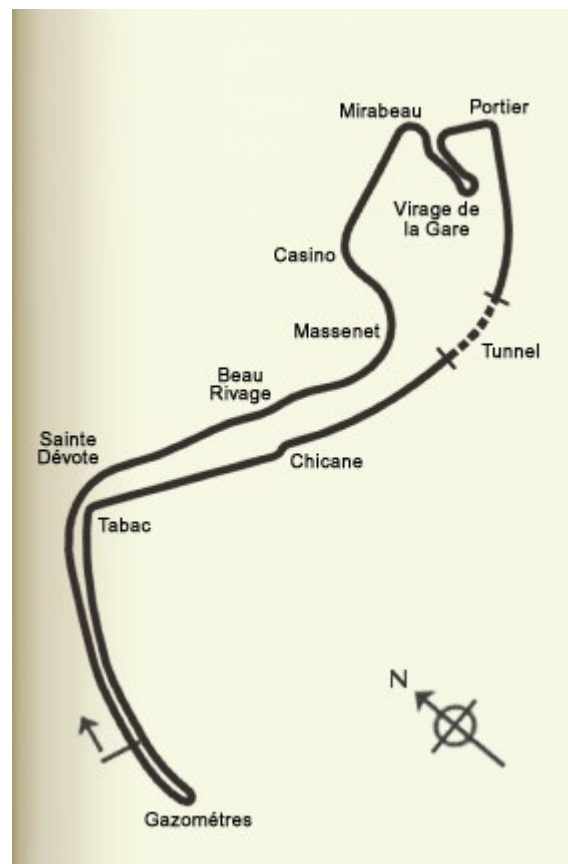
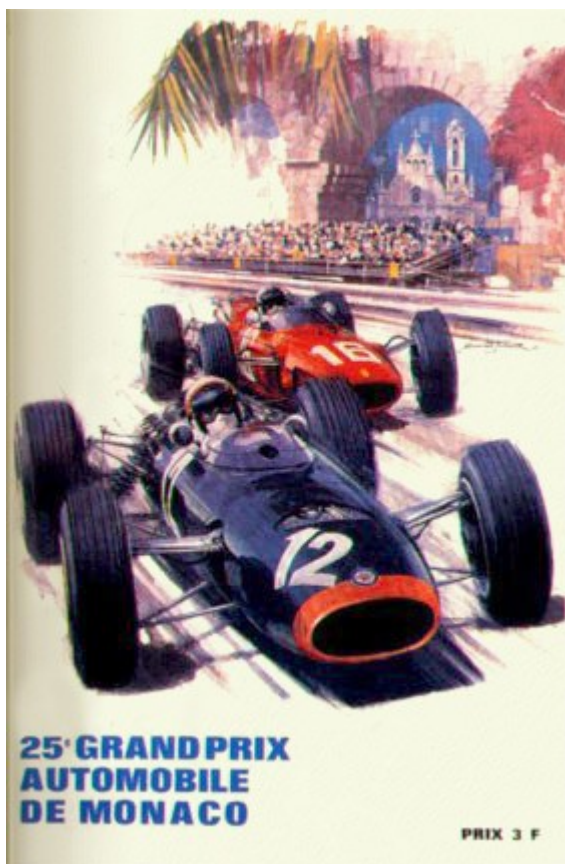
It uses the Monaco Rocks v2 final update and the Monaco-Monacane Track 1955 Conversion files by Greg Liezeit (gliezeit). It also uses the GPLaps (Jake Desmarais) update that integrates the 3D tunnel lights. Based on Jake's update, Greg has created a monacane.3do file with Track Sounds added and the complete set of files needed for bringing the 3D lights into the monacane track folder.

Jim Pearson has fixed some trees (mainly on the start/finish straight) with white "bleeding" around the edges. He has corrected the poor transparency transition. This update for monaco and monacane has not yet been released outside of this pack. See the ReadMe files subfolder for more details.

Remy Roesz has made final texture updates to Monacane and Monaco by tidying up the mountains of the horizon, making the landscape look more 3D and lifelike. Remy's last minute update did not make it into the movie and screenshots, these still show the previous look.

Included subfolders:

monacane AI driver files, monacane camera files, monacane chalk lines, monacane FB versions, monacane Mod-specific program versions, monacane ReadMe files, monacane sky pack, monaco track guide





monaco - Monaco 1967 [chicane original]

