
GT Legends Online Driver Tools v 2.0

Geschrieben von Nappe1 - 07.10.2021 12:09

For those who have multicore cpus and are not yet running GTL in all cores, I made a little app. :)

In version 2 few new features were introduced, from which Race Engineer Speech Engine is the one to mention. Which is something like Crew Chief, but smaller and more simplified.

Click for the screenshot...

Picture from version 1.0

Download link: <https://drive.google.com/file/d/1oG2prA5hTeGgC9yIYQhjHci7VGq0lbyr>

Readme below:

GTL Online Racer Tools 2.0

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BACKGROUND:

This is small utility that allows changing GTL CPU affinity on the fly.

Originally GTL was not designed to run with multiple cores and by default, game itself sets things up so that it will use only one core. Most likely the design team tested game by running it with 2 cores and saw no difference. However, many things have changed since 2005 and nowadays there's a quite big difference in framerate if the game has been forced to use more than one core. This can be due many things, but most likely DX9 rendering engine has been optimized to multicore operations.

So far, changing affinity could be done after game starting by switching to task manager, selecting the processes, selecting GTL process and right clicking "change affinity" from quick menu. However, game itself forces to single core in each start, so you have to do this every single time. Another way of doing this would be installing third party process diagnostics tools, which installs tons of other stuff. This I did not like so I did my own smaller one. :)

FEATURES:

- Setting Affinity for GTL and automatic watcher which will keep the selected Â settings.
- Race info Window displaying race information: lap time, best lap Â time, fuel, fuel consumption per lap, position etc.
- OBS speed display. Optional window showing the speed in km/h. This can be Â overlayed in OBS for video streamers.
- Race Engineer Speech engine. You get major information from race info Â speech as audio. So, no need watching fuel consumption in XD. :) This Â feature also supports using scroll lock as hot key enabling / disabling the Â speech.

INSTALLATION:

1. Extract files to your preferred location.
2. drag'n'drop AffinityLock.exe shortcut to your desktop. That's it. :)

USAGE:

- Start the program with shortcut you made in installation and keep it Â running until you end your GTL session.
- while GTL is not running use "Set Default Affinity" to setup up your Â Preferred Affinity settings for GTL. Tool will activate them as soon as Â GTL starts.
- while GTL is running, use "Edit" to edit your current Affinity settings.
- "Change Visibility" changes the tool view. Click to cycle different views.
- Click "Time" or "Laps" to change Race Progress view.
- Use Speech button or menu select speech settings. Use TEST mode to fine tune

Â application volume from windows mixer so that speech volume fits in game.
- To enable Scroll Lock hot key, select option from Speech menu after you have
Â find speech settings for you.
- OBS Speed Display can be enabled from the menu.
- When closing, program saves it's window location, speech settings and default
Â affinity settings.

Â
Â 6th of October, 2021
Â Nappe1 signs off.

EDIT: screenshot changed to link not to break the forum layout.

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Re:GT Legends Online Driver Tools v 2.0

Geschrieben von byagm - 07.10.2021 13:12

Thanks Nappe1!

I guess this makes similar (about affinity) job to LowGuard options, or maybe it allows to select more than 6 threads in the processor...

In Lowguard if I select more than 6 threads it gives me error.

Does make any difference between 6 threads and more or its 6 threads (3 cores) the max capacity to managing GTL?
IÂ´m able to change the affinity to all cores in "task manager" but it seems to be no difference between 6 threads or more.

Ty

=====

Re:GT Legends Online Driver Tools v 2.0

Geschrieben von Nappe1 - 07.10.2021 13:35

Hi,
yeah, I primarily did this for those lonely sheeps who play GTL outside the altbierbude enviroment, but decided to share it here as well, if someone finds it useful :)

I did some tests 2 years ago with my i7-6700K when I started to work on this and after 4 threads the difference started to get smaller. However as my CPU supports Hyperthreading, it is hard to say if the change was due next 4 being logical cores, instead of physical like the first 4 were.

However as enabling them all for GTL I have not found any side effects, I usually enable them all.

