Subject: JA2 MFM for 1.13
Posted by Will Gates on Tue, 17 Jul 2007 08:15:00 GMT
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Apart from the items this is working... still needs some testing mind. If you have downloaded MFM for 1.07 and also already have 1.13 I will create a conversion pack (a couple of xml, binary and option changes) with step by step instructions of what to copy into 1.13 data and what you most definitely should not. I'm exhausted from the 1.07 release, fixes and upgrades plus it's holiday season with my kids now so it won't be for a few weeks at least...

:blackcat:

Subject: Re: JA2 MFM for 1.13
Posted by Andris on Tue, 17 Jul 2007 08:35:26 GMT
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Happy Holidays Will:)! You deserve it. Hope to see the conversion soon. Maybe I have asked this before but will 1.13+Dbb+Factions be compatible together?

I love the south american weapons in 1.07. You wrote something about dropping them in 1.13:) Maybe you could consult with the chinese guys to add those weapons to their mod. Have a great time! Peace!

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Tue, 17 Jul 2007 15:44:02 GMT
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Sorry I don't know. What is Dbb? Also did you get that strange noise again or was it a one time strangeness?

Subject: Re: JA2 MFM for 1.13
Posted by Mauser on Tue, 17 Jul 2007 16:08:53 GMT
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Will GatesSorry I don't know. What is Dbb? Also did you get that strange noise again or was it a one time strangeness?

DBB weaponsmod is made by chinese guys, mainly Dboy.

this is the current thread about it:
http://www.ja-galaxy-forum.com/board/ubbthreads.php/ubb/showflat/Number/145925/page/1#Post 145925

if you wanna know anything about it, please ask tbird, he

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Tue, 17 Jul 2007 16:26:48 GMT
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Sounds good and authentic styley... I like idea & will explore further...

Subject: Re: JA2 MFM for 1.13
Posted by cervajs on Mon, 23 Jul 2007 11:09:26 GMT
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waiting for the FIRST 1.13 based ja2 mod ...   :wrysmiley:

"Stable" 1.13 section on http://ja2.freevoice.cz/index.php/113mods-url is still empty

---

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Mon, 23 Jul 2007 11:51:40 GMT
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Two weeks or so for a workable thing without the MFM 1.07 items; players can choose something like dbb instead. After that bite me coz I'm knackered.

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Wed, 08 Aug 2007 08:29:55 GMT
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Quick gap between 2 small holidays. I have uploaded the 1.13 conversion kit. You need to have dowloaded the 1.07 plus various fixes first. It does not really include the MFM items at this stage but everything else works well. Try to leave the options-ini alone at least for your first tour of duty as some of it is very finely balanced. The changes to tabledata ROCK. All those unlocked militias! NJOI.

Subject: Re: JA2 MFM for 1.13
Posted by Andris on Wed, 08 Aug 2007 08:49:19 GMT
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where have you uploaded it?

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Wed, 08 Aug 2007 08:55:20 GMT
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http://files.filefront.com/JA2_MFM_Conversion_Kit.7z/;8257759;/fileinfo.html

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Subject: Re: JA2 MFM for 1.13
Posted by Andris on Wed, 08 Aug 2007 09:05:25 GMT
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I play 1.13 on expert with Ini settings set to garrison 450% etc. What difficulty settings do you think would make me happy without ini modification:)?

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Wed, 08 Aug 2007 09:12:28 GMT
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Oh feel free to change that kind of thing! Do what you want; but I can't guarantee what it'll be like. Might be Suicidal as all troop levels are higher than Virgin JA2 anyway. Have a few experiments with it see how you get on.

Subject: Re: JA2 MFM for 1.13
Posted by Andris on Wed, 08 Aug 2007 09:32:35 GMT
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ok thanks very much. I will be off to Sweden , Finnland and Norway for 2 weeks in a few days time, then another week here at lake Balaton so A lot might change until I came back:). hope I can try it before I leave.