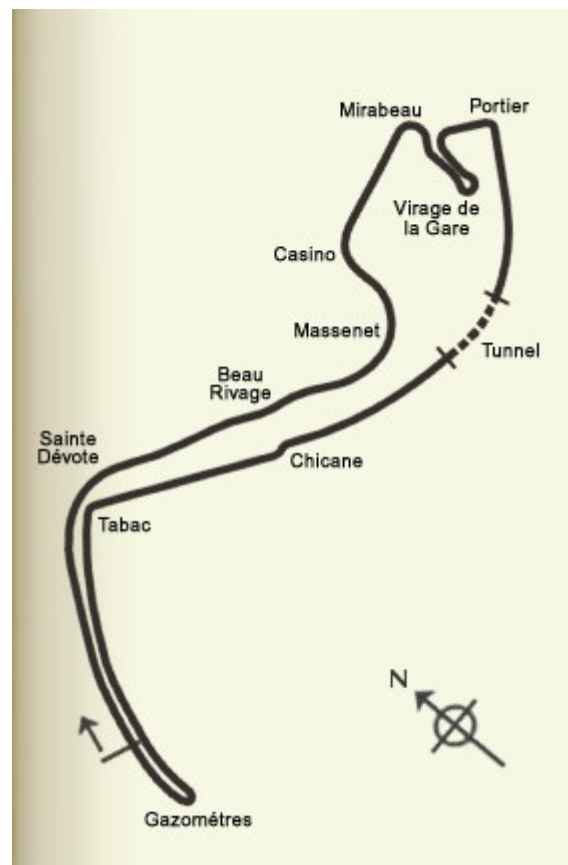
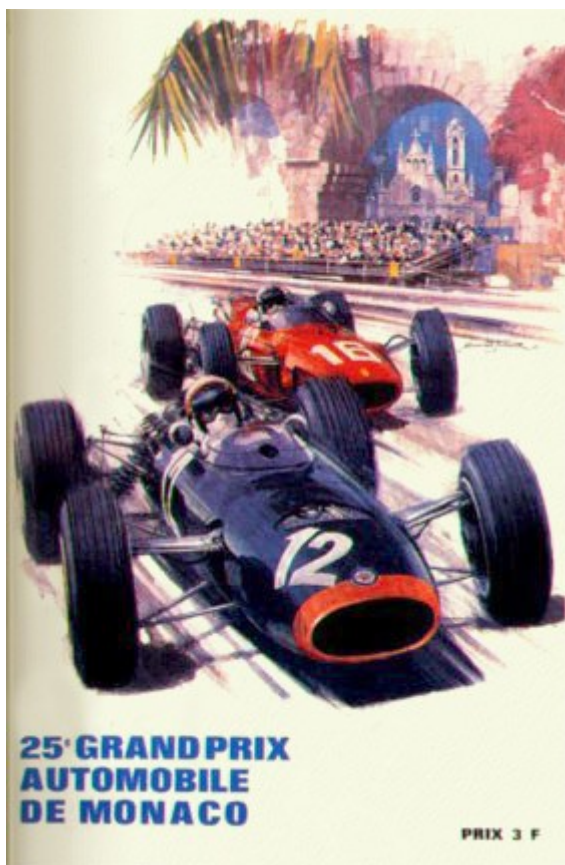
It uses the Monaco Rocks v2 final update and the Monaco-Monacane Track 1955 Conversion files by Greg Liezeit (gliebzeit).

Jim Pearson has fixed some trees (mainly on the start/finish straight) with white "bleeding" around the edges. He has corrected the poor transparency transition. This update for monaco and monacane has not yet been released outside of this pack. See the ReadMe files subfolder for more details.

Remy Roesz has made final texture updates to Monacane and Monaco by tidying up the mountains of the horizon, making the landscape look more 3D and lifelike. Remy's last minute update did not make it into the movie and screenshots, these still show the previous look.

Included subfolders:

monaco AI driver files, monaco camera files, monaco chalk lines, monaco FB versions, monaco Mod-specific program versions, monaco ReadMe files, monaco sky pack, monaco track guide





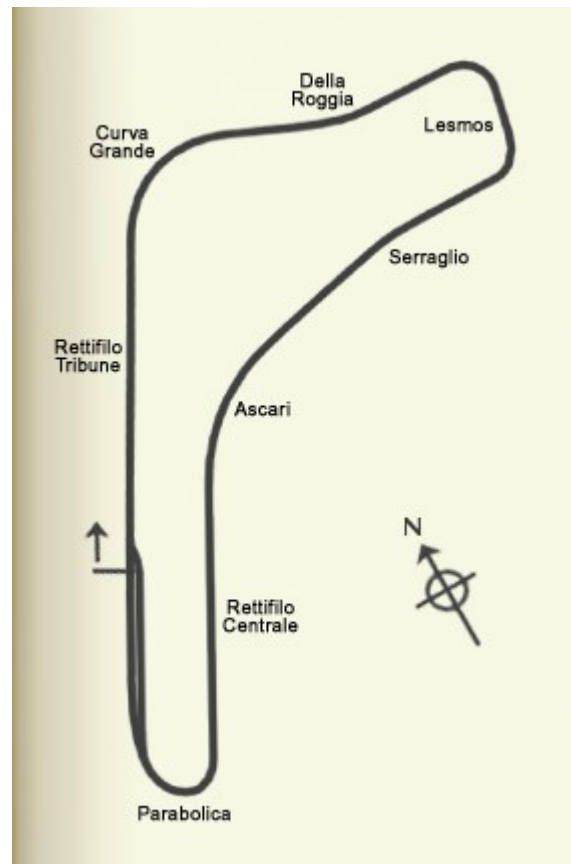
monza67 - Monza 1967

The monza67 track replaces the original Papyrus monza version using a more accurate layout and a better set of textures and objects. It represents Monza in 1967. As a bonus a representation of Monza in 1965 is included. When you drive the track with a 1967 F1 car the track will look like in 1967, if you use a 1965 F1 mod car the track will look like in 1965.

Homepage monza67: <http://monza67.gplworld.de/>

Included subfolders:

monza track guide, monza67 AI driver files, monza67 Mod-specific program versions, monza67 ReadMe files, monza67 screenshots, OPTIONS





mosport - Mosport 1967

It uses a new update compilation by Denis Bertrand (db312) that has not yet been released outside of this Track Pack. Denis, Remy Roesz, Dmitry (Gaus) and Greg Liebzeit (gliebzeit) have added and modified many files especially for this compilation. The track has now a brighter more realistic look compared to Jackseller's darker looking version. Doni Yourth (Manfred Cubenoggin) gave us valuable information about the real race track, having raced Formula Ford at Mosport in the 70s.

- the sky is from Kyalami track by JackSeller
- the ground is of Urbania track by JackSeller
- the stand files for the boxes are from Jason Peters
- the stand files for the house are from JackSeller
- the beautiful motorhomes are from Stefano
- the tower has been completely redone by Denis Bertrand (db312)
- in the pits, the wooden parts are from Leon (Leon_90)
- Dmitry (Gaus) redid all the 3do pit files.
- Remy Roesz adjusted some areas and added over 300 objects all over the track layout.
- Remy filled the ugly holes in the landscape visible from the cockpit in turn 2, plus he also fixed several popups.
- Remy started all his work from the "Mosport.3do" file adjusted long ago by ginetto.
- Remy added/updated the armco (crash barriers).
- Greg Liebzeit (gliebzeit) has created and added track sound files to mosport.3do and mosport.3CB. And he has given the grandstands and back straight tribune only crowd sounds and all of the megaphone poles announce only sound.
- Greg updated the TV1 & TV2 cams in the camera file.

