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Subject: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders  
Posted by [Shanga](#) on Wed, 11 Jun 2008 16:49:09 GMT

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After numerous debates a general opinion has emerged that a concentrated effort is needed to make a Stable Modding Platform using v1.13 project as a base. Various details still need to be ironed out, but the main goal of the project is to provide mod makers with a modular, bug-free (as humanly possible), tool rich platform.

Kaiden will lead the project for SMP v1.13, but he needs a team of good programmers, to help debug the C++ code and create new editors for XML files. If you want your name in the JA2 modding history, now is your chance.

We'll also invite dedicated JA2 modders as part of the project (from map makers to tileset designers, gun makers and 3d artists) to join our SMP Mod Panel. The Panel will be the place for brainstorming and deciding the major lines of development of SMP, before it goes into "production" aka in the hands of coders.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Thu, 12 Jun 2008 23:08:49 GMT

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Please reply to this post if you're interested in joining the team. Only those on the list will be given access to the Team Forum, where the actual development will take place, so now it's your chance.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Marlboro Man](#) on Fri, 13 Jun 2008 00:06:57 GMT

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I can beta test.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Sat, 14 Jun 2008 14:49:56 GMT

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Private team forum locked. Again, put your name here if you want to be a part of the project.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [lockie](#) on Sat, 14 Jun 2008 16:58:31 GMT

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SIR ! REPORTING FOR DUTY SIR ! :smilingsoldier:

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [shed23](#) on Sat, 14 Jun 2008 19:56:32 GMT

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Definitely in.

Cannot wait to get started.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Khor1255](#) on Sun, 15 Jun 2008 03:21:23 GMT

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I'm in. My responses may be a bit slow but I will test whenever I get a free second.

It's looking like I may have some free time around the middle of August but I may be sporadic until that time. Please send me any material I will need because I never know what life is throwing at me these days and I could get more free time than I expect.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Khor1255](#) on Sat, 28 Jun 2008 21:36:21 GMT

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I am assuming this part of the forum was supposed to be readable by the general community.

It is not.

Please fix this if that was the original intention.

Thanx.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [lockie](#) on Sun, 29 Jun 2008 17:01:24 GMT

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Quote:I am assuming this part of the forum was supposed to be readable by the general community.

It is not.

Please fix this if that was the original intention.

Thanx.

umm , you sure it's not readable ?? cause if you answered the post , then BINGO !!

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Khor1255](#) on Sun, 29 Jun 2008 17:09:05 GMT

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I am part of the SMP team (I guess so anyway, that's what it says on my badge). But when I log out this section and the one on top of it (the one that is supposed to be private I guess) dissapears.

I have tried the same thing on other computers (in fact, checking the forum from another computer is how I discovered this) and unless I am logged on I can't see this section or the one above.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [lockie](#) on Sun, 29 Jun 2008 18:32:23 GMT

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hmm , well I suppose Shanga will attend to it tomorrow at work ! I tend to check in to forums myself when I've got a bloomin site and bout 40 men to keep at work ! ah well , all work and no play , etc...

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Mon, 30 Jun 2008 13:23:52 GMT

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Come again?

So...

Public forum (this one) should be visible by all members (not guests).  
Private forum (the other one) should be visible and accessible only to SMP team.

Where did I messup? You want me to make the public forum accessible to guests?

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [lockie](#) on Mon, 30 Jun 2008 13:30:59 GMT

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I must be thick , cause I'm not getting the point , sorry Dan .

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Khor1255](#) on Mon, 30 Jun 2008 18:27:24 GMT

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O.K., my mistake. This section is only visible to MEMBERS and not anyone who just browses in.  
That's the best way to do it.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Tue, 01 Jul 2008 15:13:27 GMT

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Actually you had a point there... I set the forum to be viewable but read/only by guests, so we can attract new people even if they are just lurking...

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [KEN C](#) on Fri, 18 Jul 2008 18:23:17 GMT

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A welcome face if I ever saw one!

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Longshot](#) on Wed, 23 Jul 2008 03:51:01 GMT

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So, I'm not as active here as I once was but I'd be very interested in helping out with Beta Testing on this project. I've just finished a MOD project for COD:UO and would prefer to move "back" to something more my flavor.

I have used many of the mod tools previously and obviously have played the game the prerequisite 1000 times!

It goes without saying that if accepted, I would become more active again.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Wed, 23 Jul 2008 10:36:38 GMT

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Application noted, but unless we get more coders there's nothing we can betatest. To quote scorp, all this becomes a "useless PR exercise".

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [SpaceViking](#) on Wed, 23 Jul 2008 13:45:43 GMT

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Add me to the list of coders.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Ilvi](#) on Wed, 23 Jul 2008 14:15:09 GMT

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Thanks, Space Viking for stepping up! Thunmbs way up! (this from a lurker, no less. Not even a modder).

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [SpaceViking](#) on Wed, 23 Jul 2008 20:23:41 GMT

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My many mercs changes went better and faster than I had hoped so I should have time. The only "big" thing I have left outstanding (other than bug hunting) is to finish externalizing the merchants. I started coding that last week but got distracted by vacation. Did you know they really do say "Eh?" all the time in Canada? I thought it was some weird sort of stereotype...

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Longshot](#) on Thu, 24 Jul 2008 00:07:59 GMT

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Thank you.

I have read all the threads in this particular section (I did that last night)

Is there some other team section I'm supposed to look at?

(I thought there might be, but I don't see it...)

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Marlboro Man](#) on Thu, 24 Jul 2008 00:36:31 GMT

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When Shanga see's this he will change your status so you can view the other thread.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Johnny Mash](#) on Fri, 25 Jul 2008 04:09:04 GMT

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Though this is my first post, I've been been (mostly) keeping myself up to date with news anonymously and I've always wanted to be involved with a project in this great community. Being sixteen and blissfully unemployed, High school and hunger are the only things that get in the way all the free time I've got.

Unfortunately, my only acquaintance with coding has been a misspent year of Java classes. Reading any code for me is like reading French: I know the base mechanics and I'll probably be able to understand the basics, but couldn't repeat it back to you.

On the flip side of the coin, I'm a bug magnet and I love making games jump through hoops to see what makes them screw up. ADHD - may it forever keep me awake! - makes me try every possibility, push every button, pull the levers, and twist all the knobs I can see. Modding since Windows 3.1 was cutting edge, I've beta tested a few games and I'm always bored without

something to play with. It'd be great to be invited onto the team, I'm sure it'd be fun.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Fri, 25 Jul 2008 17:22:53 GMT

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Oh well, server was moved and the dumbasses put online a backup a few hours olders... From the looks of it they skipped a whole day or something.

Gotta reassign the groups... Going to do that tonight.

Regarding the betatesters, Kaiden has the final word on how many. All those posting here will be taken into account, of course.

Right now there is nothing yet to test.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [shed23](#) on Sun, 27 Jul 2008 15:14:14 GMT

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Quick question.

Where does the "Big Maps" project figure in all this ?

Or does it not ?

I ask, because I note that it is intended that a "crash proof" and expanded (for want of another word)editor will be provided.

For the record, I like the idea of the Big Maps.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Kriplo](#) on Tue, 16 Sep 2008 15:25:21 GMT

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Hi guys,

I would like to join the team and help you as much as I can, and hoping it's not too late. Why?

Because there is no better game in known universe than JA2 (v1.12).

Now you create v1.13 and left me without words for admiration how great job you do.

Thank you very, very much now I now JA2 will live forever as deserved, of course many thanks to guys who wrote original and to Wildfire team who made source opened.

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I have 12 years experience programming in C, something less in C++, so JA2 give me no problem for reading, coding, debugging. From time to time I

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [wanne \(aka RoWa21\)](#) on Tue, 16 Sep 2008 16:49:32 GMT

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@kriplo: We always need experienced programmers

What bugs did you fix in the 1.13 source code? Do you have a list?

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [lockie](#) on Tue, 16 Sep 2008 18:57:55 GMT

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Promote that man immediately ! At least Major-General

Welcome aboard Kriplo , your talents will be appreciated I'm sure . If you can give us a list of your changes/bug fixes , the world could be yours ! :ok:

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Khor1255](#) on Tue, 16 Sep 2008 20:01:29 GMT

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Kriplo

It would be very cool to have someone else looking at making a more stable version of the 1.13 for modders to use. There are serious problems with the 1.13 map editor as well as problems and limitations to even the original versions of the map editor.

If you could look at this code and not get too bored (or whatever is causing such profound lack of interest) you would be aces as far as I am concerned.

Specifically there is a problem where the 1.13 map editor cannot handle entry points on hostile maps. This never happened with the old editor so it would be a great place for you to start.

Welcome aboard man. If you are for real it's Christmas come early for Ja2 modders.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and



Betatesters

Posted by [Shanga](#) on Wed, 17 Sep 2008 01:28:03 GMT

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It's an ongoing effort so it's never too late to join. Welcome aboard kriplo.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Kriplo](#) on Wed, 17 Sep 2008 10:17:00 GMT

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Thank you guys on warm welcome, hoping I can prove myself worthy.

First there is list of my fixes and changes what is done till the latest version currently on SVN. Wrote this as remember for more details I need to check in code. And in code are probably more changes then is listed below. Unfortunately didn

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Starwalker](#) on Wed, 17 Sep 2008 12:20:36 GMT

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KriploOrdinary smoke gas now make little damage to your energy if you not wearing gas mask (it was implemented in wildfire and I think that ok well try you breading smoke That really depends on the type of smoke generated. Early on smoke grenades used some chlorine-based stuff, which was really unhealthy to be in. Today's smoke is not as hazardous as the stuff from back then.

So I would not call your change a necessary 'bug'-fix

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Kriplo](#) on Wed, 17 Sep 2008 15:54:27 GMT

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Sorry mistakenly I put this as fix, actually this it very small change which I'd like much from wildfire.

About breathing chlorine-based stuff I have no experience, but don't trust even a bit for anything what pharmaceutics industry has to said about healthy

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Khor1255](#) on Wed, 17 Sep 2008 19:40:11 GMT

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I think people would breath a sigh of relief if someone took a look at the editor. Noone seems to want to do it much and there really are some very cool things you could do for the game if the editor was more sensible and working better.

It is true that it has always been fairly unstable in so far as when you are working with it you get unexpected assertion failures and or downright lockups pretty regularly. The most buggy parts of the editor seem to be when placing cliffs or road tiles. With cliffs you can end up with a situation where your map looks like it has ripped apart along a grid line and becomes completely unworkable at that point. Really nasty stuff that. With roads it usually ends up with assertion failures that will not allow you to save the map until you erase the offending road tiles. Most of us that work with the editor are kind of used to this stuff but I'm sure it puts off potential new users (in fact I have heard many people give up on the editor and in effect modding in general because of this).

My idea for the cliff fix is to simply have cliffs behave like wall/roof tiles but be impervious to breaching. I know you can in reality blow a cliff up with dynamite but for game purposes if cliffs acted the same way as walls it would cause all kinds of confusion. What would be a good solution is if the cliff could be treated as a wall with however much area it covered be treated as roof tiles. Any connecting cliff or even roof tile would also be considered on this 'level' so you could have mercs climbing up cliffs but also make some cliffs behave like arched roofs where the merc could not climb on top.