If I recall correct, my tool code base supports up to 16 cores, but I am not really sure if the graphical user interface displays them all nicely, if someone has eight core cpu with hyperthreading. :)

(some i9's have 10 cores with hyperthreading, so they show up as 20 core cpus, right?)

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Re:GT Legends Online Driver Tools v 2.0

Geschrieben von byagm - 07.10.2021 14:16

It works for me, despite it shows me a "Net Framework" exception error.
It shows 16 cores (it should be 24 for me)
It activates all cores except 7 and 17-24

1core- 165fps
16 cores- 165fps

before the actual processor I had a 2600k wich really improved me more fps with 4 cores but increasing to 5, 6,... it was the same fps, It seems 4 cores its the same, at least in fps. Maybe the game could start faster with all cores (wich could be nice in GTL).

Nice app

=====

Aw: Re:GT Legends Online Driver Tools v 2.0

Geschrieben von MichaW - 07.10.2021 14:17

Hi Lasse,

looks good, I'll try it tonight. Have already followed the thread at Simrace.uk

Glück auf!

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Re:GT Legends Online Driver Tools v 2.0

Geschrieben von Nappe1 - 07.10.2021 14:36

byagm wrote:

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Nice app

Hi,

Seems that you could be bound to vertical sync rate. check that you don't have vsync enabled in GTL 3D Setup. (the app from where resolution is selected for GTL) :)

without vsync you should get several hundreds of frames per second in game menus.

The load times of very long tracks is actually reduced with more cores. Especially when you load the track first time. (but for very high detail long tracks like Ronde Cevenole it still takes several minutes.)

if you can, please send the framework error you are getting in start up. I can take a look at it and try to fix it to next version. :)

MichaW: thanks, please report if you find something problematic. :)

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Re:GT Legends Online Driver Tools v 2.0

Geschrieben von byagm - 07.10.2021 16:01

No, no. I have explain badly (spanish, bad english speaker:woohoo:).

I have test on todays race, Pau67. When I go to the track without moving the car I have 165-166fps with 1 core.

If I activate all cores its the same, 165fps.

When I had the intel 2600k I remember testing single core in a track, it was 80fps, and then it increased to 160 with 4 cores, but didnt rise the fps at more than 4 (5,6,...) so, at least for the fps it seems 4 cores is the max.

I'll test the loading times with single or multicore (prepare targa florio...lol:)

Aw: GT Legends Online Driver Tools v 2.0

Geschrieben von diki - 07.10.2021 21:07

Nappe1 schrieb:

...For those who have multicore cpus and are not yet running GTL in all cores, I made a little app. :)

...

So far, changing affinity could been done after game starting by switching to task manager, selecting the processes, selecting GTL process and right clicking "change affinity" from quick menu. However, game itself forces to single core in each start,...

Hallo zusammen,

ich habe auch immer den oben genannten Weg Ã¼ber den Taskmanager, Rechtsklick auf "GTL und ..." benutzt.

Aber irgendwann (2016!) hat mich das genervt, weil ich auch weitere Anwendungen, Tools / Dienste jedes mal manuell zuordnen musste...

Dann habe ich meine LÃ¶sung mit einem anderen 'Bordmittel' gefunden. Es ist ein PowerShell Script, was genau macht, was ich will!!!

Die Befehle sind:

\$Process= get-process GTL (wenn GTL bereits gestartet ist) und dann:

\$Process.ProcessorAffinity=127 mit dem ich 7 von 8 Prozessoren fÃ¼r GTL zuordne. Weiterhin folgt dann noch:

\$Process.PriorityClass="High" mit dem ich die Priority / Wichtigkeit anhebe. Hilft bei meinem PC auch!

Alles mit Bordmitteln und OHNE zusÃ¤tzliche Tools.

Zu dem Ã¼blichen BLABLABLA aus SÃ¼dwest EU, dass es nichts bringt, mehrere Prozessoren zuzuordnen, empfehle ich DRINGENST, dass jeder fÃ¼r sich dieses selbst einmal ausprobiert (geht auch nur mit dem Taskmanager, Rechtsklick etc. ...) und dieses im FAHRBETRIEB testet. Bei mir hat es zumindest VIEL gebracht - insbesondere da das ForcFeedelBack von jeder Frameverbesserung richtig bei GTL profitiert.