Included subfolders:

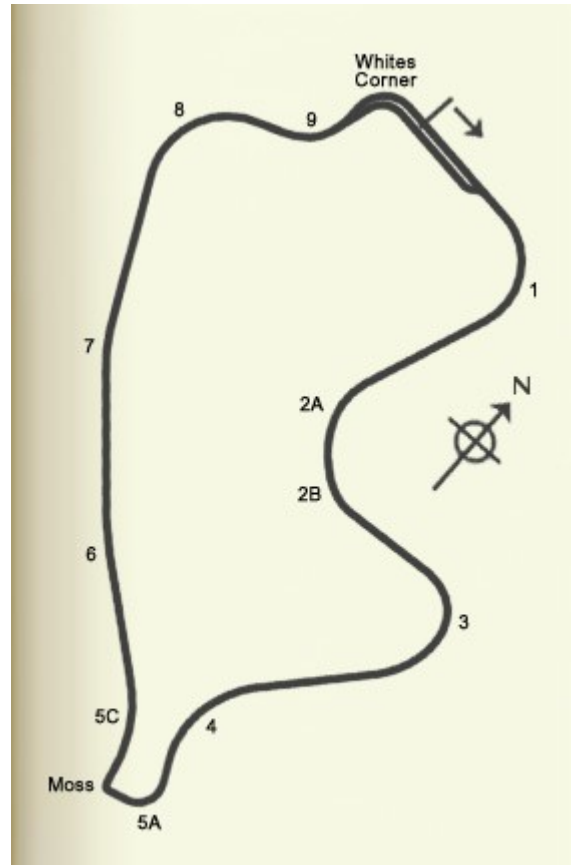
mosport AI driver files, mosport Mod-specific program versions, mosport ReadMe files, mosport track guide

Mosprain is an alternative version of mosport that adds rain effects. The race in 1967 was weather affected. Mosprain is not included in this pack.

Visit the GPL Alternative Track Database (GPLTD) if you wish to download it:

<http://gpltd.bcsims.com/?sbtd=mosprain>

Since GPLTD is offline, please visit the GPL Track Database + Addons Backup Site The Fast Lane: [https://gpladdons.the-fastlane.co.uk/tracks_list.php?q=\(ID~equals~377\)](https://gpladdons.the-fastlane.co.uk/tracks_list.php?q=(ID~equals~377))





nurburg - Nürburgring 1967

It uses updates of Chris "silence", KELLLAAA (-XK-), Nurby Yogi (Jürgen), GORDON_S, Ginetto, Greg Liebzeit (gliebzeit) and others.

Greg, Nurby Yogi and GORDON_S have edited many files especially for this compilation:

- Replaced Kellllaaa (-XK-)’s asphalt/concrete textures with Dunky’s textures.
- Adjusted the Kellllaaa (-XK-) five different asphalt edging textures to match Dunky’s asphalt textures.
- All of Kellllaaa (-XK-) asphalt/concrete and edging textures renamed with *.m55 for 55 Mod version.
- Darkened the grass fringe underneath the regular armco and the Hohenrain Schikane (striped) armco.
- Lowered the horizon by -500 m using the 'moveable' horizon function.
- New back straight pit building textures, wire fence added and also corrected control tower side textures.
- New south pits building object name, to allow separate textures between the north and south buildings.
- Individual pit box upper advert naming for north pit building.
- New textures for both south and north pit upper and lower adverts.
- Updates to north pit adverts made by Nurby Yogi segmented and applied.
- Updated "greener" trees and bushes by Greg Liebzeit (gliebzeit) based on a compilation of various artists by GPLaps (Jake Desmarais).
- Plus... many, many more updates after those listed above.

Nurby Yogi has created subsequent Nürburgring (nurburg) updates especially for the GPL 1967 Track Pack:

- Mercedes building and tower, season specific (1955 with Mercedes lettering. Without lettering until 1966. Without the actual tower from 1967).
- New Dunlop banners.
- Season specific advertising on the pit buildings and partly new advertising.
- Shell construction of the Conti Tower in 1965.
- Goodyear Tower south turn.
- Removed fence inside south turn.
- From south turn new main posts instead of Sierra original posts.
- On the back straight many changed billboards, Season specific.
- Freudenberg/Bosch wall advertising at end of back straight.
- Nürburg exit sign of 1955.
- Refreshment stands at several places on the track.
- Camera towers at Breitscheid, Karussell, Schwalbenschwanz.
- James Bond advertising at Breitscheid.
- Season specific Uniroyal Englebert fences.

Greg Liebzeit (gliebzeit) has done:

- Placed all of the objects around the track - vehicles (3D vehicles by Stefano), refreshment stands, camera towers, James Bond advert, and others.
- Resized, adjusted for position all of the pit building adverts along with all of the back straight adverts.
- To have all of the varied pit building adverts Greg edited the building to have more unique adverts.

- The fencing adverts were all cut, trimmed and placed on the various year's fencing.
- Most were from Nurby Yogi (Jürgen)'s textures. Some textures were Greg's.
- Adjusted the FB to achieve the views of the castle, the back straight billboards from the front straight and the return view back up the front straight - from silence's original castle main 3do version.

Finally Greg has created a Nürburgring Multi-Year Update Full-Folder, with all Mod files within the main track folder.

This has Mod-Specific files such as nurburg.jpg (GEM pic), event, page1, page4, page5 pbf and any other over-writable files in sub-folders.

These are for use with either all-in-one or separate installs. Use as you see fit.