This sounds like wish list stuff but I think it might prove to be a major fix for one of the most annoying parts of the map editor.

But as far as an outright wish, I hope to see all the tiles available for use in any map. In other words, instead of tiles grouped into sets have the maps reference them by their tile name and not placement within a set. Of course some backward compatability with existing maps would have to be worked out so I am not sure if this is even possible.

At the very least, if you could make the editor less prone to lockups, assertion failures and general glitchyness it would really move the project forward not just for players but for people trying to create new worlds for this awesome game.

I am currently testing a version of the editor ChrisL has sent me that may have fixed the hostile map entry problem I talked about yesterday. I need to make a few maps with this to be satisfied that it really works but all signs are that he may have fixed this game breaking problem the 1.13 map editor used to cause.

Your changes sound promising. The focus of this section - as i understand it - is to make a version of the 1.13 that is as stable and moddable as possible. This is why it was suggested we even have a separate version. To that end I hope you are keeping as much documentation about the changes you make as possible. I think you already said it is present in the code so forgive me for being over cautious. But what I am trying to say here is while innovations are great most modders

would prefer they only be introduced after being thoroughly tested rather than just tested to one or two people's satisfaction. This is to insure that unseen problems like the nightmare we had with the editor don't come as a complete surprise to whatever coder makes the change but also there seems to be a condition in all 1.13 mods where when you get pretty far into the game it becomes almost unplayable due to lockups, crashes, and other constant annoyances.

To this end I would highly recommend you play a mod like Renegade Republik or anything based on the 1.13 so you might be able to guess what is causing this condition. It may be as simple as something not registering correctly in the save game code (as if that is really simple) but may be something or a group of things not experienced by people who just play the vanilla campaign.

Forgive my code illiteracy here. I can only make guesses. But in whatever capacity you decide to enter the project welcome again and good luck. I really hope you take a look at fixing the things that are breaking mods. We all want to build on the 1.13 but at this point very few still have any confidence left in it as a modding platform. This should definitely be fixed.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Wed, 17 Sep 2008 21:33:36 GMT

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@Khor - the first part is goes well beyond the scope of the editor. It affects the JSD structure of the tilesets. I think "fixing" the editor would mean more finding the cause for asertion failures and fixing it than hacking in new features (which in turn can cause more instabiliy). But you're right, the instability issues of the editor are a major turn off.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Khor1255](#) on Wed, 17 Sep 2008 21:43:33 GMT

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Right. Fixing it is far more important. I just thought if it is a problem that requires a lot of digging or changing it might be better to kill two birds with one stone and have climbable cliffs a lot of us wanted.

But your instincts are right on. This is the crux of the issue. New features (at least for this version) should only be introduced after thorough beta testing in a mod environment. At least then the possibility of completely surprises drops significantly.

I thought if other more stable code could just be borrowed to fix the cliff issue than that might provide an easy fix while also presenting a cool new option for mappers.

But, come to think of it there are some rather glitchy things even with roof tiles so the best solution is to look at it and see what is causing the problem. Once understood, I guess just making cliffs climbable would be an easy tweak.

You are right Shanga. That is the better way to go.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Wed, 17 Sep 2008 21:52:33 GMT

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It's a good idea, just not concerning the editor fix. Russians for example have done tremendous advances on this area (remember the guy who was posting a while ago how to make trenches?).

The editor just assembles the map parts. But the properties of these parts are controlled on individual level (they have the aforementioned matching JSD properties file). Of course, bad JSDs can crash the editor and the game. But somehow I have a feeling the road problem is not caused necessarily by "bad" tilesets. I'd place the blame on overlapping tiles and the brute version of the editor (instead of checking for errors and/or preventing bad mapping, it goes down in flames).

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Khor1255](#) on Wed, 17 Sep 2008 22:13:36 GMT

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Right!

And the same may be the case for the cliffs. The editor is such a delicate little daisy of a tool isn't it? Any effort to make it more robust or to certainly check itself against illegal applications (in the case of applications that might make entry into hostile sectors near impossible, or roofs to be ignored in some cases, or that really screwy bug some people have had when they map over a water area and the player seems to be swimming through the grass on the final map).

but since jsd structures and maps are so closely related I thought they might be worth looking into as well.

But - right again - fixing the base editor or especially making it a more forgiving tool should be top priority. I think you are right that the editor now fails to completely remove any former action. You see this especially when you remove items from maps yet still have 'ghost' appearances of them. But perhaps more seriously, the editor acts as if you are trying to put too much into a gridno when you add a road on top of the 'wrong' kind of ground texture for instance.

These things are definitely the first that should be looked at since they affect anyone even casually using the editor. The rest can certainly wait and I am again putting the cart way before the horse here but I guess I get sort of greedy when I hear anyone express any interest in working

on some part of the project that might make creating for the game better.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Kriplo](#) on Thu, 18 Sep 2008 07:05:34 GMT

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Yesterday after creating Debug project for MapEditor (currently is only MapEditor as release version in vcproj ???) briefly go through editing, and after few minutes was there was plenty, lets says,

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [shed23](#) on Thu, 18 Sep 2008 07:25:51 GMT

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Shangal'd place the blame on overlapping tiles and the brute version of the editor (instead of checking for errors and/or preventing bad mapping, it goes down in flames).

Exactly what I found with roads, and assumed the same for cliffs.

However, cliffs seem to cause a far more 'serious' glitch with the 'tearing' effect.

A while back, I messed about creating very simple road tiles, each one being a uniform colour and solid isometric 'square', (simply overwrote existing), had some troubles with JSDs' but they worked without assertion or general placement failures.

However, there were occasions, that if roads were placed over any debris, problems could still occur.

It was reasonable to then say that overlap was the main problem.

Unfortunately, I know zilch about JSDs', otherwise I would probably mess with tiles far more. Are there any 'how to' guides for JSDs' out there ?

@Kriplo....

Good luck to you !!

We really (desperately) need a stable editor as a prime objective.

Thanks for you volunteering.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Thu, 18 Sep 2008 10:50:09 GMT

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With the exception of the aforementioned Russian research and an old editor we used for UC, the JSDs have always been the "unknown". We do know how they work... they store tile properties such as "impassable", "jumpable", "animation", etc... but there's no official documentation that I've seen. Even the original developers from Sirtech seemed pretty much confused about JSDs - I assume they just had some primitive tools made by 3rd parties that generated them.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Khor1255](#) on Thu, 18 Sep 2008 16:59:42 GMT

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@ Kriplo

I should most likely send you the latest version of the map editor ChrisL sent me a few days ago. I am not getting the worst problems with this one and it does not have the major update nonsense. In fact, it loads faster than any beta editor I've ever used. I am going to ask him if this is alright or to (even better) send it himself so that he can explain (in coder talk) what you should be looking for with that particular version.

I'm really happy you are looking at the editor. A debug capability is a great first step. We have been talking about .jsds and their interactions with maps as being prime suspects for map editor problems.

There are many cool things that could be achieved with extended understanding of .jsds. A .jds file is the 'structural' information about each map object and how it relates to game physics and overall interaction. These files control such things as how massive (tall or wide) map objects are as well as other properties like if they can be penetrated by gunfire, opened by a player (doors and crates), climbed on, jumped over, if they are water, if when shot they might explode, and most likely a few dozen things I did not mention. Unlocking the properties on these files would not only allow modders to have a better working map editor but might also provide us with the means to create new map objects with a better editor than those currently available (I know, greed rears its ugly head again).

There are a few current editors that may or may not help you to understand .jsds (assuming you don't already). I could send them to you or you could get them from here:

<http://kermi.pp.fi/ja2/editors/>

The other major issue with the editor might be far easier. It seems the editor does not correctly erase or overwrite existing tiles. Ideally, if you placed a new tile on top of one (like a furniture tile) that the program would have to pick one or the other it would place the new tile automatically erasing the old one. This would only be desirable for tiles like furniture because you would still want to be able to place other things (that the game allows) on the same tile. You must currently erase the existing tile before adding your new one (which may be the only way to do it in the end and that is not a problem) but very often the game still acts as if some 'trace' of the erased map object is still there and this can result in assertion errors and other weirdness that make some modded maps a mess.

I hope you can do something about these problems but if you find that it is too boring or whatever please stop and work on something that entertains you. The worst thing would be to have you burn out before adding anything to the project. It is my sincere hope you stick with the map editor for a while but we all do this mainly for entertainment so please stay entertained.

@shed

Did you ever get your map editor working? I would also like to send you the one ChrisL sent me so it could be two people testing it instead of just one. Thanks for the input here. There are so few of us who respond these days that it is good to hear another voice once in a while.

@Shanga

Yes. Even the best JSD Editors are lacking (the Russian one I've never really been able to understand and it is supposed to be by far the superior one). Having all of this data understood and - dare I hope - externalized would be a fantastic leap for modding ability and general improvement of our understanding into an extremely important element of game physics. I really hope someone cracks this one.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [shed23](#) on Thu, 18 Sep 2008 19:00:05 GMT

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Khor1255@shed

Did you ever get your map editor working? I would also like to send you the one ChrisL sent me so it could be two people testing it instead of just one. Thanks for the input here. There are so few of us who respond these days that it is good to hear another voice once in a while.

I have, of sorts, got the editor up and running.  
It is highly unstable though.

I would certainly appreciate your sending me the one by ChrisL. Once I have it, I will do my best to trip it up, or whatever.

I can seriously devote time to this towards the end of this month, and (hopefully), solidly from then onwards.

Regarding the JSDs'.

If I was to create a new static graphic, how is a JSD assigned, or with what program, and how ?  
I am clueless on this one !!

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Khor1255](#) on Thu, 18 Sep 2008 19:11:59 GMT

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There are two JSD builders on the kermi site

<http://kermi.pp.fi/ja2/editors/>

They both start with jsd in their title. About halfway down the page. The only thing I have ever done is replace existing map objects with new ones and reassigned the .jsds to their correct dimensions. There is so much more you can do with those programs but the best way I've always had to introduce myself to any utility is to load it and check it out. I always keep an experimental version of my mod and an experimental version of the vanilla game to make sure any problem I have is unique to my mod and not something I am doing wrong on a fundamental basis. I'll send you the map editor by ChrisL. He said it should work with any version passed the 2085 but I am experimenting with the 2112. If you also need that .exe let me know.

I hope between the two of us we can actually provide some help to whoever is working on the map editor. I almost completely abandoned the 1.13. It would be a shame after all the progress that has been made here but something that cannot be modded is of no interest to me. I've already played the vanilla game to death.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Kriplo](#) on Thu, 18 Sep 2008 20:02:52 GMT

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Thank you all, provided information helps me a lot. Already find serious memory leaking when you put road tiles, tomorrow I will investigate in more detail.  
I

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Khor1255](#) on Thu, 18 Sep 2008 21:54:16 GMT

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That is most likely the same editor we are using.

The exact title of mine is: Map Editor\_2345\_en\_100AP.4. I think the 100ap.4 has something to do with the new 100 ap code but I don't know where or if this affects the map editor. I do know that the most serious issue with the 1.13 map editor seems to have been solved in this one and it loads faster than any map editor I've ever used (even the vanilla one). Hat's off to ChrisL if this is really fixed. I have only really altered a few maps with it so far but all signs are that it is fully functional.



