TOCA 2
Touring Cars
v4.1 Patch

COMPANY
Codemasters

SIZE
2.13 MB

ADDED
7/2/99

This patch updates the European retail version to 4.1. This patch is not for the Japanese version. A Japanese version will follow shortly.

Features of the patch:

Bug Fixes

- Game should no longer stop before moving to the lights at the start of championship races
- The game should now correctly identify when the CD is present on 36x and faster drives
- Incorrect signposts at the Loch Ranoch track fixed
- Analogue rev counters in high resolutions should now be displayed correctly
- '+1 Lap' on Spanish results tables now correctly placed
- Incorrect High Score track info being displayed for Test Track Oval in SCC High Scores
- Network mode performance and reliability improved

New Features / Enhancements

- AI scripting enabled, allows you to change driver and track stats
- Replays now record upto 20+ laps depending on track, analogue/digital controller etc
- Individual Lap Time indicator now on replays
- New cheat mode to disable AI cars in single race, allows for multiple lap Time Trials
- Chat screen after each network race added
- In-Race chat function added
- Latency display added to network mode
- No collision network mode added
- Single Catchup network mode added
- If qualifying in Network mode is disabled then human players will always be placed in reverse order of the previous races results
- 30 second timeout in network games after 1st person crosses finish line
- Brands Hatch track, bottom of Paddock Hill smoothed out to help reduce spinning

Other

The DirectX component Directplay version 6.1a is included with the patch