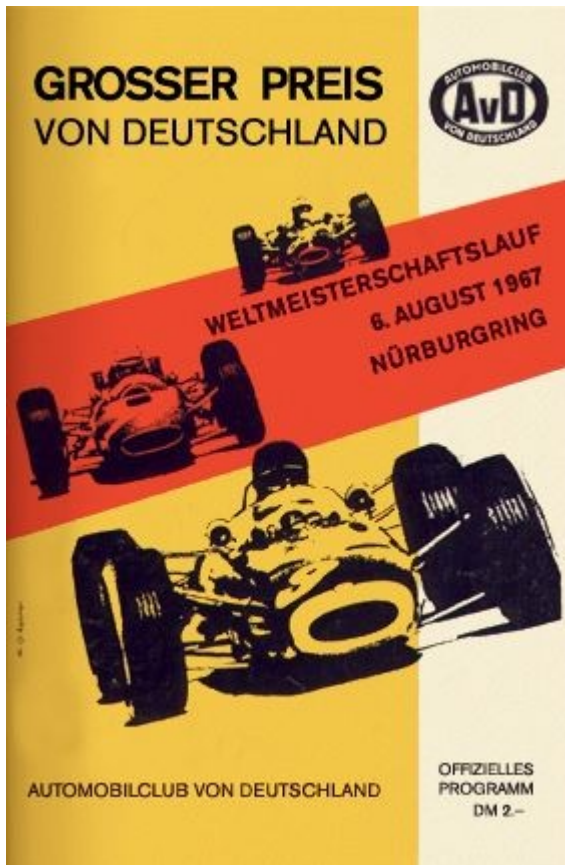
Note that the '54 version for the 55 Mod does not have unique page4/5 pbf files since it was not part of the '55 championship.

The subfolder "nurburg FB versions" includes a MED-FB version. The MED-FB version is a step down from the HI_FB version. Primarily, it removes the hole at the beginning of the back straight where the castle shows through the crowd of people. The things that are removed (trade offs) by using this version: the long view back down the S/F straight on exiting the Südkehre, the Bosch building now 'clip-slides' towards you as you drive down the back straight, the track asphalt pops up at the end of the back straight and the castle and Mercedes tower only appear after you pass the back straight billboards.

The subfolder "nurburg asphalt options" has options for the asphalt coloring. Within the subfolder nurburg asphalt are two sub-subfolders: asphalt brighter... and asphalt darker which contain the two sets of alternate files. The asphalt brighter files are the asphalt files in brighter coloring, including all of the grass borders and stripes at Breidscheid, Klostertal and Hohe Acht. The asphalt darker files are the previous original asphalt files, if you wish to use the defaults.

Included subfolders:

nurburg AI driver files, nurburg asphalt options, nurburg FB versions, nurburg Mod-specific program versions, nurburg ReadMe files, nurburg track guide







rouen - Rouen-les-Essarts 1967

The GPL 1967 Track Pack has by default the Rouen Historical 2.0 narrow version and the brake markers narrow/authentic pits version installed. Please don't mix these options up by applying the brake markers for the narrow version, to the normal version, and vice versa, as this will cause problems. Please see the ReadMe files in the subfolder for detailed information.

Denis Bertrand (db312) has created texture updates for the Rouen historical narrow/authentic pits version.

Greg Liebzeit (gliebzeit) has created an update for the Rouen trk file to allow runoff at the Nouveau Monde corner, between the tire barriers. All of the runoff area at Nouveau Monde corner is now tarmac track surface.

In this Rouen version, a graphic error in the tree row on the right side before the start and finish has also been fixed.

Rouen also uses the Rouen Track 1957 Conversion files by Greg Liebzeit (gliebzeit). Greg has also made updates to the 55Mod-specific files that 'remove' the electrical towers along the section from Scierie to Paradis.

Jim Pearson has fixed the 'flashing/flickering grid boxes' issue for both Watkins Glen and Rouen. He also created a better start line texture blend. This update for Watkins Glen and Rouen has not yet been released outside of this pack. See the ReadMe files subfolder for more details.

Denis Bertrand (db312) has made final updates to the grass, trees and asphalt textures and significantly improved the natural colouring. He also fixed the camera on TV1. Denis' last minute update did not make it into the movie and screenshots, these still show the previous (darker) look.

Included subfolders:

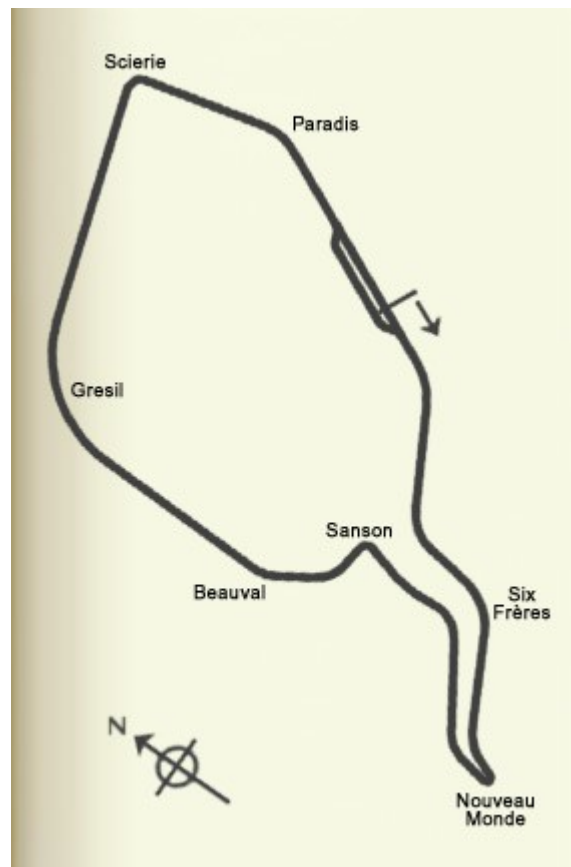
rouen AI driver files, rouen FB versions, rouen horizon-sky options, rouen Mod-specific program versions, rouen ReadMe files, rouen track guide

The 1967 championship actually raced at Le Mans Bugatti.