The other issues - of course - are vanilla map editor issues. But they are extremely serious because they have put off many a potential modder due to incredible amounts of frustration. See, those of us who are barely computer literate yet still want to create for games we like are predisposed to be intimidated by computer error. We are used to such errors being our fault. When we find that it is the program acting in such an unpredictable and sometime catastrophic way it takes all of the fun out of it. I've been blessed (or cursed) in the past with a lot of extra time on my hands to track down and try to figure workarounds for such issues. I have put up with placing the exact same road tile about 100 times to the exact same location because the editor does not want it there. I'm not exaggerating.

I've just about completely given up on messing around with cliffs. On almost every occasion I have spent about 45 minutes assembling my cliff set along one edge of the map (one time I got crazy and actually tried to place a cliff (mesa) in the middle of the map) only to have the entire map be 'ripped' out of any functional use once I hit save.

This is frustrating to say the least.

What we are looking for in the SMP project is a way to make a version as stable as possible but also with enough tools to make creating new gameworlds for Ja2 as user friendly as possible. What you are doing by working with the editor is removing a huge amount of obstacles to anyone just getting into modding while saving those of us working on mods countless hours of wasted work due to some erroneous way the editor handles what we try to do with it.

If you also find a way to make an easy to use JSD editor (or series of xmls even) or can even get to the bottom of why some jsds behave so erratically (roofs, cliffs, roads, etc.) it would be of great benefit to those of us trying to make mods.

Thanks again for looking at this stuff. I hope it maintains your interest.

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Marlboro Man](#) on Thu, 18 Sep 2008 22:59:02 GMT

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Quote: Map Editor\_2345\_en\_100AP.4.

Yes, that's the latest.

Quote:I think the 100ap.4 has something to do with the new 100 ap code but I don't know where or if this affects the map editor.

That's only the filename. And has nothing to do with the map editor.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and

Betatesters

Posted by [Kriplo](#) on Thu, 18 Sep 2008 23:14:34 GMT

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Yes, version seems to be identical.

Found source of memory leaking in road placement and fixit. Not getting more messages like

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Khor1255](#) on Thu, 18 Sep 2008 23:29:12 GMT

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---

I don't know of any list of editor bugs and the search function here is not very functional. Cliffs are really weird to place because where your cursor is does not seem quite right and you have to fit them together just right or they look like hell. If you play around with it a little you will most likely get it.

Shed has a very cool map editor guide somewhere. I used to have it but lost it in a HD boo boo and have not obtained another copy. I could send you the ub editor manual but you could probably find that just as easy.

You are on the right track getting familiar with the editor and it's great to hear that you already have a fix for one of the more quirky bugs. If there is anything I can help you with my address is:

khor1966@yahoo.com

I should have a lot of time in the next few days but after that it may be a little hard to get in touch with me. But I will definitely answer any question or provide any material you might need. It's looking like we might be making some progress here after all.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Marlboro Man](#) on Fri, 19 Sep 2008 01:33:52 GMT

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Quote:Is there on forum any official list of editor bugs and things what should be done with them?

Unfortunately not. So you will have to go by what Khor and Shed tell you about what's wrong. I myself have been out of the loop for a while now, but hopefully after the end of next month I can get back into things. Scorpion would have been another good one to tell about bugs, but I guess he is not associating with BP anymore. Anyway....good luck finding bugs and glad to have you aboard.

And here is the link to Shed's Editor manual.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [shed23](#) on Fri, 19 Sep 2008 06:46:53 GMT

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KriploYes, version seems to be identical.Now I

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Kermi](#) on Fri, 19 Sep 2008 12:21:08 GMT

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---

i think i have the map-editor guide too.. at <http://kermi.pp.fi/ja2/misc>

edit: oh heh.. .didn't notice the earlier link to the guide.. oh well

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [ctiberious](#) on Fri, 19 Sep 2008 16:11:51 GMT

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---

The version of the editor I sent to Khor (Map Editor\_2345\_en\_100AP.4... and I have no problems if he sends it to other folks ) was compiled using my 100AP source code. I keep that code up to date with all the latest code from the main code branch. The 100AP code that is in that build has no impact on the editor itself, though, which is why I didn't see a problem compiling it. The changes I made to the editor (after testing) were then pulled out of my 100AP code so I could add them to the main code branch. So if you're using the code from the main code branch (ver 2345 or later), then you'll have the changes I made. I'll send an email and see if we can't get the new editor added to the main game branch, but in the mean time if anyone wants a copy of the editor Khor is working with, feel free to send me an email ([ctiberious \(at\) aol.com](mailto:ctiberious@aol.com)) and I'll be happy to send you a copy. Or just ask Khor and I'm sure he'll send you the copy he has.

@Kriplo: I'd love to see the code changes you've come up with to resolve some of these memory leaks. Once they've been fully tested, I'll help you get them committed to the main code branch. I'm no modder either, but I'd love to see the editor working smoothly for all the modders out there.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [shed23](#) on Fri, 19 Sep 2008 16:47:05 GMT

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---

@ChrisL. Thanks for the offer, but got it from Khor.

@Kriplo. Thought of one more item (or items) that can cause assertion errors, very similar to the road tiles.

This can be found in the TileSet: Tropical1(one), and is the Grass1 sti numbers 0 to 8.

When these are placed, they often cause errors and the only solution I found, was to delete the offending grass .sti and leave it out from that tile completely.

They are particularly troublesome when placed around rocks to mimic reeds etc...

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Kriplo](#) on Fri, 19 Sep 2008 18:07:29 GMT

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---

I download manual, thanks.

@ChrisL

Thanks I check your branch for particular editor files and seems identical as from game branch I use. Today find another leak when you choose to add roads from cliff section. There is also general mess with scroll after you delete cliff, something still left screwing the map.

Currently fixing problem in filling area with textures. This part constantly go with stack overflow in debug mode, in release it just terminate without any message.

I will send you patch or complete files as soon will be sure that fix could pass.

@shed23

I will check tropical tileset also, but first need to get rid of current problems. Really don

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [lockie](#) on Fri, 19 Sep 2008 18:13:59 GMT

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---

thanks for your work here Kriplo , Khor and Shed will surely be a bit happier , now , if only scorpion was still around :whistle:

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Kriplo](#) on Fri, 19 Sep 2008 21:02:57 GMT

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---

@Khor

Excellent, D12 map you send me is screwed by let say scrolling/unreaching problem probably after you add/delete cliffs. It will be helpful in trying to solve that problem and maybe even fix your map.

Texture Filing Stack Overflow problem seems to be solved, so now going on cliffs.

I

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [shed23](#) on Fri, 19 Sep 2008 21:30:56 GMT

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---

Kriplo

What do you think about putting editor and game together? So from main menu you will have option EDITOR. After editing map you can choose go back to main menu. In that way, testing map should be much more easier then as now first must shut editor then start game, well it

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Khor1255](#) on Fri, 19 Sep 2008 21:44:04 GMT

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---

I agree with shed here. It might be a good idea to keep them separate for the time being but maybe if there ever is a Stable Modding Platform a 'finished' (ha ha) version with a built in map editor might not be a bad idea. I don't really think it is necessary but others might. I also share shed's concern that it could make your work more difficult in the long run but if you don't think so and that is the direction you want to go, why not?

I'm also real glad you are making such progress. Thanks to ChrisL for fixing the editor as well. I think it is pretty safe to say that while not backward compatible it does seem to be working like it should. Your improvements might make it the best map editor we've ever had.

Good stuff.

---

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [ctiberious](#) on Fri, 19 Sep 2008 22:04:46 GMT

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From a coder/player standpoint, I'd keep the editor seperate simply because it's extra code that isn't needed for the normal game. 90% (if not more) of the players don't use the editor so having that code be part of the main executable just adds fat that isn't needed.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Fri, 19 Sep 2008 22:27:21 GMT

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Indeed, Santa came early this year

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [lockie](#) on Sat, 20 Sep 2008 08:41:17 GMT

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---

The love is flowing , feel the luuuurrrrvvee !

Kriplo for President ( oops , wrong thread :biglaugh: )

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Kriplo](#) on Sat, 20 Sep 2008 09:05:18 GMT

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Please guys, there is no room for such euphoria, there are plenty of fuzzy things still on  
Ok you convinced me so will left editor separate from game. If have time will only try to fix leaving editor mode, it is good for observation of map behavior in real time through GABBI options.  
Something maybe is fixed, but you modders will judge that.

@Khor, @shed, if you wish I could send you current state of editor?

Called

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [shed23](#) on Sat, 20 Sep 2008 10:04:25 GMT

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---

@Kriplo.

I would certainly be interested in testing your 'current editor'.

But only when the cliffs problem is looked at and sorted out.

The reason I say this, is because I have ideas for 'multi-level' maps, which would be dependant upon cliffs working correctly.

---

How about using the success with cliffs (as I am sure you will have success) as a point to release the editor for testing ?  
Or have you already sorted out the cliffs problem ?  
You are working at such a pace, amazing !!

When this point is reached, then by all means send the editor to us for testing. Just click on my name and my e-mail is in my profile area (in case you didn't know that).

\*\* You never know Kriplo, we could make a modder out of you yet. Think of it, a coding modder, the mind boggles !!

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Kriplo](#) on Sat, 20 Sep 2008 11:11:46 GMT

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@Chris as we agreed I sent editor files with fixes to your private mail for preliminary evaluation. You will find

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Sat, 20 Sep 2008 11:28:25 GMT

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lol kriplo, modding goes so much beyond what you modestly think it is.

The best JA2 mods were always the result of intensive efforts by coders (who did the magic), gfx artists (who painted the sky blue) and mappers (who put earth, sky and magic together).

Even more, gunmaking is such a detail work it makes for its own modding category.

But we disgress. Let's get back ontopic, everyone is dying to see SMP actually producing something. You seem to have a tremendous ability to hunt down bugs in code and you don't even imagine what that means in the context of v1.13 and this modding community.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Khor1255](#) on Sat, 20 Sep 2008 20:04:30 GMT

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@ Kriplo



I would be interested in testing your map editor. However, I think you may be mistaken about more than one object on a tile. To have realistic maps you should be able to place two objects on one tile as long as they are compatible. In other words, of course you should not be able to place a tree on the same tile as a wall or something like that but we already see in maps where there are weeds on roads, debris on floor tiles, etc. I think the best function would be if a road or floor tile (including a whole building) automatically erased any tile under it but then you had the ability to place another tile on top. An automatic erase for these tiles might eliminate the overflow problem and make the process easier. In the case of roads and floors almost anything should be able to be placed on top of the existing tile.

I also notice a problem when you choose a lot of different objects from a set. The editor often tries to place every tile you have chosen from the set onto one grid. Of course, the way this should work is that only the tile you have cued up (appears on the bottom of the screen in your selection box) should be the one that is placed but often with map objects like debris or miscellaneous objects they all appear clumped together on the same grid. I am only mentioning this because it may be a clue as to why the program has trouble handling multiple objects placed on the same tile. Furniture (in the buildings section) always seems to be placed correctly in these situations so perhaps there could be some clue gathered by looking at the way the editor places furniture.

these are just guesses from a non coder so forgive me if I am telling you something you already know or am on the wrong track.

It's really great to see something finally done here.