Wer es noch nicht weiÃ, die Anzeige der Framerate kann Ã¼ber STRG-F eingeschaltet werden (wenn man im Auto sitzt!) und wird dann oben rechts eingeblendet. Je mehr, je besser, ist meine Erfahrung.

GruÃ

diki

P.S. Die PowerShell unbedingt als Admin starten (ich bevorzuge die ISE-Version), um die o.g. Befehle in der Konsole auszufÃ¼hren.

Beim AusfÃ¼hren des Scriptes (*.PS1) wird eventuell noch eine Anpassung der AusfÃ¼hrungsrichtlinie notwendig sein, da die Scripts standardmÃÃig geblockt sind.

Info gerne per PM...

Warum kompliziert, wenn es auch einfach geht :P

Aw: GT Legends Online Driver Tools v 2.0

Geschrieben von ****JB**** - 08.10.2021 22:32

SÃ¼dwest UE

Are there Portuguese in the game? which is the most southwestern country for me. :geedee:

Aw: GT Legends Online Driver Tools v 2.0

Geschrieben von rdjango - 08.10.2021 23:52

Hi,

dont know exactly but maybe Flash?? Ask him B)

Reinhold

=====

Re:Aw: GT Legends Online Driver Tools v 2.0

Geschrieben von Nappe1 - 09.10.2021 11:59

dikl wrote:

Nappe1 schrieb:

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Warum kompliziert, wenn es auch einfach geht :P

As my German is pretty much limited to reading old homologation documents, quite bit of this probably went to "SÃ¤Ã¼dweest" for me. :p But I did understand few things. :)

No one stated that this would be easiest nor the best way doing this. :) As I do coding and system configuration as for living, I am pretty aware of possibilities of Powershell. I do also know that providing PowerShell Script with note that it has be driven as admin gets a red flags risen in many places as you can do a lot of damage with admin power shell as well.

So, why I did this tool? I tend to like get everything ready for online race with few clicks and as I was still using good old GTL PD, I decided to put all the stuff I need in single window which is in my second or third screen. Later on I got the

idea about speech and making that using Windows standard speech I wanted to learn to do which led to version 2. After that it was not that big job to make it available for others who might find it useful.

However if you have your own preferred method already in use, you can skip this one altogether. :)

Thanks for reminding the fps key combination. I had lost that one during the years. I used to benchmark graphics alone with fraps and same replay file by getting the average fps from the lap. (And fraps saves fps numbers per each second too, so you get nice graph to analyze where the affinity change helps most.)

So, this is something you might want to test, if you have not found yet nice way to set the affinity for each run of GTL. If you have already your own way, you can ignore this one. :) Also, if you find this too complicated and want to do the same thing with something else it is completely fine with me. :) I originally did this for myself and I have been using beta versions of this v2 about a year now, so it has already full filled the need it was designed for. If someone else, even if just a one person, finds it useful, That's great. :)

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Re:GT Legends Online Driver Tools v 2.0

Geschrieben von Nappe1 - 09.10.2021 12:09

byagm wrote:

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I'll test the loading times with single or multicore (prepare targa florio...lol:)

your English is a lot better than my Spanish or German, That's for sure. :)

Anyways, Pau67 might not be really heavy track as from graphics side. :)

As just out of the curiosity, I will check how much I get fps in the pits with different affinities and everything as full @ 2560x1440. :)

When I last time made the comparison, I was testing fps with JCRR's St. Roch with full shadows enabled. That hill climb eats fps as breakfast. I remember hardly staying over 25 fps with single core there.

And if you get the framework error message from the tool, can you send it via Private Message to me, please? I probably can see what's wrong with it and fix it to next version. :)

=====

Re:GT Legends Online Driver Tools v 2.0

Geschrieben von Nappe1 - 09.10.2021 12:44

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Ok, you definitely have Vertical Sync on.