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Mon, 20 Aug 2007 08:24:07 GMT
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I forgot the alarm. Copy it from the sounds folder of the 1.07 and paste into the sounds folder of 1.13 data but outside of the weapons ogg files. I love that damn alarm; be a shame not to use it...

Subject: Re: JA2 MFM for 1.13
Posted by lalienxx on Mon, 20 Aug 2007 09:53:04 GMT
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The mod is now available from SVN repository at:
https://81.169.133.124/source/ja2_v1.13_mfm_data

Subject: Re: JA2 MFM for 1.13
Posted by wolf00 on Mon, 20 Aug 2007 21:42:22 GMT
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well this looks like good new mod,but some weapons is displayed on ground like nada item,some weapon have bad ammo capacity-d.e .357 grabing from ground[from dead emeny] have 20rounds in clip,colt 1911A1 have 13rounds,mp5K4 have 34 rounds in clip ...i using mfm over rev 854/1147

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Tue, 21 Aug 2007 08:21:25 GMT
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The small items looking like the default Nada Mortar Icon is a problem I agree but only a small one. The 1.13 I was using was 687 and that's how the small items arrived to me; sorry didn't have time to edit. The wrong ammo or wrong capacity in dropped items tends to lessen as you progress; again not what I would call a show stopper... map related apparently which would have meant replacing all 32 enemies in all 107 maps... again I didn't have time in the end. It is only a conversion from the 1.07 after all!

Goddammit I'm dumb as a bucket of frogs. I just realised what I done wrong. Go into your normal unmodded version of 1.13 and copy the small items from tileset 0. Paste into tileset 0 in MFM 1.13 Data. DOH!

Subject: Re: JA2 MFM for 1.13
Posted by cervajs on Mon, 27 Aug 2007 16:30:59 GMT
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IalienxxThe mod is now available from SVN repository at:
https://81.169.133.124/source/ja2_v1.13_mfm_data

this is final 1.13 version of MFM?
can you make .zip file? (i can publish it on http://ja2.freevoice.cz)
what is needed to install MFM 1.13? only extract .zip to 1.13 directory?

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Tue, 28 Aug 2007 08:22:34 GMT
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I'm afraid I haven't had a chance to look at what the repository setup is like. I'll try to get in today.

From the filefront dowloads to get MFM to run in 1.13 you need all the 1.07 stuff & fixes; then the 1.13 conversion kit. One of my hopes was that in having to put bits of it together yourselves more of you might become modders! & no it's not the final version; it will just have to do for now as my

real life situation has radically altered recently and I have very little time; plus various people expressed a desire to use a different items mod in the 1.13 version of mfm like dbb (not sure how this has worked out?); but it meant spending hours converting mfm 107 items into mfm 113 items was not even wanted really.

Subject: Re: JA2 MFM for 1.13
Posted by Sgt York on Tue, 28 Aug 2007 15:17:01 GMT
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Will- Thanks for all your efforts. I think you're taking the right approach. The wait for 1.13 seems unending; no new mods will ever get out if we wait for it to be "perfect". I'd much rather play something new, even if it isn't perfect. At the same time I have the greatest admiration for everyone working on 1.13. Theirs is a thankless task beacuse most of us just complain about the wait. Again, attaboy to you !!

Subject: Re: JA2 MFM for 1.13
Posted by Mauser on Tue, 04 Sep 2007 16:15:31 GMT
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hey Will Gates, just wanted to tell you that i am trying out your 1.13 MFM version now and i like it just as much as the 1.07 version.

the maps are even better in higher resolution and everything else is quite the same.

i still have no real idea, how the different factions are connected and how to handle them.

the whole faction element could use some extended tweaking or even some coding to make it more complex and believeable.

other tahan that, i am quite happy with the package. except maybe for these hidden "fortified houses", which don

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Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Wed, 05 Sep 2007 16:30:44 GMT
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I am just going outside; I may be some time...