---

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Kriplo](#) on Sat, 20 Sep 2008 22:11:47 GMT

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@Khor

you will receive current version but I

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Khor1255](#) on Sat, 20 Sep 2008 22:45:03 GMT

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I wonder if it might be possible to assign the cliffs the same jsd value as a wall with a roof tile attached? I know that is two different objects but since these work a lot better it might give you a clue to the solution? Even better it would give modders cliffs that you could actually climb on.

The way I was thinking it should work is that normal cliffs behave like a wall tile with an arched roof tile on top (not able to climb atop) this way it would both satisfy the existing maps and give mappers the ability to create cliffs either climbable or not. It also might give you the ability to create mesa (butte) type cliff areas in the middle of maps. I have never been able to pull this off. It



seems that cliffs only work if they are along the map edge and this may be a part of the problem. Somewhere along the map edge you have an area that goes off the screen (you can find this by holding down the shift key and scrolling toward the map edge). Perhaps incorrectly placed cliffs are partly placed over the edge of a map and therefore making problems with the ground texture? Just a guess and maybe the wrong one since you can place any other map object (except avatars) well into this edge zone with no problem.

I notice when I have a group of map objects cued up they all appear on the map with even one quick click. I like that you can scroll over the map adding random cued map tiles as you go but couldn't the program be made to check that your mouse button is on the same tile before adding more than one object to that tile? Just a question, I mainly wanted to tell you about this in case it helped you to figure out the problem that caused the editor to go out of range.

thanks for the test editor. I will load this into a regular 1.13 install and work with it tonight. I may not have a clear answer about this for a couple of days but I will have a look.

good work man.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Kriplo](#) on Sun, 21 Sep 2008 22:41:22 GMT

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---

I was also thinking about climbable cliffs, will see what can be done because any way should go into cliff jsd, then try to figure out how to wrote better solution for automatic define of high ground. Climbing could be done by crawling on cliff and for that you don

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Khor1255](#) on Mon, 22 Sep 2008 00:02:02 GMT

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---

I've been pretty regular on this forum and do not remember any thread where map editor wishes were all grouped together. I think starting another thread right in this section is the way to go because that way the whole community can contribute at least to the ideas. It is not often such things are discussed and you are definitely right that they should all be in one obvious thread.

I'll leave someone else to start the thread but if noone does in the next few days I will. Until then, here is as good a place as any.

As for the cliff in the middle of the map or cliffs all around the edges of the maps don't worry about that. It is not essential I just thought if cliffs could function the same way as roofs this might be an option.

The scrolling thing would be nice though because it is handy to have a lot of map objects cued up at the same time instead of having to go back and forth. But this is also just a convenience factor. Much more important is to find the overflow problems and generally make the editor run more stable. If you can do this we will have an editor that doesn't frustrate new users and also makes everyone's modding time more productive.

Thanks again for focusing on this. It is a part of the modding process that I feel deserves serious attention so we can have more people making mods.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [vonluger](#) on Fri, 07 Nov 2008 10:29:39 GMT

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---

hi im very interesting in development of great multiplayer mode!

At the moment is possible to load a different map in 1.13 and play in multiplayer ?

---

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Fri, 07 Nov 2008 12:33:30 GMT

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We appreciate it vonluger, but Stable Modding Platform project is intended to create...well... a MODDING platform, not testing multiplayer. That's a different project, beyond the scope of SMP.

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [noword](#) on Mon, 17 Nov 2008 07:56:10 GMT

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---

Hi, I'm from China.

I improved the winfont stuff, let JA2 1.13 display Chinese characters correctly, maybe it can display Japanese and Korean characters too.

Can I send my patch to someone who can update SVN?

Please be reassured, if you don't define WINFONTS and CHINESE in project, it won't produce any effects.

Last week, a translating team was formed at tbsgame.net, maybe someone know this forum

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [lockie](#) on Mon, 17 Nov 2008 12:48:51 GMT

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Quote: Last week, a translating team was formed at tbsgame.net, maybe someone know this forum

yes , I believe we have a few members active at tbs , do you require any help with translating ?

---

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [wanne \(aka RoWa21\)](#) on Mon, 17 Nov 2008 12:55:55 GMT

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nowordHi, I'm from China.

I improved the winfont stuff, let JA2 1.13 display Chinese characters correctly, maybe it can display Japanese and Korean characters too.

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Please be reassured, if you don't define WINFONTS and CHINESE in project, it won't produce any effects.

Last week, a translating team was formed at tbsgame.net, maybe someone know this forum

You can send me changed source files. Then I can include that in the 1.13 source.

Please also write what you have done and mark the changed source lines with a comment.

Send mail with files to "wannebox(AT)gmx.at"

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Gunjack](#) on Mon, 17 Nov 2008 18:51:41 GMT

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If testers still needed (or will be some time later), i'm always ready.

p.s.: i speak german and russian, if it's of any help (native language level, born in former UdSSR, live since '96 in germany)

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Tue, 18 Nov 2008 00:39:05 GMT

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Noted. If you see a coder though, tie him up and drag him down here.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [noword](#) on Tue, 18 Nov 2008 02:42:11 GMT

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RoWa21nowordHi, I'm from China.

I improved the winfont stuff, let JA2 1.13 display Chinese characters correctly, maybe it can display Japanese and Korean characters too.

Can I send my patch to someone who can update SVN?

Please be reassured, if you don't define WINFONTS and CHINESE in project, it won't produce any effects.

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You can send me changed source files. Then I can include that in the 1.13 source.

Please also write what you have done and mark the changed source lines with a comment.

Send mail with files to "wannebox(AT)gmx.at"

The mail has already been sent out.

If there is any problem in codes, please let me know.

Thanks.

---

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [noword](#) on Tue, 18 Nov 2008 02:44:10 GMT

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lockieQuote:Last week, a translating team was formed at tbsgame.net, maybe someone know this forum

yes , I believe we have a few members active at tbs , do you require any help with translating ?  
Can we add a sub directory in <https://81.169.133.124/source/ja2/trunk/GameData/>, named 'Chinese Version'?

Thanks for your help.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [wanne \(aka RoWa21\)](#) on Tue, 18 Nov 2008 09:54:06 GMT

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nowordlockieQuote:Last week, a translating team was formed at tbsgame.net, maybe someone know this forum

yes , I believe we have a few members active at tbs , do you require any help with translating ?  
Can we add a sub directory in <https://81.169.133.124/source/ja2/trunk/GameData/>, named 'Chinese Version'?

Thanks for your help.

We have own repositories for foreign (not English) languages already.  
Currently there are GameDir folders for German, Russian and Polish version. We can also make one for Chinese GameDir files.

Take a look here  
<https://81.169.133.124/source/ja2/trunk/GameData/>

If you can upload (to ZIP or RAR) all the needed GameDir files (Chinese Speech, Chinese EDT files, Chinese Fonts, Chinese Interfaces, ...) that differ (or should overwrite) the English GameDir and send me a link where to download I can add the files to the SVN repository.

---

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [noword](#) on Wed, 19 Nov 2008 08:57:23 GMT

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RoWa21nowordlockieQuote:Last week, a translating team was formed at tbsgame.net, maybe someone know this forum

yes , I believe we have a few members active at tbs , do you require any help with translating ?  
Can we add a sub directory in <https://81.169.133.124/source/ja2/trunk/GameData/>, named 'Chinese Version'?

Thanks for your help.

We have own repositories for foreign (not English) languages already.  
Currently there are GameDir folders for German, Russian and Polish version. We can also make one for Chinese GameDir files.

Take a look here  
<https://81.169.133.124/source/ja2/trunk/GameData/>

If you can upload (to ZIP or RAR) all the needed GameDir files (Chinese Speech, Chinese EDT files, Chinese Fonts, Chinese Interfaces, ...) that differ (or should overwrite) the English GameDir and send me a link where to download I can add the files to the SVN repository.

Thank you.

Translating is still in progress, so plz waiting for the stable version comes out.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [hxxdtony](#) on Sat, 22 Nov 2008 04:19:04 GMT

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---

Hi,noword,nice to see you here.

So it means now we can type Chinese directly in the XMLs and that will be shown in game?  
If so,that's really excellent.

Then is it possible to add files like "Chinese.Items.xml"into Tabledata?

I'm also a member of the translating team in TBSgame.net.So i hope BP & TBS could join together to make such a Chinese version and let it to be downloaded through SVN.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [viracicha](#) on Sat, 10 Jan 2009 15:57:27 GMT

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---

Congratulation for the job u are doing on 1.13 guys.

i long time ago i saw a bug (1.07): attacking MEDUNA bordure in iron man, team had to pull back(retreat): there was a last tank on the sector and no way to explode it..

a few hour we came back to this sector, and what was my surprise when i saw the panzer change position, and moving(like the truck, with "control").

probably there is a way to made the army using tank against the rebel on the entire map, make them move, and attak town, with troop movement behind and the rebels should be able to steal on of those and take the power back...

think i 'm going to play combat mission.

thanks.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Kira](#) on Wed, 28 Jan 2009 00:30:06 GMT

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---

Hello, I'm a very experienced coder (Germany) and just found out my lovely JA isn't dead as I always thought. I want to participate in coding as soon as possible, so please allow me to join your coding team. Please send me a private message with some instant contact possibility

(Jabber, ICQ, MSN) and I'm gonna respond ASAP.

Although I'm not sure if this is really the 1.13 development thread or rather some other part of it (specialized to modding possibilities?). Whatever, just gimme some contact info and we'll sort that out.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Starwalker](#) on Wed, 28 Jan 2009 07:33:52 GMT

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NeWsOfTzzzAlthough I'm not sure if this is really the 1.13 development thread or rather some other part of it (specialized to modding possibilities?). Whatever, just gimme some contact info and we'll sort that out.

The whole 1.13 area is for the development of 1.13

The 'Stable Modding Platform'-part is just the most important and most neglected part...

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [cocsackie](#) on Thu, 05 Feb 2009 22:07:03 GMT

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---

Hi i'm from poland and i have 13 years old.

I know C/C++ very well (i think i know it very well but it's my opinion) and i can be coder if you want.

If You don't belive me (i don't think that You don't belive me), You can test me.

Why i am trying to be a coder of SMPv1.13? Beacause i love JA2 and i haven't got any projects (i never have got idea for project) to do and i will be more usefull then when i will help You.

Sorry for my bad english if it's bad.

Regards,  
cocsackie

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [KEN C](#) on Thu, 05 Feb 2009 22:12:23 GMT

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---

I think your english is very good! Welcome!

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Kaerar](#) on Fri, 06 Feb 2009 02:23:46 GMT

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---

Welcome mate, the more the merrier as coders are concerned

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [cocsackie](#) on Fri, 06 Feb 2009 11:29:39 GMT

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---

I have understood that i'm in.

Need I PM "Kaiden"??

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [lockie](#) on Fri, 06 Feb 2009 11:44:16 GMT

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---

Kaiden only here sometimes ( I think ) so give Rowa21 a pm please , and welcome to Bearspit !

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Kaiden](#) on Sun, 08 Feb 2009 04:56:20 GMT

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---

Yeah... I just don't have the time I used to have. Too many work projects going on, can't spend as many hours banging my head against the keyboard.