Visit the GPL Alternative Track Database (GPLTD) if you wish to download it:

<http://gpltd.bcsims.com/?sbtd=bugatti>

Since GPLTD is offline, please visit the GPL Track Database + Addons Backup Site The Fast Lane: [https://gpladdons.the-fastlane.co.uk/tracks_list.php?q=\(ID~equals~285\)](https://gpladdons.the-fastlane.co.uk/tracks_list.php?q=(ID~equals~285))



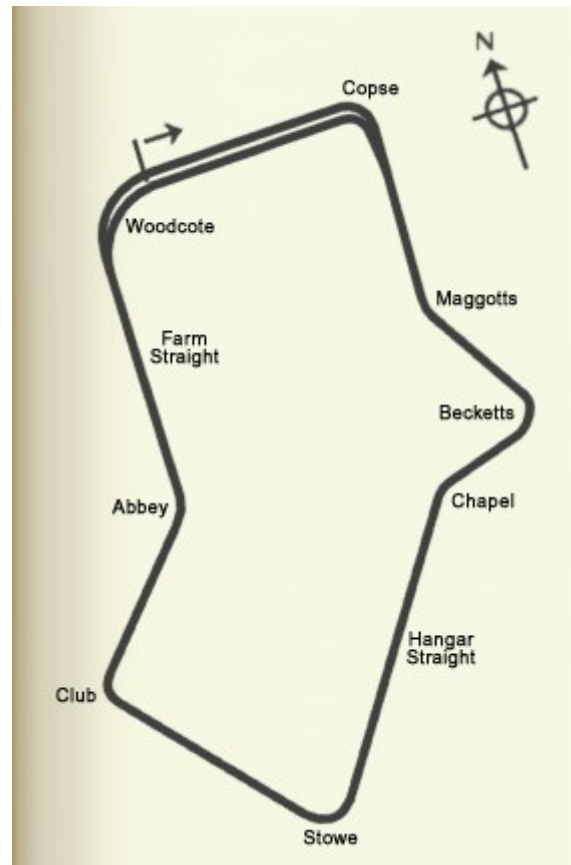


silver - Silverstone 1967

It uses graphics updates by GPL Today, Thomas Laechele with asphalt and pits adjusted by Denis Bertrand (db312) and with texture updates by Greg Liebzeit (gliebzeit). AI is by Pavel.

Included subfolders:

silver AI driver files, silver FB versions, silver Mod-specific program versions, silver ReadMe files, silver track guide





spa67 - Spa Circuit National de Francorchamps 1967

The spa67 track replaces the original Papyrus spa version using a more accurate layout and a better set of textures and objects.

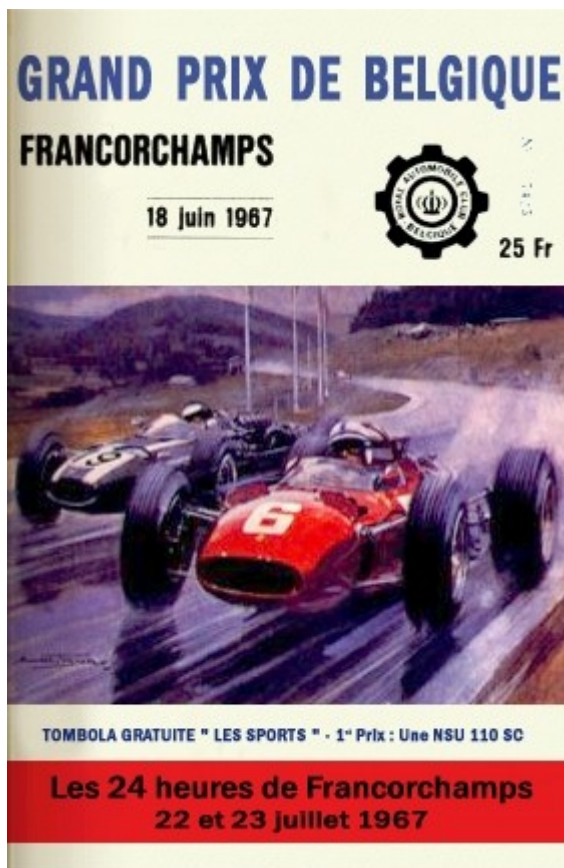
Homepage spa67: <http://spa67.gplworld.de/>

It uses a Complete Update for 1965-1966 spa67 files by Pavel, Denis Bertrand (db312) and Greg Liebzeit (gliebzeit).

HI-FB and LO-FB versions of the '65 and '66 main 3do files are included.

Included subfolders:

OPTIONS, PATCHES & ADDONS, spa track guide, spa67 AI driver files, spa67 AI files options, spa67 AI historical options, spa67 FB versions, spa67 Mod-specific program versions, spa67 ReadMe files, spa67 team pit board options