Subject: Re: JA2 MFM for 1.13
Posted by lockie on Wed, 05 Sep 2007 16:45:27 GMT
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no , will , dont do it !!! here , eat one of my toes instead old chap , theyre chocolate ! :wave:

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Thu, 06 Sep 2007 07:51:12 GMT
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Mmm... yummy. :blah:

Subject: Re: JA2 MFM for 1.13
Posted by Sgt York on Sat, 08 Sep 2007 17:02:24 GMT
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Subject: Re: JA2 MFM for 1.13
Posted by wolf00 on Sat, 08 Sep 2007 18:36:33 GMT
View Forum Message <> Reply to Message

will gates: one stupid question-any chance for better grafic in your mod ?

Subject: Re: JA2 MFM for 1.13
Posted by Mauser on Sat, 08 Sep 2007 21:01:22 GMT
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@ Sgt York: i had problems with CTDs and odd behaviour too with the MFM 1.13 over recent 1.13
SVN install. rendered my game practically unplayable.

i now tried out Overhaul

Subject: Re: JA2 MFM for 1.13
Posted by Sgt York on Sun, 09 Sep 2007 20:08:41 GMT
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Will, an important question for you: Should I continue this game or give up because everyone

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Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Mon, 10 Sep 2007 10:23:16 GMT
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Killing KP is good but more fun is steal his money so he sends the assassins coz you will like their kit when they fall. Don't fall out with SmaCo coz it's very painfull. I've done just that in my current 1.07 game and having a tough time. In my 1.13 current game I'm being more polite.

All NPC's who side with KP or Hix are dressed like Policemen (call it ironic if you like).

Most Shopkeeper and Bartender NPC's tend to side with SmaCo.

RPC's from whatever faction tend to be in a Uniform of sorts.

& @ Wolf; sorry about the graphics you don't like. In 1.13 take Mausers route and use the dbb perhaps?

Subject: Re: JA2 MFM for 1.13
Posted by Mauser on Mon, 10 Sep 2007 15:15:17 GMT
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Will, i now took alma and encountered some strange things.

first, there

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Mon, 10 Sep 2007 15:40:38 GMT
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Once recruited his face should be fine... it's just Gaston's face from UB...

Private Ryan... weird; I'll check him out (he worked fine in 1.07).

But oh there is so much work you would have me do and I agree with some of it. MFM is going to have to remain an "unfinished symphony" for a while longer. I have a new job starting late October. I am certainly moving house (200 miles or so) and I have a girlfriend who doesn't really understand computer related stuff. Once settled back down in my old fave town of Maldon I'll get the chance to do some JA work while she's watching her tv soaps with any luck. Of a more immediate problem is when I stop at this current job my access to the forum will cease... arrgh horrible. Hope I can re-register still as me from a different base??? Only the great BP himself can decide!

Subject: Re: JA2 MFM for 1.13
Posted by wolf00 on Mon, 10 Sep 2007 19:59:11 GMT
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will gates: your new interfeace in game is good work,your mod is build on base rev 687 right ? this is litle oldie,this not aimed on you ...

Subject: Re: JA2 MFM for 1.13
Posted by damsgard on Mon, 10 Sep 2007 20:13:41 GMT
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Now why have you choosen a comic strip front page by the name of Nemi, (Its Norwegian infact) as your interface??? Funny you did so... Have you asked the artworker for her granting you to do this?

Subject: Re: JA2 MFM for 1.13
Posted by Shrike on Mon, 10 Sep 2007 22:38:06 GMT
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Will, I think Abdul may help you out with account issues. Although I don't really see the problem. An account is just user name + password?

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Tue, 11 Sep 2007 07:49:47 GMT
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Wolf: yes it was 687 & patched. seemed the most stable at the time. Mauser is using something much more up to date and finding it ok enough I think?

Norse: I just love Nemi. I didn't get permission (you have her address? maybe I can retro-ask) but I changed the picture a bit & more importantly am not attempting to make any money by using it. I think the artist would be pleased more than annoyed. Flattery is flattery even from a nerdy computer type.