I'll be back on the project eventually, right now, I'm just tired of trying to squeeze in time for it over the last two years and failing miserably most of the time. Some day I'd like to even try playing a game

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [onalark](#) on Tue, 10 Feb 2009 01:04:40 GMT

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---

Hi all,

---



I have professional coding experience in C++ and would be happy to help out a little bit. I can be reached most easily through email: onthelark at (famous google email address provided for free from Google).

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---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Tue, 10 Feb 2009 18:24:35 GMT

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---

Access granted, will sort the rank icons later. Welcome to BP, we are always glad to have more brainpower incoming than outgoing. :compsmash:

---

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [zilpin](#) on Fri, 13 Feb 2009 17:15:09 GMT

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---

Where is the design document?

Project goals?

What exactly is the plan on how to make the underlying code stable?

I'm all for making JA2 more mod friendly. As it stands now, the XML files are not easy to edit, mods can not overlap without serious effort, and small data errors can cause fatal crashes at run time with essentially no useful error message. I've wanted to address that for a long time, but an overhaul to the code base didn't seem like something that anyone else was interest in.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Starwalker](#) on Fri, 13 Feb 2009 17:43:39 GMT

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---

zilpinWhat exactly is the plan on how to make the underlying code stable?

I'm all for making JA2 more mod friendly. As it stands now, the XML files are not easy to edit, mods can not overlap without serious effort, and small data errors can cause fatal crashes at run time with essentially no useful error message. I've wanted to address that for a long time, but an overhaul to the code base didn't seem like something that anyone else was interest in.

Well, for one thing the old assertions have been switched on, and SpaceViking added more assertions to his own ManyMerc exes. This should help with cleaning up problems with the original code.

Overhaul was bug hunting for quite some time here, too.

The original 1.13 XML-files are quite easy to edit, with the XML-Editor, unless you want to do very special stuff.

Combining XMLs from different sources is a major problem that would need quite some code to automatically blend 'foreign' XMLs into the standard XMLs. I do not think that this is even possible, how would such code 'know' that an item is meant to replace an existing item instead of just adding it. We might end up with a result that was not wanted by a modder.

Other than that, for more modder friendliness we need to have more stuff externalized (e.g. prof.dat, NPC-scripts and texts).

EDIT: Now that's my 'plan', but as I am /not/ a coder myself, I (and the modders) have to wait until a coder comes along who actually wants to do all that.

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Khor1255](#) on Fri, 13 Feb 2009 20:50:02 GMT

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I want the SMP to be built from a version that predates the SCC (structural code change) so that maps made with the improved editor might be used in any mod environment and also have less weirdness with assertions and enemy sector placement.

The SMP is supposed to be a project for modders to use. It should appeal to as wide a range of potential modders as possible. But perhaps more important than that, it should be built from a version that is less fluffed up with code that has no relevance to making large scale mods.

It is relatively easy to adapt a pre 2085 mod to the newest version but impossible to either make maps with a post 2085 version that work in a pre scc environment or trust maps made with the newer version to be free of game breaking complications like placed rpcs behaving irradically or even entering a hostile sector (a sector containing enemies that does not usually have them) correctly.

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [vastair](#) on Sat, 14 Feb 2009 01:32:08 GMT

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I would like dive into this stuff, but how do I get started? I downloaded Visual C++ 2008 Express. I have the Vanilla Source. Not sure if this is the right one... Can someone get me up to speed?

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [zilpin](#) on Sat, 21 Feb 2009 20:33:47 GMT

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---

So then, RoWa21 is the fearless leader?

What codebase is SMP working from? Which SVN revision?

Where is the SMP branch?

Is SMP going to include all the multiplayer stuff?

I'm unclear on actual status.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [wanne \(aka RoWa21\)](#) on Sun, 22 Feb 2009 13:51:06 GMT

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---

@ziplin: I am not "official" involved in the 1.13 Stable Modding Platform. I am not even a member of it...

I am just still working on the official 1.13 source code (bugfixing, merge different mods into the source, working on the Big Maps project, ....).

Kaiden is one of the coders who is responsible for 1.13 Stable Modding Platform. Sorry but I cannot provide you more informations on SMP.

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---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [wanne \(aka RoWa21\)](#) on Sun, 22 Feb 2009 16:13:26 GMT

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---

I don't have any problems giving guys tasks to work on

But as I said I cannot tell anything about SMP, because I am not involved in it.

Of course there are some "mini MODs" (Big Maps, EDT to XML, ....) that need coders but this is not SMP. So if coders would help to work on the mods that will later be included in official 1.13 they should contact me.

Greetings

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Mon, 23 Feb 2009 10:41:18 GMT

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---

I am monitoring this topic for new coders wanting to join. Please do not debate here.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Starwalker](#) on Mon, 23 Feb 2009 14:12:20 GMT

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---

Shanga

I am monitoring this topic for new coders wanting to join. Please do not debate here.

Sorry, but new coders would need to know what to expect coming at them, would they not?

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Mon, 23 Feb 2009 14:23:49 GMT

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---

Yes, but it's strictly a recruitment thread, of which i get notified by email. I dont like getting 100 emails for nothing. There can be plenty of other threads where to debate this.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Kaiden](#) on Thu, 26 Feb 2009 19:16:46 GMT

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---

I have no problems with providing direction. I just don't have time to actually work on it.

Essentially what the SMP needs to be is:

- A single point of compatability for future official releases (Requires complete cooperation from main 1.13 team). A Mod Developer should be able to create a mod based on this release and after another 10000 changes in the main branch, new 1.13 players with the latest 1.13 version should be able to play this mod even if it was based on a 1.13 version that is 80 versions behind.
- Resolving ALL problems with the tools related to Modding. Primarily being the Map Editor and the XML Editor. Not only resolving these problems, but expanding the capabilities of these tools with Modders in mind.
- Finish adding in a Scripting Engine, Lua was chosen, and the DLL's are linked, but very little implementation has been done. JA2 also comes with it's own scripting system, but it is extremely

buggy, fragile and finicky, that functionality should either be fixed or moved over to LUA and in either case, capability should be expanded without limits.

Some projects were going to be enveloped by SMP, such as the big maps project and XML externalization of more data, etc... This was and is still grey area. Some of these things are already being incorporated into 1.13 main branch soon.

The purpose of this project was to stop time and take a snapshot of 1.13 at the point of greatest moddability and stability, and make an official release. At that point, Modders can use this version regardless of advancements in 1.13 from that point on. They would not have to deal with bugs and backwards incompatibility introduced with the constant changes in 1.13, and would still have something that works when they release their mod 3+ years down the road.

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Mauser](#) on Tue, 14 Apr 2009 00:02:32 GMT

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@ shanga: fair enough.

still i want to point at the reopened job board on moddb: <http://www.moddb.com/jobs>

someone with inside knowledge of the developement please take the chance to put some ads there so we might be able to draw some more manpower into this forum.

i feel 1.13 project is at a critical point right now where it could either stall or get a massive boost from fresh contributors that could carry this project onto the next level or towards the much needed stable modding platform/milestone release.

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Native\\_Elder](#) on Sat, 25 Apr 2009 11:15:17 GMT

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maybe it would help for recruitment if any info on specific projects was given. "hi guyz we needs moar coderz" might not really help much. kaiden has given some development aims in his posting, but "fix all problems related to unspecified programmes" might again be a little bit abstract.

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and

Betatesters

Posted by [Mauser](#) on Mon, 27 Apr 2009 13:28:19 GMT

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---

Native\_Eldermaybe it would help for recruitment if any info on specific projects was given. "hi guyz we needs moar coderz" might not really help much. kaiden has given some development aims in his posting, but "fix all problems related to unspecified programmes" might again be a little bit abstract.

very right you are.

i

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---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Mon, 27 Apr 2009 13:43:09 GMT

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---

Stable Modding Platform project is not about adding new features. Thats the role of the core v1.13 project. The aim of this project and its downfall so far is bug hunting and stabilization. Especially editor related. Not a very glorious task.

But at least one of the minor successes it had was that v1.13 modders are now more careful with bugs and bug hunting. If there will ever be a dedicated bug hunting team to take on the SMP, that's debateable.

But at least it has drawn attention to the needs of the modders. I dont expect this project to fly off like a rocket. It took years for the v1.13 team to get working (remember the Whitehats?) so expect years for this too.

But at least we got a place to put on "paper" what needs to be done, from the modders perspective.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Starwalker](#) on Mon, 27 Apr 2009 14:21:30 GMT

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---

ShangaStable Modding Platform project is not about adding new features. Thats the role of the core v1.13 project. The aim of this project and its downfall so far is bug hunting and stabilization. Especially editor related. Not a very glorious task.

I'd say that it is also about adding the things the modders need, i.e. externalizing more stuff that is

not externalized yet (prof.dat, scripts). These could be called features as well, but they are still in another league than a new bodytype (which has nothing to do with SMP).

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Mauser](#) on Mon, 27 Apr 2009 16:47:20 GMT

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ShangaStable Modding Platform project is not about adding new features. Thats the role of the core v1.13 project. The aim of this project and its downfall so far is bug hunting and stabilization. Especially editor related. Not a very glorious task.

you

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [gmonk](#) on Tue, 12 May 2009 13:28:36 GMT

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---

Mauser

we primarily need to crack open the arulco campaign code and make it universal, scriptable, flexible. until this is done, a stable modding platform is impossible to achieve imho.

IMHO this is what's keeping this from being a more moddable game. There's no easy access to the campaign architecture so that modders can create truly new campaigns with new NPC behaviours and quests. Was the LUA scripting engine stuff completed? Is there a scripting guide for anything that was hooked into it?

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [richk67](#) on Fri, 05 Jun 2009 13:45:22 GMT

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---

Hi. Long time JA2 player, and only recently found JA2 1.13.

Im an experienced VC++.Net coder - I code in VB.Net and VC++.Net at work, using VS2005 and TortoiseSVN.

Before committing in, can you answer a few questions - Im a little unclear on the objectives:

Is v1.13 coding seperate to the SMP? If so, which has more pressing requirements? (some v1.13 bugs drive me nuts - like the "Error Writing NPC Quotes" bug I seem to always get!)

What is the v1.13 & SMP current coding focus? (quick summary)

I worked on another project where this quote would be perfect: "it

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Off\\_Topic](#) on Sun, 07 Jun 2009 13:33:02 GMT

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---

Shanga

I am monitoring this topic for new coders wanting to join. Please do not debate here.

ShangaYes, but it's strictly a recruitment thread, of which i get notified by email. I dont like getting 100 emails for nothing. There can be plenty of other threads where to debate this.

There is a new thread for discussions/questions. Anything apart from recruitment based posts will be deleted.

<http://www.ja-galaxy-forum.com/board/ubbthreads.php?ubb=showflat&Number=219752&page=0#Post219752>

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [The\\_Bob](#) on Mon, 15 Jun 2009 16:56:51 GMT

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---

I'd like to be let on the SMP forums if that's ok. What I'm doing lies in the interest of the SMP and hopefully I can get some useful info or feedback on these forums. And right now, I still need any bits and pieces of condensed info on JA2 source, since getting the knowledge from the code itself requires more time then I can spare.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Mon, 15 Jun 2009 18:45:16 GMT

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---

The\_BobI'd like to be let on the SMP forums if that's ok.