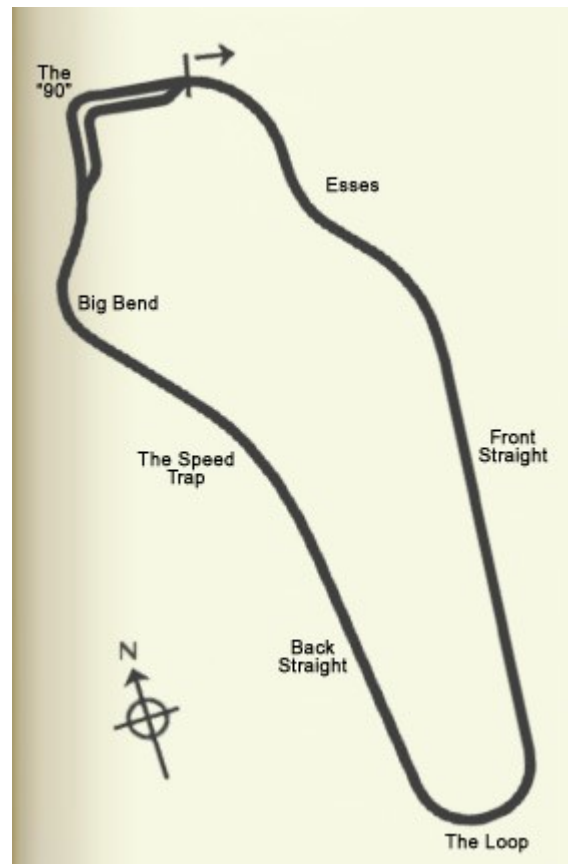
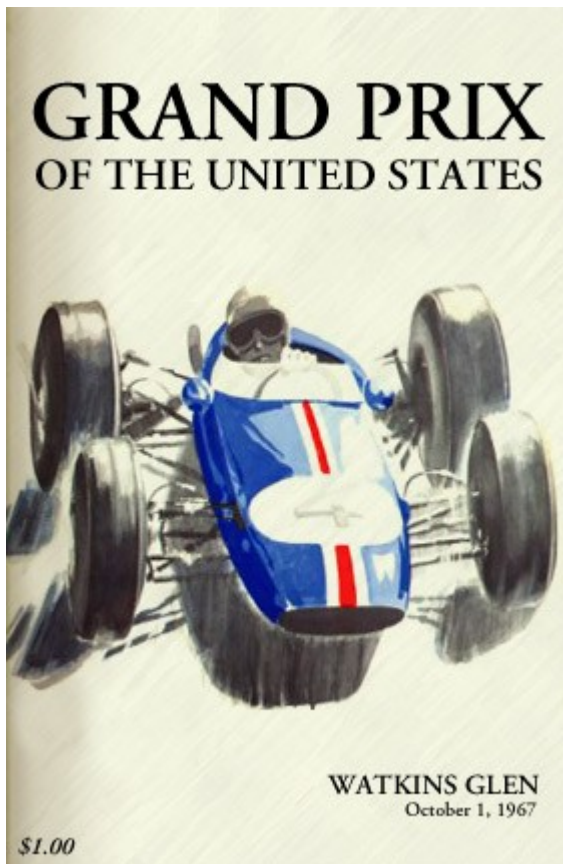
watglen - Watkins Glen 1967

It uses updates by Rock, Remy Roesz, Chris "silence" and others.

Jim Pearson has fixed the 'flashing/flickering grid boxes' issue for both Watkins Glen and Rouen. He also created a better start line texture blend. This update for Watkins Glen and Rouen has not yet been released outside of this pack. See the ReadMe files subfolder for more details.

Included subfolders:

watglen 1965 Multiseason Update, watglen 1967 In Fall Update, watglen AI driver files, watglen ReadMe files, watglen track guide





zandvort - Zandvoort 1967

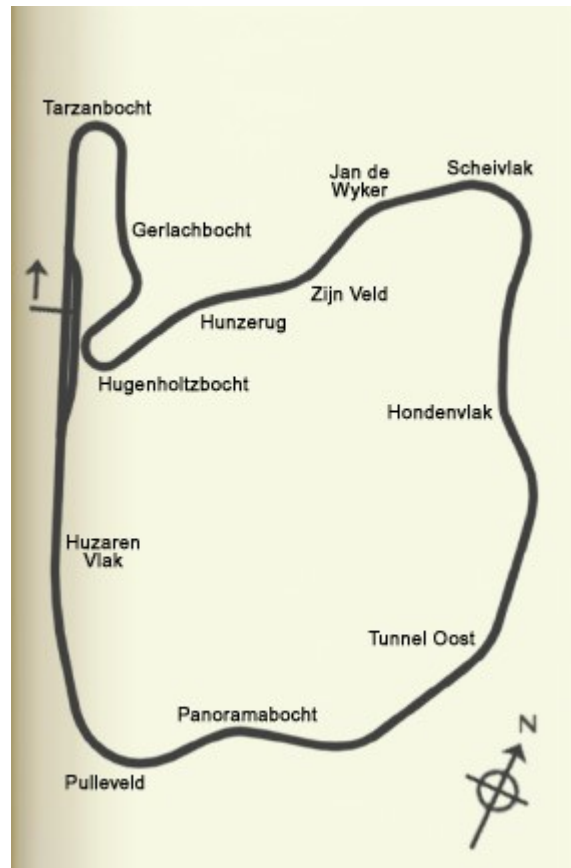
It uses the Zandvoort Multi Season update by Remy Roesz, Paul Skingley, Rob Hunter and Steffen Weitzdörfer.

It uses Zandvoort Multi Season optimizations by glibzeit (Greg Liebzeit), Denis Bertrand (db312) and Paul Skingley that have not yet been released outside of this Track Pack:

- In-depth changes for the base '67 track which includes a new curb2.mip file to rectify the miss-match with grass through some of the turns. There are textures for each type of curbing per year. There is new proper curbing for '55.
- Base '67 track set with overcast horizon/sky. Only '66 and '69 have blue horizon/sky. The grass also matches the type of sky. Three versions of weather options for '68 are in one sub-folder as choices.
- Texture updates - varied pit adverts, the pit armco now has plain gray on the inside and yellow/black on the outside.
- Extra sand dunes are only in '55, '65 '66 and '67. The zandvort.3do files for the years with pit armco cannot have the dunes added easily. Rudy made his dunes edit only on the non-pit armco version.
- Correct tower 3D with new textures for '65, new grandstand front texture and adverts, pit walls as from '55 with new adverts. For '55 removed the grandstand roof.
- White lines around the S/F area a little duller - the bright full-white of the non-textured polygons was always so harsh. Inner painted line for the pit lane yellow.
- Touch-ups on all of the pit towers. Refined pit people/tower people to match in size. New asphalt edging for the '69 version. Grandstand signs touched (some new ones) up with grass fringe.
- Little '69 pit tower textures update. New tower.369 file for the window shades.
- In actuality, the hay bales were left at the pit lane entry in 1969-70. There was no armco or hay bales at the pit lane exit - but I've left the bales because they are a 3D object which would leave a 'hole' in the ground plane if removed or replaced by fencing. The pit lane armco needed the end pieces painted yellow.
- There were hay bales left at the start and the end of the Hugenholtzbocht armco.
- Removed yellow paint from the inside of the pit armco ends. Added pit lane armco update also for 1968.
- All years except '55 didn't have poles attached to the non-animated flags on the pit building – fixed.
- db312 adapted a 69Mod-specific Shell truck made by Stefano into a Dunlop version.
- db312 has made beautiful texture updates for the 65, 66, 67 Castrol billboard and Martini signs.
- db312 has made the 3do frames for the '55 version of the two billboards at Tarzan turn more properly shaped in height vs width.
- db312 has made the 55Mod Energol billboard texture and made a new frame for it.
- Paul Skingley fixed the upper stair railing on the '67 press tower. I transferred this fix to the other year's versions (55-67-68-69).
- Greg updated the '55 version of the press tower.