Subject: Re: JA2 MFM for 1.13
Posted by Mauser on Tue, 11 Sep 2007 11:02:51 GMT
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Will GatesWolf: yes it was 687 & patched. seemed the most stable at the time. Mauser is using something much more up to date and finding it ok enough I think?

first, yes i am finding it ok enough playing with recent SVN + MFM 1.13 + DBB mod. with Overhauls BETA 17 exe that is. without that, the game was nigh unplayable. but with it, almost no noticeable bugs whatsoever. except that i cannot find the flamethrower, instead i get a "creature spit" item where it

---

Subject: Re: JA2 MFM for 1.13
Posted by the scorpion on Tue, 11 Sep 2007 12:17:56 GMT

you said it yourself mauser, for a mod, certain requirements have to be met.

as far as factions come in, you just can't do much cool stuff with them. Will made creative use of them, and that's about as much as can be done. there is simply not enough control of factions and there are no provision to ever improve the control and influence over faction behaviour be it through 1.13 or however else.
all it would take is playing 1.13 MFM and people could easily see that faction behaviour would require an urgent, massive improvement (code-wise)

me, i dropped almost all faction-based features in my mod because of this. This renders of course a part of the story pointless, but what can we do...

the fact that you have no flamethrower is because you have DBB itemsmod installed over MFM. But i mean, honestly, it probably takes like swapping 3 pictures and stats from 2-3 files to recreate it i guess...

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Tue, 11 Sep 2007 14:22:10 GMT

LOL Scorpion.

I can't work out if you're calling me or Mauser the lazy person! I never got that damn 1.13 item editor to work for me I'm afraid. I may at some point download the DBB thing and have a tinker (for FT etc).

However RL is biting my butt. My ex-wife is trying to sabotage my future by restricting access to my kids etc and being a general pain. Never marry a spoilt little control freak is my advice folks, no matter how nice she seems to be at first!

Subject: Re: JA2 MFM for 1.13
Posted by the scorpion on Tue, 11 Sep 2007 15:19:15 GMT

i'm not calling anybody a lazy person.

i just state that mauser's problem isn't insurmountable (is that a real word?)

i don't expect you to support external mods of any sort --- goodness, no.

I understand it's a tough time for you there. My respect for supporting this mod and sticking around despite the odds.

Subject: Re: JA2 MFM for 1.13
Posted by Mauser on Tue, 11 Sep 2007 16:21:19 GMT
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Quote:as far as factions come in, you just can't do much cool stuff with them. Will made creative use of them, and that's about as much as can be done. there is simply not enough control of factions and there are no provision to ever improve the control and influence over faction behaviour be it through 1.13 or however else.

Quote:me, i dropped almost all faction-based features in my mod because of this. This renders of course a part of the story pointless, but what can we do...

Well scorpion, if you say that, i respect it. you gotta know it after all. it

Subject: Re: JA2 MFM for 1.13
Posted by Mauser on Wed, 12 Sep 2007 03:30:50 GMT
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ok, one more thing i noticed that bugs me: why the heck can

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Wed, 12 Sep 2007 08:27:04 GMT
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Herr Mauser. Your numerous and many concerns are duly noted. This last is probably the most valid structural point to date... Coder required!

As to your point regarding Tixa etc. Every MFM map has been designed to challenge the way you normally do things. I was tired of using the same old solutions every time. So agreed you can no longer sneak into Tixa the old way. Use something to blast a hole in the fenceline in a different place. I took it with Barry plus Imp from the North so is still possible on a light crew. Regarding landmines; you are lucky so far. There are many scattered about several maps. However many are set to 33% likely to be there; this means the player (in this case you) doesn't tend to learn their positions so easily by memory of previous games.

Subject: Re: JA2 MFM for 1.13
Posted by Kaerar on Fri, 14 Sep 2007 03:19:19 GMT
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Sounds like I should check this mod out

It sounds like a chllenge on the same level as the 8000 enemies Savegame with Vanilla!