Access granted, gl.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Modders



Posted by [DeFransen](#) on Sun, 12 Jul 2009 10:57:37 GMT

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---

Hi,

I want to contribute, too. I loved the game when it came out and recently found this project when I decided to play again. I'm experienced coder and also did some small private mods back in the old times. I already reviewed the SVN Sources and decided to start by externalizing the strings currently compiled into the binary, to create a multilanguage exe. I wonder why this hasn't been done yet, or has it?

So, let me in as SMP Coder

addendum:

Is there a branch for SMP?

Is there a list of stuff that needs to be done, which issues are assigned to coders?

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Modders

Posted by [InHuMan](#) on Wed, 15 Jul 2009 03:07:12 GMT

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---

Hi,

I've been watching JA2 Stracciatella for quite a long time and I could do some beta testing (and possibly fixing some minor bugs). I am using Linux and I also have internet tablet with maemo, so I can test even there.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Modders

Posted by [Roadkill](#) on Wed, 15 Jul 2009 20:40:07 GMT

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---

Beta testing is of course always welcome

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Modders

Posted by [AZAZEL](#) on Thu, 16 Jul 2009 19:30:22 GMT

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---

DeFransen

...experienced coder and also did some small private mods back in the old times.

Is there a list of stuff that needs to be done, which issues are assigned to coders?

Hey, someone interesting... welcome!

Try to port the UB campaign entirely to the platform.

Not mutilating anything.

---

THEN you will know what needs to be done in order to call the thing a platform.

Me and a fistful of other guys here could help, if in need of testing, new maps, tilesets, chars or scenarios. Personally, I cannot waste time on testing a dead thing: cleaning and cosmetics of code that the primadonas here seem to appreciate can come afterwards.

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Modders

Posted by [Mauser](#) on Thu, 16 Jul 2009 19:42:08 GMT

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AZAZEL

Try to port the UB campaign entirely to the platform.

Not mutilating anything.

THEN you will know what needs to be done in order to call the thing a platform.

but wouldn

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Modders

Posted by [gmonk](#) on Thu, 16 Jul 2009 20:06:26 GMT

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Mmmm, trolls. Tasty.

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Shanga](#) on Thu, 16 Jul 2009 20:53:53 GMT

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---

This SMP recruitment thread. Keep it clean or ban hammer with strike again. It's the last warning.

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [SharkD](#) on Fri, 24 Jul 2009 05:33:38 GMT

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---

I would be interested in creating a mod if the game supported 32-bit graphics since I would be creating all my own new sprites. I have tentative ideas I've been throwing around for several

months now.

-Mike

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [gmonk](#) on Fri, 24 Jul 2009 08:40:29 GMT

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---

This is the recruitment thread. Please PM Shanga if you want to join the SMP panel.

If you're discussing something you'd like to see from SMP, I'll shift this to its own topic so that a proper discussion of it can happen.

Your desire coincides with some of the SMP panel.

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [bismuthdrummer](#) on Tue, 01 Sep 2009 09:28:46 GMT

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---

Hello everyone,

I felt like a fanatic of this game... until I saw these forums. Kept it bookmarked for a while, then recently reinstalled with 1.13 added for the first time. I can't write how impressed I am with the improvements. The NIV has me strategizing inventory with intense micromanagement, and the GUI supplements help greatly with understanding it. The ideas, while adding more to the game, are clear and concise, with the improvements themselves well-implemented. (the bugs are the original game's fault, mostly)

I feel like SMP is an outstanding idea, and I'd be thrilled to help out in any way I can. All this talk of Lua has my ears perked. I've done some interfacing and game mechanics for Dark Sun Online: the Age of Heroes, based off the cRPG's from the early 1990's. I've also taken a class in Java. You should regard me as a non-coder, but I understand programming and would like to help.

I think the best thing I could do for you would be to port the hardcoded logic that doesn't belong in the engine over to Lua. I'd also be very excited to take a crack at implementing AI. From what I've read, however, no (or very little) Lua functionality has been written.

On a side note, my brother is planning his Phd for AI, so between the military, school, and work he might be privy to helping us out. I can't promise anything, but I do know he was a pretty religious fan of the game as well.

I have a list of ideas for the game that I'll post elsewhere when I get the time. I will take a crack at Monk's Eclipse tutorial when I get the chance.

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Kaerar](#) on Wed, 09 Sep 2009 02:55:37 GMT

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---

Well all are welcome to help here

Glad to see another LUA capable bloke on the forums

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Glorin](#) on Sun, 08 Nov 2009 08:12:45 GMT

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---

I'm a straight C programmer looking to expand my horizons. I'm thinking of starting my own coding project (what JA3 should have been, clean-room and comemrcial) in possibly XNA+C# for quick development, or some other language to get the cross=platform compatibility that s a Linux advocate, I like to see... as log as I can work on SMP and not taint myself as a programmer for this new project, count me in, aand I'll see what I can do.

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Khor1255](#) on Wed, 11 Nov 2009 08:57:52 GMT

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---

Get ahold of a pre scc version of the code and have at it. Otherwise it would be like pounding a beach full of sand up your ass that has already been pounded up someone else's.

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Kaerar](#) on Wed, 11 Nov 2009 14:06:51 GMT

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---

Actually get hold of the latest Stracciatella release as that is the starting point for the SMP project.

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [killerpfiffi](#) on Mon, 14 Dec 2009 03:34:06 GMT

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---

Hi there!

I am a long-term Jagged Alliance addict and came back to this time consuming hobby when discovering 1.13. I am playing on an amd64 under linux with wine and it's a pain in the ass seeing the game stuttering with 97% cpu load sometimes (but I endure cause of the features of 1.13 and HAM).

On the 1.13 wiki To-Do-List there is a 2 year old entry talking about a Linux version, and here at BP I found that Stracciatella is gonna be the base of 1.14 SMP.

I would like to join.

At this point of time I mostly qualify as a betatester. I do understand code and algorithms, but I don't know no real programming language for real. I really really would like to think about the AI. Also writing and maintaining Gentoo ebuilds is something I can think of.

I have to jump a few hurdles, learning stuff, stay motivated, mostly. So, am I in?

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Kaerar](#) on Mon, 14 Dec 2009 08:08:37 GMT

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---

Send a PM to Roadkill mate, I'm sure more people will be needed throughout the dev cycle of SMP

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Roadkill](#) on Wed, 16 Dec 2009 21:32:29 GMT

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---

Hi, sorry for the late response. Real-life work is getting hectic towards the end of the year and for some reason the airco in the office building is giving me a splitting headache at the end of every day

What's happening is that "behind the scenes" so to speak, there's a project management team (being) formed that is discussing the pro's and cons of several issues. The end result should be a more clear-set plan on what we're trying to accomplish, how are we going to get there and what the defining parameters are. A project draft or project plan is what managers would call it. The reason for this is that we've had discussions here where everyone added their 2cts to the discussion and the end result was that the momentum sort of died. Assembling a project management team that gives SMP focus and direction and has the final say-so in the decisions is a way of (trying to) preventing that from happening again. Doing it this way also means we'll end up with more clearly formulated tasks and assignments for coders, testers and other team members.

As you probably found out already, we don't have a version of SMP available to (beta)test or a

working code-base to add upon other than Stracciatella.

That's all a long intro to: as it is, we don't have things people can just jump in and join in other than "add to the public discussions, test Stracciatella and wait a little while". And especially testing Stracciatella is the single most important thing people can do. The better Stracciatella is, the better our starting point will be when we get to the coding, externalizing and beta-testing stage of things

Right now, the very simple answer is: SMP is an idea, not something concrete people can test or add to. :dontknow2: But Stracciatella is!

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [the scorpion](#) on Sat, 19 Dec 2009 14:39:24 GMT

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---

RoadkillWhat's happening is that "behind the scenes" so to speak, there's a project management team (being) formed that is discussing the pro's and cons of several issues. The end result should be a more clear-set plan on what we're trying to accomplish, how are we going to get there and what the defining parameters are.

don't know whether to be worried or to call a doctor to note down SMP's exact time of death :nono:

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Kaerar](#) on Sat, 19 Dec 2009 23:35:00 GMT

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---

the scorpiondon't know whether to be worried or to call a doctor to note down SMP's exact time of death :nono:

Not time of death, we just jump started the heart after a near fatal experience with the public

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [1Samildanach](#) on Sun, 20 Dec 2009 10:40:05 GMT

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---

Kaerathe scorpiondon't know whether to be worried or to call a doctor to note down SMP's exact time of death :nono:

Not time of death, we just jump started the heart after a near fatal experience with the public

Got frightened to death, did it?

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Kaerar](#) on Sun, 20 Dec 2009 21:20:31 GMT

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---

1SamildanachKaerathe scorpiondon't know whether to be worried or to call a doctor to note down SMP's exact time of death :nono:

Not time of death, we just jump started the heart after a near fatal experience with the public

Got frightened to death, did it?

I think it was the pitchforks that did it

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Khor1255](#) on Sun, 20 Dec 2009 22:08:42 GMT

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---

Kaerathe scorpiondon't know whether to be worried or to call a doctor to note down SMP's exact time of death :nono:

Not time of death, we just jump started the heart after a near fatal experience with the public

Oh, I see now, it was 'the public' that has kept the smp spinning wheels all this time. Sure happy we have someone in the know to keep us informed about all of this.

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Kaerar](#) on Mon, 21 Dec 2009 15:00:05 GMT

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---

Coming from one of the SMP Panel that's hardly helping anything or anyone Dan, but then again that's your usual rhetoric isn't it. Complain about everything yet never actually do anything to bloody help.

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [the scorpion](#) on Mon, 21 Dec 2009 15:29:37 GMT

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---

yeah, let the blame game start if we have no other points to make...

\*gets himself some snacks and waits for the show to unfold\*

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [cdudau](#) on Mon, 21 Dec 2009 18:20:17 GMT

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---

These two are always going at it! LEt me get some popcorn Scorp.

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Kaerar](#) on Wed, 23 Dec 2009 14:57:48 GMT

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---

Lol you two are funny. It'll get there in the end. Just need some time and I need more money so I can get the time Though seeing as no-one's donating I have to do a crap load of work :taskmaster:

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [the scorpion](#) on Thu, 24 Dec 2009 10:43:49 GMT

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---

Kaerar! have to do work :taskmaster:

new experiences bring you further in life

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Roadkill](#) on Sat, 26 Dec 2009 00:06:48 GMT

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---

Keep this nice and friendly please

The last time we tried to get this going we got bogged down in public discussions about things. I think we can make more progress by having a team giving direction to SMP, rather than having everyone pulling at it in the direction where they think might be a good direction at that time.

I'm not saying i'm the best guy to pull this cart, but nobody else was.

And i said before that this can't be a one man show. So i invited the people that have shown an active interest in SMP to join the Project Management Team to lead SMP. So far that team consists of Kearer, Mauser, The\_Bob, BirdFlu, Shanga and myself.

Right now we're trying to get several things sorted out and establish a direction for SMP to get it moving again. The direction it'll be moving in is the direction it was always supposed to be moving in: towards a stable modding platform.

How we're going to get there is what we're trying to pin down. That means the code base (Stracciatella ), file-formats to use, what's to be externalized and so forth. And of course what



additional features (if any) will be incorporated (what features will be in SMP "out-of-the-box" and obviously as an extension of that "what features are better off as mods") We're doing that away from public scrutiny so that hopefully we can get things decided and get SMP moving.