Included subfolders:

zandvort 1968 weather options, zandvort AI driver files, zandvort Mod-specific program versions, zandvort ReadMe files, zandvort track guide





4. TRACKS OPTIONS

Some tracks include subfolders with TRACK OPTIONS.
Don't miss to have a look into them!

HI-FB, MED-FB and LOW-FB options refer to high, medium and low Forward/Backward viewing distances that you can see whilst driving/watching a replay. If you have FPS problems with your PC system use MED-FB or LOW-FB options.

Some tracks also include SERVER VERSION files for league admins to use on a server. If you do not host GPL races you do not need the SERVER VERSION files.

5. NEW TRACKS

You can download over 660 tracks and also track updates on the GPL Alternative Track Database (GPLTD): <http://gpltd.bcsims.com>

Since GPLTD is offline, please visit the GPL Track Database + Addons Backup Site The Fast Lane: <https://gpladdons.the-fastlane.co.uk/>

6. HOW TO ADD TRACKS TO THE 67season.ini

The easiest way to add tracks to the 67season.ini is to download and install GPLSecrets (including GEM+ 2, iGOR, GPL Setup Manager) from here: <http://gem.autosimспорт.net/>

Then start the GEM+ 2 program, click on the button Seasons, click on the 67SEASON.ini on the right, then choose the track on the left and press the arrow button in the middle to add the track to the 67SEASON.ini.

It is recommended to update the SGEM.ini.

To do so click in GEM+ 2 on the SGEM button and choose "Yes" to download the updated tracklist from the GPL Alternative Track Database (GPLTD). Since GPLTD is offline this function does not work, please go to the GPL Alternative Forum for the latest SGEM.ini file: <http://gplaltern.gplracer.eu/showthread.php?tid=390>

Tip: In GEM+ 2 you can download/update the GEM+ picture (program & map) when you right-click on the empty area in the middle of GEM+ 2 directly below the track name. To use this feature get this updated GEM+ 2.5.33 version by PTRACER: <http://gplaltern.gplracer.eu/showthread.php?tid=621>

7. SEASON.ini FILES

See the video below of GPLaps (Jake Desmarais) where he explains the usage of the season.ini files.

8. HOW TO INSTALL Grand Prix Legends (GPL)

Grand Prix Legends (GPL) Easy Installation Guide

<http://www.gplworld.de/en/grand-prix-legends/gpl-easy-installation-guide>

GPLaps Tutorial Video How to Install Grand Prix Legends 2022

https://www.youtube.com/watch?v=z0Mib_q57ss

9. VIDEO

GPL 1967 Track Pack Promotion Movie

<https://www.youtube.com/watch?v=Cyk8H9DhIhQ>

10. CREATION OF THE GPL 1967 TRACK PACK

Glad you've read this far, then you might be interested in the story of the creation of the GPL 1967 Track Pack.

In late 2020, Jake Desmarais shared a video on his YouTube channel GPLaps featuring the 1967 GPL Papyrus tracks. Up until that point I thought I had every update for those tracks, but Jake had the tracks look even better than mine.

I contacted Jake (thanks again for your video tips) and he provided me with his track versions shortly after.

Then I had the idea that it would be great to make this package available for everyone as a download on my website GPLWORLD, so that everyone has the best updates for the 67 tracks without having to search long. Because for the Papyrus tracks so many updates have been made by the fans since the release of GPL in 1998 that it is very hard to keep track of them.

I presented this idea to the Mod Team and was met with enthusiasm. Denis Bertrand (db312) Greg Liebrecht (gliebrecht) took a closer look at Jake's package and started improving things right away. I thought we could release the package relatively quickly, but when Denis and Greg start improving tracks, they (luckily) don't give up that quickly. They have worked tirelessly and created many new graphic updates especially for the track pack. A big thank you to both of you.

When the Green Hell Nürburgring 1967 was coming up I knew I had to try and contact Nurby Yogi (Jürgen) and GORDON_S who had created some excellent updates for the Nürburgring, maybe they were working on something new to add to the pack. Luckily GORDON_S had given me Jürgen's phone number in a private message on SRMZ some time ago.

At the second attempt I was able to reach Jürgen (at the first his wife had hung up on me :D). Jürgen who had not played GPL for a long time and had also not edited any more, agreed to collect what he had saved for nurburg.

He liked the idea of the track pack so much that he created many new updates especially for the pack (see readme nurburg). Many thanks for that. He would have more in the pipeline, but then came the devastating flood disaster in the Ahr valley, which cost the lives of many people and devastated the area along the river. The Ahr Valley is named after the Ahr, a left tributary of the Rhine, and is located near the Nürburgring. After this catastrophe, Jürgen logically had no more time for GPL, real life comes first. But maybe he will have the time and muse to work on his nurburg updates again sometime.

Jürgen's updates were then positioned by Greg on the more than 20 kilometre long track, a very time-consuming task.