My system:

- i7-6700K @ 4.6Ghz (4 real cores, 8 logical ones.)
- nVidia GTX 1070 (no overclock)
- GTL Video Setup / GTL Config:
http://www.altbierbude.de/images/fbfiles/images/GTLSettings2021_10_09.png
- In game graphics setting: everything full.
- Track: Altbierbude's download section Pau67.
- Mode Private Practice with Original Mini, just engine started in pits.

My results:

- 1 core: ~185 fps.
- 2 cores: ~432 fps.
- 4 cores: ~530 fps.
- 6 cores: ~520 fps.
- 8 cores: ~520 fps.

If I check the Use Vertical Sync from GTL Video Setup, I get 60 fps with any number of cores as my LCD has refresh rate of 60 Hz. So make sure that you have unchecked it. :)

Interesting enough, at least in my system the optimum is actually all the physical cores. If you enable the hyperthreading ones as well, you lose performance. Not really sure if it really makes any difference. Pau67 is not that heavy track as the system is able to redraw the frames 4-5 times in a time which the screen refreshes.

However it is true what Dikl said that screen refresh is connected to how often the controller is read, so you do get better response.

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Re:GT Legends Online Driver Tools v 2.0

Geschrieben von Nappe1 - 26.12.2021 19:30

Version 2.1 released.

Supports now maximum of 30 logical cpus. :)

Download link: *DOWNLOAD VERSION 2.1

Readme below:

GTL Online Racer Tools 2.1

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BACKGROUND:

This is small utility that allows changing GTL CPU affinity on the fly.

Originally GTL was not designed to run with multiple cores and by default, game itself sets things up so that it will use only one core. Most likely the design team tested game by running it with 2 cores and saw no difference. However, many things have changed since 2005 and nowadays there's a quite big difference in framerate if the game has been forced to use more than one core. This can be due many things, but most likely DX9 rendering engine has been optimized to multicore operations.

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- Setting Affinity for GTL and automatic watcher which will keep the selected Â settings.
- Race info Window displaying race information: lap time, best lap

Â time, fuel, fuel consumption per lap, position etc.

- OBS speed display. Optional window showing the speed in km/h. This can be
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- Race Engineer Speech engine. You get major information from race info
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- Use Speech button or menu select speech settings. Use TEST mode to fine tune
Â application volume from windows mixer so that speech volume fits in game.
- To enable Scroll Lock hot key, select option from Speech menu after you have
Â find speech settings for you.
- OBS Speed Display can be enabled from the menu.
- When closing, program saves it's window location, speech settings and default
Â affinity settings.

Â VESRION HISTORY:

Â - 2.0 Initial version. (6th of October, 2021)

Â - 2.1 Support for up to 30 logical processors. (26th of December, 2021)

Â

Â 26th of December, 2021

Â Nappe1 signs off.

Aw: GT Legends Online Driver Tools v 2.0

Geschrieben von byagm - 27.12.2021 17:29

Interesting improvements, gonna try.
Thanks

Re:GT Legends Online Driver Tools v 2.0

Geschrieben von Artemio - 06.04.2023 14:54

Bro, can it fit with FIA GT (GTR)? GTR 2? Race 07? Race On? rFactor//rF2 ?

Aw: Re:GT Legends Online Driver Tools v 2.0

Geschrieben von rdjango - 06.04.2023 15:54

Hello,

you can try it :)

Re:Aw: Re:GT Legends Online Driver Tools v 2.0

Geschrieben von Artemio - 08.04.2023 17:49

Nope. It doesnt see FIA GT launched.

=====

Aw: Re:Aw: Re:GT Legends Online Driver Tools v 2.0

Geschrieben von rdjango - 08.04.2023 21:24

Hello,

perhaps you must set shared memory=1 in the .plr

=====

Re:GT Legends Online Driver Tools v 2.0

Geschrieben von Wiltshire Tony - 16.04.2023 17:30

Hi, it will run with GTR2 and P&G too.

You have to set it up to look for the appropriate .exe file.

I have had it running with both sims.

But you do have to manually change it back when you want to run GTL.

=====