That all being said: nothing prevents any of you from posting suggestions. Make a list of additional features you want added. Write out goals you think SMP should ultimately accomplish. Send one of the current project management team members a PM explaining why you should be part of that team. Post that nifty new file-format we can use and tell us why it's the best. We may not agree but we will consider it.

But whatever you do, please don't come here telling you think SMP is dead without explaining why you think so.

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Headrock](#) on Sat, 26 Dec 2009 01:29:42 GMT

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---

The only features I can think about are related to gameplay, unfortunately. That's beside externalizing everything that already exists in base JA2, of course.

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [the scorpion](#) on Sat, 26 Dec 2009 12:55:37 GMT

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Roadkill

But whatever you do, please don't come here telling you think SMP is dead without explaining why you think so.

You have to admit that, exactly by doing that, i made you reveal the necessary information to sensibly keep my hopes up. Now that i see you have Birdflu on the team, i can keep up my dreams of SMP becoming a reality because i know he's great at what he does, he's innovative and gets things done.

It's a technique called provocation that is often necessary to overcome people's notorious phlegm.

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [lockie](#) on Sat, 26 Dec 2009 15:56:59 GMT

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Quote:It's a technique called provocation that is often necessary to overcome people's notorious phlegm.

Try using cough mixture .....

I know , I'll get me coat !

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Roadkill](#) on Sat, 26 Dec 2009 22:00:00 GMT

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---

the scorpionIt's a technique called provocation that is often necessary to overcome people's notorious phlegm.

Another technique is called "asking" which often has the same effect without adding any aftertaste. At times it may not look like it, but i am really quite a nice and open (minded) kind of guy

Like i said before "we're assembling a team and formulating things and plotting out a direction" which often takes a longer time than others might hope for. At least one of the people i wanted on board seems to have dissapeared. I had hoped to have all the people i wanted on board by now and be able to make some sort of announcement of where we are, where we are heading and who's plotting the course. But we still have some things to organize and people to approach. Real life, including the "end of the year rush" at work and the holiday season have interfered with things like that.

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [the scorpion](#) on Sat, 26 Dec 2009 23:01:22 GMT

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---

i don't know you at all, so i have to rely on statistics. And the statistics vastly favour provocation over asking nicely (at least within this forum and the past 5 years that is) in order to get information.

Having a few reasonable people on the formerly super-secret team is enough of a straw for me to grasp.

That said, it must be clear that i have interest and stakes in your success, (more than most people i'd wager... ) and while i see the use of working privately, some cornerstones better be communicated BEFORE someone has to make a fuzz about it. And to not reveal the super-secret team even though mentioning it in a posting was VERY shortsighted looking at it ex-post and it was clear that the question had to be asked. It would have spared us the fuzz if communicated better from the get go. Yes, we do care what is being done even if it sometimes doesn't appear

so.

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Kaerar](#) on Sun, 27 Dec 2009 10:09:30 GMT

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---

Provocation with this team isn't really the best way to proceed, for a start we are all relatively amiable folk

Well at least you know that asking is an option mate

Looking forward to the new year though

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [lockie](#) on Sun, 27 Dec 2009 10:16:18 GMT

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---

And Peace rained down on us all..... Awwwwwww

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [the scorpion](#) on Sun, 27 Dec 2009 11:31:55 GMT

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---

KaerarProvocation with this team isn't really the best way to proceed, for a start we are all relatively amiable folk

provocation worked in this case. provocation 1, dev phlegm 0

also the use of provocation doesn't mean anybody's character is doubted. Intelligence maybe, dedication maybe too, but as i previously wrote in case it eluded you, statistic evidence is very clear cut in this respect. I wished it was otherwise and people would just do the right thing on their own, but unfortunately, that's not the way it currently works.

Besides, that point is settled since like 5 postings. Get back to work asap :taskmaster:

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Roadkill](#) on Sun, 27 Dec 2009 22:01:54 GMT

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---

Yeah, it should have been communicated sooner, but as i tried to explain, a few snags were encountered along the way. We're sorting out some logistic issues (cleaning up old SMP-related member groups) and making a last ditch attempt to contact some people. Once that's wrapped up an announcement is on it's way.

You're right though, the issue (if there was any) is settled and peace has apparently rained so we're moving on

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Centurion](#) on Thu, 31 Dec 2009 11:38:16 GMT

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---

I'm looking forward to the day when 1.14 smp gets released because it will be the day when I'm made king of norway and angelina jolie softly kisses my nuts

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Mauser](#) on Fri, 01 Jan 2010 18:18:26 GMT

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---

Well guys, a brand new virgin year is here and now

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [AlphaNoobmeric](#) on Sat, 16 Jan 2010 02:47:47 GMT

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---

Good luck! You've got my lurker support!

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [usrbid](#) on Sat, 16 Jan 2010 04:33:53 GMT

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---

Let me know how I can help.

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Mauser](#) on Sat, 16 Jan 2010 06:15:56 GMT

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---

DieterLet me know how I can help.

hmmm, let me thing about that. how about...doing something? anything? no matter what, just start with something?

i honestly have no idea where to begin with this project right now, but i

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [usrbid](#) on Sat, 16 Jan 2010 06:54:18 GMT

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---

Hi Mauser, I have created a Wiki on Pbwiki.com, below is the info:

URL: <http://ja2v114smp.pbworks.com>

Admin User: [ja2v114smp@yahoo.com](mailto:ja2v114smp@yahoo.com)

Wiki Pwd: smppanel

I can change any of this, just let me know what you need. The Wiki can store 2 GB of files and has lots of template pages, we can use it as we see fit. Let me know if you need the Yahoo account password, I didn't want people abuse it.

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [cdudau](#) on Sat, 16 Jan 2010 07:40:47 GMT

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---

That was fast!

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [usrbid](#) on Sat, 16 Jan 2010 07:45:01 GMT

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---

He, he, but was it useful?

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and

Modders

Posted by [Mauser](#) on Sat, 16 Jan 2010 16:15:39 GMT

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---

DieterHi Mauser, I have created a Wiki on Pbwiki.com, below is the info:

URL: <http://ja2v114smp.pbworks.com>

Admin User: [ja2v114smp@yahoo.com](mailto:ja2v114smp@yahoo.com)

Wiki Pwd: smppanel

I can change any of this, just let me know what you need. The Wiki can store 2 GB of files and has lots of template pages, we can use it as we see fit. Let me know if you need the Yahoo account password, I didn't want people abuse it.

uhm, well thanks Dieter! that indeed was fast.

Now all we need to do, is fill this with some content, of which most still has to be created by the team.

do we already have a proper project description of SMP project anyways? that would be a good starting article to put on the Wiki. let

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [zilpin](#) on Mon, 18 Jan 2010 17:50:34 GMT

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---

mm hm.

I write software technical design documents for a living, along with handling project management. Willing to put my skills to "better" use.

Just point me to the current code, and the short list of what survived the community flame war last year.

Putting together a detailed Stage 1 document would only take a couple weekends.

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Mauser](#) on Mon, 18 Jan 2010 20:52:41 GMT

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---

zilpinmm hm.

I write software technical design documents for a living, along with handling project management. Willing to put my skills to "better" use.

Just point me to the current code, and the short list of what survived the community flame war last year.

Putting together a detailed Stage 1 document would only take a couple weekends.

well, that

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [zilpin](#) on Tue, 19 Jan 2010 15:55:08 GMT

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---

I guess first step would be to get Wiki access.  
I'm submitting a request for that now.

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [lockie](#) on Tue, 19 Jan 2010 22:51:49 GMT

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---

Mail Roadkill..... possibly .

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Kaerar](#) on Wed, 20 Jan 2010 11:02:29 GMT

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---

Dieter would be better to mail, he did set it up

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [usrbid](#) on Fri, 22 Jan 2010 06:21:28 GMT

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---

Emailed zilpin all the info (it is also posted above). Basically I created a new wiki (free) and I also created a new user account (free) and I gave admin permissions for all of the wiki to the user account.

Since the wiki is free they have some restrictions on how many user accounts you are allowed, as a result I made a shared admin account we all can use as we don't need individual access restrictions. Once we feel we have enough content and need stronger access control, we can simply change the account password to reduce the group of people who can make write changes.

Feel free to ask me questions, also I am available to do more of course, just let me know what you need.

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Dyson](#) on Thu, 04 Feb 2010 12:15:04 GMT

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---

Hello Guys an Girls,

I just want to say, that I'm really happy, that there are so many of you which still work on JA2.

I love this game since I've played the first part. I really often return to JA2 and play it again for a while.

That is great work which you all do and I'm grateful that I can profite from that and have a good time with JA2.

All these changes and all that great progress since the first 1.13... I just can say "Wow"

1.14 is my wet dream. Often I feel the desire to play JA2 again but then I think "uhm, DCA again? Same procedere as everytime?" Then I feel to play a mod, with new content. But for me, playing a mod which developement has cancelled and which does not or only partially work with 1.13 is only half of the fun.

Therefore I really hope that one day there is a 1.14 SMP. This could really be a progress since modmakers could be motivated to concentrate on making content. Probably a once made mod for 1.14 could be played several time later with all the 1.13 progress done in the same time. What a great idea!

20 working JA2 Mods for 1.14.... That's what I call "I have a dream"

Thank you all

---

---



Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [herb](#) on Thu, 04 Feb 2010 14:41:09 GMT

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---

First love never gets rusty

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Mythrell](#) on Sun, 11 Apr 2010 17:41:40 GMT

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---

Since it's Stracciatella, I could try again, specially if you gents have some kind of a plan this time.

Still don't know that much about C++, but I'd figure I can do something useful.

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Mauser](#) on Mon, 12 Apr 2010 03:49:49 GMT

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---

well mythrell, welcome to the project then!

i hope you

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Helios](#) on Mon, 12 Apr 2010 11:02:12 GMT

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---

I'd humbly suggest getting someone who can write and define a development and release strategy. Working in ufo and several other mods made me believe that planning and strategy, even bad planning and strategy, are better than having none at all.

Someone needs to be aware of what's going on and what each member is doing and make a plan.

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Mythrell](#) on Mon, 12 Apr 2010 13:18:04 GMT

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---

Yes, exactly what I'm thinking. It would be even better imo to make it more like (gasp) work, list of things which needs to be done and anyone can grab one and do it when ever.

Of course that would need someone dedicated to running the op and others to follow

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Kaerar](#) on Mon, 12 Apr 2010 13:40:58 GMT

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---

LOL, looks like we are all on the same page, we just need to get in the same room (virtual or real!!) and knut all this out. I mentioned it in another thread, but I may as well re-mention it

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Helios](#) on Tue, 13 Apr 2010 10:50:33 GMT

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---

I know many people don't like google, but I can vouch for google wave being a really useful app when it comes to pm&d. Setting up a project at zoho is also another idea... bottom line is this: any of these 'virtual office environments' are much better suited for project management and developement than just a webforum/email combo.

Some of the mods that came out of Russia recently are quite impressive... I could imagine that if the jagged alliance community were more cohesive and organized you would see a lot more of those projects, I for one hope that smp is that tool that can bring all this talent together. I've been thinking and I'd love to be a part of this project in some capacity, is there anyone I can contact (email/skype) to get a general idea of the project and to present the previous mods I've worked on?