Subject: Re: JA2 MFM for 1.13
Posted by Mauser on Fri, 14 Sep 2007 04:27:56 GMT
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Sir Gates, ia am truly glad i can help in a constructive way and give you the due respect you deserve for your work.

i now see the unique perspective in your mod and it is indeed a valid and meritful approach, to give your mod a different feel and forcing the player to leave the old JA2 paths, in order to present a new, exciting challenge.

i see, that you rely heavily on heavy firepower and the use of grenades and explosives and much less on stealthy action in your mod. the player more or less has to act like a heavy assault team and engineer platoon rather than a silent commando.

that

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Mon, 24 Sep 2007 12:21:43 GMT
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Aha! I have just had good thought regarding jumping over the stacks of tyres. If I rename the sandbag JSD and make sure I have same number of images (basically many copies of the three tyre stack) they will become jumpable. Downside of this is it might not make the "bullet hitting rubber" sound anymore... not sure if sounds for hitting objects are dependent on JSD files or just the object name? Will find out.

Subject: Re: JA2 MFM for 1.13
Posted by Kaerar on Tue, 25 Sep 2007 03:03:21 GMT
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Sounds a dependant on name rather than object type. You see the same with guns in vanilla JA2.

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Tue, 25 Sep 2007 12:09:42 GMT
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Thanks for that. So there you have it, jumpy tyres easily possible and no coder required. Grooving.

 :coffee:

Subject: Re: JA2 MFM for 1.13
Posted by Mauser on Tue, 25 Sep 2007 14:47:13 GMT
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Will GatesThanks for that. So there you have it, jumpy tyres easily possible and no coder required. Grooving.

 :coffee:

glad to see you

Subject: Re: JA2 MFM for 1.13
Posted by CNC_gun on Wed, 26 Sep 2007 18:23:29 GMT
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Dear Sir!

Mr. Will Gates!

Please kindly find some time and write a complete "How to install MFM1.13 for DUMMIES"!!!

Copied all from SVN, then copied all to a free installation of 1379 exe with "overwrite all" to DATA_1.13 directory.

Started game. Can play in A9 and A10 only!!! If enter in A8 - cows points directly to CTD!!!
If enter A11 - CTD after red(green) stripe! Not even seen the sector. The same with B9 and B10!

Help please!!! I shall even stop to drink my vodka ration!

Subject: Re: JA2 MFM for 1.13
Posted by CNC_gun on Wed, 26 Sep 2007 18:26:54 GMT
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Ah! The A9 and A10 are really new!!! And natural, say, real!

But can not interact with Fatima!

Subject: Re: JA2 MFM for 1.13
Posted by bipboy on Thu, 27 Sep 2007 17:13:38 GMT
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I haven't played MFM yet but notice this in the MFM website

Larger nastier better equipped. They are in both sectors of Omerta so don

Subject: Re: JA2 MFM for 1.13
Posted by CNC_gun on Thu, 27 Sep 2007 18:50:46 GMT
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Thanks for assistance, shall try now...

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Fri, 28 Sep 2007 11:02:45 GMT
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CNC; These CTD's sound strange. Are you certain you have MFM Binary Data (inc JA2SET) in the right place? I will take screenie of absolute correct setup at weekend and post you them Monday... Sorry not to be quicker but been away for work and going away again in 5 minutes!

Subject: Re: JA2 MFM for 1.13
Posted by CNC_gun on Fri, 28 Sep 2007 15:20:01 GMT
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Many Thanks! Will (sic!) wait patiently, but Will try to play! One more setup will not offence anybody!

Subject: Re: JA2 MFM for 1.13
Posted by CNC_gun on Sat, 29 Sep 2007 07:09:06 GMT
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Dear mr. Gates!

To be sure of all, i opened my JA2 CDs collection, removed dust from my PURE VIRGIN Buka 1.02 JA2, removed the bag, and have made TWO setups from two absolutely new, "newer played before", disks.

Then exported(!) all 1.13 stuff from SVN folder (renewed) to "1.13 setup stuff" folder.

Then copied from "1.13 setup stuff" folder to new JA2 folder, checking for directories structures and "replace all" thing.

Then checked game - it worked.

Then exported "JA2MFM_SVN" folder to "MFM_setup" one.

Then copied files and directories in a manner to replace 1.13 ones with 1.13MFM ones.