To give the Nürburgring a more realistic green look, Greg did as good as he could (including removing trees and adding new realistic trees and bushes and using nicer green textures). Due to the length of the track and its complexity, this is only possible to a limited extent, as otherwise the textures would no longer fit together and the track would look terrible, and the time required would no longer be in proportion to the return, so it would be easier to rebuild the track straight away.

This Nürburgring version, like all the other tracks in the pack, is the best, most beautiful and historically correct version ever made for GPL.

At some point I started looking for an installer and tried out a few until I found the right one and was able to create the first installer package, which I made available to a few people for testing. Among them was Jim Pearson, who also kindly started to optimise some tracks (see readme). Many thanks to you as well.

Another GPL track builder should not be missing, ginetto also helped with some tricky things in the background, many thanks for that as well.

I can't remember the exact timeline of the track pack creation, because unfortunately the websites Sim Racing Mirror Zone (SRMZ), GPL Repository (GPLR), GPL Alternative Track Database (GPLTD), as well as other websites hosted by Bill Cooper went offline at the beginning of 2023. Bill, I hope you are well!

It took a few months for the GPL community to come together again in the GPL Alternative Forum and for a successor forum to GPLR to be created where the GPL Mods team could exchange ideas again.

Real life issues with me, as well as the surprising death, in early 2023, of Michael Kaulfuss (Kauli), the founder of the GPLRACER racing league, meant that the 67 Track Pack remained untouched for weeks, months. But at some point it moved on again.

Occasionally I thought the pack was ready for release, but the guys kept coming around the corner with new great updates. For example Denis, who completely graphically reworked mosport - Mosport 1967. When he was "finished", Doni Yourth (Manfred Cubenoggin) noticed that the track incl. the horizon partly did not correspond to the real model of that time, because Doni knew the real race track, as he drove Formula Ford races in Mosport in the 70s. With his information, the track was reworked, and in the end Remy Roesz lent a helping hand. Many thanks for that too.

So that you don't fall asleep, I'm slowly coming to the end of my story.

In addition to the track updates, everything still has to be tested, readme files have to be written (as txt and pdf files), a website has to be created, as well as screenshots and a video. Which of course was not done in 5 minutes.

Well, and that's how fast almost 3 years go by. It was a long way, thanks to all involved (see credits), and the Mod Team wishes all drivers of the GPL 1967 Track Pack a lot of fun!

11. CREDITS

THANK YOU FOR YOUR CONTRIBUTION TO THIS TRACK PACK:

Jake Desmarais (GPLaps)

-> for inspiration to create this compilation, editing and testing and tips on video creation

Greg Liebzeit (gliebzeit)

-> for research, editing and testing many files just for this compilation

Denis Bertrand (db312)

-> for research, editing and testing many files just for this compilation

Nurby Jogi (Jürgen)

-> for research, editing and testing the nurburg track just for this compilation

Gordon_S

-> for research, editing and testing the nurburg track just for this compilation

Remy Roesz

-> for research, editing and testing the mosport track just for this compilation

ginetto

-> for editing files just for this compilation

Richard P. (webfoot)

-> for ideas, research, editing and testing

Pavel

-> for ideas, research, editing and testing

Paul Skingley

-> for ideas, research, editing and testing

Jim Pearson

-> for ideas, research, editing and testing the monacane/monaco, rouen and watglen tracks just for this compilation

Dmitry (Gaus)

-> for ideas and editing the mosport track just for this compilation

Arturo Pereira
-> for ideas, research and testing

Doni Yourth (Manfred Cubenoggin)
-> for ideas and research

M Needforspeed
-> for research

Lee Bowden
-> for ideas

Iestyn Davies
-> for ideas

Roman Skrebbas (sky)
-> for ideas

Mr. Photog
-> for ideas

Uli Hofmann
-> for testing

Paul Villiers (paul_v)
-> for testing

Marcel Gerris
-> for testing

For detailed credits please see the readme of each track.

I hope I haven't forgotten anyone, if I have then I apologise and thank you at the same time.

Thank you to all who have created files for GPL that are included in this track package!
And a big thank you to the GPL community!

In memory of Michael Kaulfuss (Kauli) the founder of GPLRACER - GPL Mods Online Racing League.

12. GPL LINKS

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

Sim Racing Mirror Zone (SRMZ)
<http://srmz.net/> [Offline]
<https://srmz.the-fastlane.co.uk/>

GPL Alternative Forum [Offline]

<http://gplaltern.gplracer.eu/>

GPL FAQ & Troubleshooting Guide

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

<https://srmz.the-fastlane.co.uk/viewtopic.php?t=853> (new edition)

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

Grand Prix Legends Wiki

<http://wiki.grandprixlegends.info>

GPL Alternative Track Database (GPLTD)

<http://gpltd.bcsims.com/> [Offline]

GPL Track Database + Addons Backup Site The Fast Lane

<https://gpladdons.the-fastlane.co.uk/>

GPL Secrets (GEM+ & iGOR)

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

GPLPS`s Blog

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

GPL Mods & Patches

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

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

<https://gpladdons.the-fastlane.co.uk/>

GPL Track Database + Addons Backup Site The Fast Lane

<https://gpladdons.the-fastlane.co.uk/>

Lee's GPL Motorworks

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

GPL Easy Installation Guide [English/German]

<http://www.gplworld.de/en/grand-prix-legends/gpl-easy-installation-guide>

GPLWORLD [English/German]

<http://www.gplworld.de>

GPLRank

<https://gplrank.schuerkamp.de/php-pub/gplrank.php>

GPL Weekly

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

13. CONTACT

GPLWORLD

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



SRMZ Forum

<https://srmz.the-fastlane.co.uk/>



25.03.2024

The GPL 1967 Track Pack Team

Readme and Video by Stefan Roess

We wish everyone lots of fun with the GPL 1967 Track Pack!

The GPL 1967 Track Pack installer was created with:

- Inno Script Studio <https://www.kymoto.org>
- Inno Setup Compiler <https://jrsoftware.org/isinfo.php>