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Kaerar](#) on Tue, 13 Apr 2010 12:30:56 GMT

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---

Well Dieter, Mauser, Roadkil and I seem to be at the helm at the moment. You can always give me a PM if ya like

---

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Mythrell](#) on Tue, 13 Apr 2010 14:13:11 GMT

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---

Any chance I can get working yet? I've been browsing my own mod last couple days, thinking if I should spend quality time externalizing some stuff... but I'd love to do it for the SMP as that would actually make some sense.

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [lockie](#) on Tue, 13 Apr 2010 14:30:07 GMT

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PM Kaerar , and thrash out what might be done between you .

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Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [BirdFlu](#) on Tue, 13 Apr 2010 22:23:35 GMT

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Welcome to everyone who wants to participate. As a starting point you can use the "unofficial" SMP source code that i released/announced in the super secret SMP private zone of this forum. It is based on the Stracciatella code (one of the latest releases) and i also added all kinds of stuff to it, like the VFS. It also compiles with MS Visual studio, not just gcc. The project and makefiles that are still in there are probably outdated, as i switched to CMake configuration files. Also the code that i released was inside a Mercurial repository, so you might need to install that one too.

If you have no access to the private section, i could re-release it somewhere else.

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Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Kaerar](#) on Wed, 14 Apr 2010 02:27:26 GMT

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Lockie can you give Helios and Mythrell SMP status so they can access the appropriate threads please

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [lockie](#) on Wed, 14 Apr 2010 06:15:04 GMT

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Nope ! I'll mail Shanga though....

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Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Helios](#) on Wed, 14 Apr 2010 10:56:19 GMT

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following up on yesterdays post:

I'd like to read the project writeup to get an in-depth insight on what we're trying to achieve, also to make sure my management/organizational skills are adequate for the task at hand (I'm low level pm&d btw).

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Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Kaerar](#) on Wed, 14 Apr 2010 14:40:27 GMT

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We are still developing the exact details of the project. There is a basic design idea to keep it stock gfx wise for the most part. The main idea is to turn JA2 into a modular modding platform. To that extent we are integrating LUA scripting and have already added the ability use alternative gfx formats (PNG and 7zip based containers for them).

Areas still needing attention are quest and NPC scripting and externalising all hardcoded values that alter the gameplay. Basically trying to reduce the amount data withheld in the engine and exe, so mods can be made easier. There have been mentions of a SQL database which I personally think would be a great addition to JA2. It'll help with the arrangement of the weapons and other items, and hopefully with that it'll allow for the NPC data to be more organised and editable

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Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Helios](#) on Thu, 15 Apr 2010 13:32:35 GMT

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So can we say that the gist of it is to keep the vanilla ja2 game intact while completely overhauling the data structure of the engine?

This is logically sound... changing file formats means that modders won't have to deal with archaic file types or use editors made by amateurs, porting JA2 to SDL not only means improved performance but also availability in a wide range of platforms.

I can tell you that most of the mod developing teams I've worked with in the past had it far easier since they were spoon fed with sdk's and were working in popular 3d engines where there's no

lack of information.

Is it fair to say that the area you're having more difficulties is the externalization of data?

Are you able to tackle that task with the in-house coders? getting coders who will work with c++ and the infinity engine may prove difficult

I think I have a contact that could be of some assistance since he was in a mod team that worked with some revision of the infinity engine, not sure if he's still working with mods or if he moved on to bigger things... anyways providing a interesting project writeup or a easy to read synopsis would go a long way in making this project more appealing for coders to join. I have a couple of ideas but I'll wait for someone to pass me the ball before I start playing

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Kaerar](#) on Thu, 15 Apr 2010 14:47:19 GMT

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Zilpin was putting something like that together, but haven't seen him for a few weeks. Having said that I have been pretty busy recently. When I have something new to post about my UI I will, but currently most of it is grind redoing the bits I have already done for different resolutions. Seeing as I have about 7 to work with now it's going to take a while rather than the original 3

Birdflu probably has the closest thing to a direct synopsis at the moment. I was wondering if I could invite all interested to a meeting this weekend, depending on time zones. I'll make a post about it. It may be held over Skype or IRC depending on what people can get to. Only issue with IRC is that some people may have a lot to say and typing is longer than speaking

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Mythrell](#) on Thu, 15 Apr 2010 15:00:17 GMT

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Kaerar, you do know that SMP is there so that OTHERS could do mods? =D

Just kidding, but that whole deal is why 800x600 mod is and currently stays 800x600..

Edit: To add some content, Helios from what I would guess is that we'd need to get more non-windows users in. I think most of the windows modders here are involved in v1.13, and doing more than one mod can get quite tiring. Also, that would stir a lot more attention if, as it looks, this things gathers more wind once again.

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [killerpfiffi](#) on Thu, 15 Apr 2010 16:45:07 GMT

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/me is a non-windows user! Come on and call me, give me source to compile, whatever.

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Mauser](#) on Thu, 15 Apr 2010 21:58:36 GMT

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killerpfiffi/me is a non-windows user! Come on and call me, give me source to compile, whatever.

well killerpfiffi, good to know. could you please be a little more precise about what type of "non windows user" you are and what exactly your skills are that you want to contribute to this project?

we need some proper dedication from someone willing to work on this project. talking about either long term commitment or completing single but important and complex tasks within the project, once we have an overview and structure.

so please provide a more indepth presentation of your abilities and background, also why you are interested in this project.

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Kaerar](#) on Fri, 16 Apr 2010 03:33:52 GMT

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MythrellKaerar, you do know that SMP is there so that OTHERS could do mods? =D  
What, dammit I thought it was so I could get my personal mod working

[quote=MythrellJust kidding, but that whole deal is why 800x600 mod is and currently stays 800x600.. [/quote]

Yeah 800x600...

How about 640x480, 800x600, 1024x600, 1024x768, 1280x800, 1280x1024, 1440x900 as the basic resolution choices...

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Helios](#) on Fri, 16 Apr 2010 13:52:43 GMT

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skype, this sunday sounds good

I suppose different time zones are involved so I suggest 1600gmt

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Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [The\\_Bob](#) on Fri, 16 Apr 2010 14:57:48 GMT

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I'd prefer IRC, I'll try to be on the bearpit channel@quakenet this weekend.

---

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Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Kaerar](#) on Fri, 16 Apr 2010 16:08:38 GMT

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Ok we'll start on IRC and those who wish to join the Skype convo can.

I'll be about at times this weekend. I'll be online on IRC and Skype definitely at 1500 GMT on Sunday (Midnight Aussie EST).

Will send a PM round to all SMP members (and people who wish to join ) add your skype names and I'll add you all and be the host. If you don't wish to join the Skype conference we'll see how the IRC goes

---

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Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [killerpfiffi](#) on Fri, 16 Apr 2010 16:20:35 GMT

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Sure.

Once again . I am interested cause I am sick of using an emulator to slow play 1.13 - after seeing Stracciatella in action even more. The idea of making a bad hack of HAM and incorporate it in Stracciatella is haunting me since some time (but this of course would be contraproductive and worthless work knowing you guys around). I am an old addict and fan of this game and see it as an opportunity to work on my skills.

So, my skills... . I am a self learned programmer without any real in depth knowledge. You know, I know how these things work, mostly, but I can't stand up and say I am a programmer in this or this language. Right now, in my free time and after some other things I do or have to do, I am trying to learn C++ from the ground on. I scripted a lot in a java-like language (Vorlage) for a pbem I used to play. Make me part of the team and give me a reason to code (

---

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Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Kaerar](#) on Fri, 16 Apr 2010 16:31:14 GMT

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No probs I'll include you in the PM for this weekend then

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Helios](#) on Sun, 18 Apr 2010 17:55:37 GMT

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edited:

information about zoho on the newly created thread

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [normapomero](#) on Fri, 24 Sep 2010 05:39:56 GMT

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"I am assuming this part of the forum was supposed to be readable by the general community."

I think it is readable because if its not readable how can you reply.

-----

cheap scrubs online

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Luppolo](#) on Fri, 24 Sep 2010 11:07:58 GMT

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i have very limited knowledge of java, can be of any use?

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shuwar](#) on Fri, 03 Dec 2010 01:55:15 GMT

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---



Is there still any chance to getting into SMP team? I have experinece in map making and more than basic knowledge about 1.13. I'm interested in making map editor more friendly to users.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [usrbid](#) on Fri, 03 Dec 2010 05:09:56 GMT

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I am currently working on a summary of the new SMP effort from this year here.

So far I only have a memeber list but intend to make a detailed list of everything we discovered.

There is a lot of C coding required to get 1.13 to 1.14, as a result we really need more coders (any experience level is appreciated).

So far only birdlfu has really written some usable code and he really needs help.

PM me on the Pit if you are a coder and have roughly 10 hours a week for the new SMP.

---

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Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Longshot](#) on Fri, 21 Jan 2011 15:17:36 GMT

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I have a badge for this and am able to see the threads dedicated to it but since I can't program anything I let the effort go.

I'm still interested in helping if I can, but if this still requires immense amounts of code I don't want to be in the way.

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Rockarobby](#) on Wed, 30 Mar 2011 15:48:44 GMT

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a ja2 1.14 version? sounds good.

can i be a beta tester?

---

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Tobias](#) on Sat, 23 Jul 2011 17:43:21 GMT

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Kripla  
Changes:

-----  
If you have in both arms one handed SMG or pistol and select burst or auto, it means that both weapons will fire burst or auto not just one.

Is this nice feature already public?  
I am waiting for this for the last 12 years!  
Please make it public via update!

Thanks a lot!

---

Subject: Re: Project "v1.13 Stable Modding Platform" Looking for Coders and Betatesters

Posted by [Shanga](#) on Tue, 18 Dec 2012 14:26:45 GMT

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this really needs a bump.

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [007](#) on Mon, 18 Oct 2021 08:55:11 GMT

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Bumping this - If any coders, designers and beta testers want to start working on this project please let me know, available also in PM.

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Deleted.](#) on Mon, 18 Oct 2021 09:02:16 GMT

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Why not use stracciatella then? It looks much more stable modding platform like than any 1.13 based project.

---

Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [007](#) on Mon, 18 Oct 2021 09:25:16 GMT

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I'm not against it. tbh I'm not all that familiar with stracciatella, I only got the impression that it's a way to have JA2 run on different platforms.

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Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [Deleted.](#) on Mon, 18 Oct 2021 09:38:10 GMT

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As I understand it also has in plans externalization of anything possible and mod support. It keeps vanilla features mostly with some tweaks and additions, so the main question is whether you want features from 1.13 or not.

I see my +AI project as kind of stable modding platform since it doesn't add features that break compatibility with stable release so modders can concentrate on adding content instead of constant updating mod to be compatible with the trunk.

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Subject: Re: Project "v1.14 Stable Modding Platform" Looking for Coders and Modders

Posted by [007](#) on Mon, 18 Oct 2021 10:10:16 GMT

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Perfect then, I will get in touch with them.

In my fantasy, we base-line the latest 1.13 and your AI, and give players the option to select which mod(s) they wish to play with.

Also in my fantasy - new players and long lost ones will get involved with the game again :)

---