Ouch! Horror! Interface is green, Militia is BLUE-WHITE, army is RED-GREEN, no enemies in A10, Fatima refuse to make anything... Pass to any sector (exept A8) - CTD after "loading strip"

(red-blue).

Can enter in A8, sometimes can have a meeting with cowchiselpeckers - (they are outrageous - shoulda kill them?), but - damn! - CTD! It seems, cows eat some "triggers"...

BTW - a nice, very picturesque sector! Like a postcard!
You're a pro, mr. Will Gates! The only one remark - how about to add some fences, in order to prevent "the cows migrations", just to add some reality?..

Oh! I remember one more thing - in A10, there are one normal mine, and 2 (two) "trigger things" - the last two, if disarmed (my chargirl is a miner and electronics engineer (graduated, You know)!), remain "trigger things". What to do with?

...(a part) I'm not a dummy, am I?! Or simply russian?.. That's a question (a scull in the forum!)!

P.S. Where the JA2SET must be? Actually it is in JA2/Data/Binary Data/ folder. Please, don't make screenshots - a simple "directory structure list" Will (sic!) be enough!

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Mon, 01 Oct 2007 08:47:02 GMT
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The simplest thing to do is download mfm 1.07; the various upgrades in order & then the 1.13 conversion kit which has description of what you need to copy and to where.

Inside 1.13 DATA: your Binary Data should contain the MFM Prof.dat; Palette; JA2Set etc. The tilesets also need to be in 1.13 Data as do the Maps; Character Info and so on. Really a screeny or two would be simpler. & don't knock yourself for being Russian?!* If I wasn't British I'd like to be Russian!!! (See there was this girl called Dina Timartseva... omg an angel fell to earth etc & that accent... oh just the memory gives me goosebumps)

*)

Subject: Re: JA2 MFM for 1.13
Posted by CNC_gun on Tue, 02 Oct 2007 18:35:58 GMT
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Many Thanks, mr. Gates!
Hope You will remain here, still porting Vitruvius knowledge to JA2 architecture!!!

We're fiery proud to be ourselves, to be Russians. But a part of this pride is the

As per Your memory - Your nice goddess isn't Russian! She would be turc (not turkish, but tatar, bashkir) or Caucasian, but certainly (near to...) muslem!

And for MFM - it seems the problem is right in the selfdigging - there are 12 (yes, a full dozen) of various JA2 mods on my computer, and all of this data tend to "make incest!"

So, after a good and meticulous disks clean up all will be nice.
Trying to enjoy Your picturesque maps at least with editor (1.13 ofcos), i've been astonished when saw a set of NO1.0alfa maps, normally located even on the other phisical drive!!!

XP file indexing... Oh, God... Always dreamed to change the standard Windows "recycling bin" to an animated BILL Gates over a w.c. pan, and renamed to "Recycling BILL"...

Subject: Re: JA2 MFM for 1.13
Posted by Kaerar on Wed, 03 Oct 2007 03:19:01 GMT
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Just got the MFM off the repository and its going great guns

Got DBB working in parallel too so it should make life interesting.

As for the map why is Tropico on the pcx? Isn't that meant to be a new city/town?
Also did you actually unlock all sectors or are they still hardcoded out?

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Wed, 03 Oct 2007 08:56:54 GMT
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Tropico is err... like a mini quest. You can rescue RPC there. All four maps are valid but you must take a boat trip first!

Subject: Re: JA2 MFM for 1.13
Posted by Kaerar on Wed, 03 Oct 2007 09:00:53 GMT
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Do you have a copy of the PCX file without Tropico on it? Cos I want to see if I can add that into the interface setting. You are quite welcome to have it when done

---

Subject: Re: JA2 MFM for 1.13
Posted by Will Gates on Wed, 03 Oct 2007 09:10:24 GMT
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Sorry no I don't. Not entirely sure why you would want to do this anyway? To make it yourself save as bitmap; edit the area in question; copy the lot and paste back in pcx (from photoshop or

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similar). Remember to keep copy of my original renamed as something else just in case.