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Subject: FFF-Multiplayer release!

Posted by [the scorpion](#) on Sun, 21 Feb 2010 17:58:06 GMT

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Fight For Freedom (FFF) is a WW2 themed ja2 modification currently in development. We have, however, already established a Multiplayer-oriented version of it.

This has previously been shared to MP players ad hoc in the MP channel, now, to have one "official" version, we'd like to share it with the board and all ja2 players :shake:

Features include:

- a huge number of playable characters, including many new Mercs, many Characters that used to be unplayable like Mike, Kingpin or Queen Deidranna

- a completely new gameworld with hundreds of new custom maps and various new tiles and tilesets ranging from dense jungle over trenches and bunkers to WW2 vehicles and objects of various kinds

- a huge number of WW2 era weaponry and equipment from all major warring parties like Mauser broomhandles to MG42's, Bazookas, stick grenades iron crosses and medals of honour (and a lot more)

- a game designed and balanced for instant-action Multiplayer gameplay. Teams come prebalanced and preequipped for instant fun action.

- an AI that has access to top level equipment on every map. You can play A1 and you may still run into an enemy using an MG42.

- a team and character selection of systematic order: Use machine gunners for firepower, snipers for accurate long range fire, spotters to guide the snipers, specialists for heavy weapons and grenades, also medics and rifemen to complete your squads.

- a weapon mod designed for a very broad range of weapon usage in the game. Fire heavy machineguns from prone position and use short ranged pistols and SMG's in close quarters.

- an increased terrain interactivity. Use grenades and molotovs to set grass and bushes on fire and catch enemies hiding in the grass in a deadly wildfire

Single player gameplay still supported

Modern equipment choices still possible

Download

<http://www.mediafire.com/?ezmzgylfzny>

I hope to get it hosted on other hosting sites as well.

Installation:

You need a ja2 1.13 install. It is recommended to have a recent install with VFS supported. if you get an error relating to VFS, update your base 1.13 install and reapply FFF-MP mod.

Ontop of this install, you extract all content of the FFF archive.

Ja2.ini is the only file to be overwritten during this extraction. It comes by default with the "windowed mode" option enabled. You need to set your screen monitor to 16 bit

Alternatively to overwriting your ja2.ini, you need to make sure that this line exists in your ja2.ini

```
; FFF-COOP  
VFS_CONFIG_INI = vfs_config.FFF-COOP.ini
```

So you can just copy it into your existing ja2.ini

all other VFS\_CONFIGS need to be temporarily disabled by putting a semicolon in front of them, e.g.

```
; VFS_CONFIG_INI = vfs_config.ini
```

So you just put a semicolon in front of the existing VFS\_CONFIG line to comment it out for playing FFF and vice versa when wanting to not play FFF anymore

How to play:

Multiplayer allows up to 4 players to fight ONE map a time, either together against the AI (Coop) or against each other (Deathmatch, Team Deathmatch)

See the following posting for a thread about how to set up a game:

The Coop or DM decision must be taken early on by the host. So you might want to coordinate and inform each other, what kind of game to play before a server is up and ready.

Known issues and to-dos can/ will be discussed in board threads as they are reported. Note that this is the first version available to a larger audience and it is likely that many eyes see much more bugs than a few eyes see.

Also, the mod will still be developed

Languages: Currently, Weapon/ itemdescriptions are mostly only available in english. Many items als have german descriptions. Custom mercs will likely speak their language of origin.

This modification for Ja2 (1.13) is meant to be played in Multiplayer mode and balanced for cooperative gameplay.

It is however possible to use Deathmatch gameplay or to use it in Single Player mode. There will be a lack of certain

gameplay elements in Singleplayer, such as lacking NPC's/ Quests, Entrances to Underground Levels, Unfitting web site optics and other faulty/ missing elements. Use at own risk.

Custom content taken (inter alia) from

B2B, B2B\_VM, GEM, Khor 1255, Night Ops, Noc Oficerov, Operacja Igla, Phantom\_Lord, Refiler, Renegade Republic, UC, Vengeance, Will Gates

comment on data-fff/taledata/multiplayer:

This folder holds the randomteams xml file. This file is used when the server starts a game using the "random mercs" option (default=ON) to assign teams to the clients. This file also enables FFF-MP to use WAY more characters than unmodified ja2 or Multiplayer mode without the random teams option.

By default, the number of teams is quite big, but there's another file with two more teams in the install that you can use alternatively, it'll enable some more teams.

In order to reduce the number of possible teams, you can open the file in a text editor like wordpad, notepad etc. and just cut out any teams you don't want available.

If you cut the number of teams below 4, the missing spots will be filled with default hardcoded teams.

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Subject: Re: FFF-Multiplayer release!

Posted by [the scorpion](#) on Sun, 21 Feb 2010 17:59:36 GMT

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More Info here

<http://www.ja-galaxy-forum.com/board/ubbthreads.php?ubb=showflat&Number=232823&page=1#Post232823>

How to set up games here

<http://www.ja-galaxy-forum.com/board/ubbthreads.php?ubb=showflat&Number=244429&page=1#Post244429>

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Subject: Re: FFF-Multiplayer release!

Posted by [BrainDonor](#) on Wed, 24 Feb 2010 13:35:07 GMT

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Awesome job! the screenshots I saw in another thread look great, I'm gonna give this some play this week.

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Subject: Re: FFF-Multiplayer release!

Posted by [the scorpion](#) on Wed, 24 Feb 2010 14:01:00 GMT

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Cool! See my signature for a link to an IRC channel to find other FFF-MP users for the unique Multiplayer content

Subject: Re: FFF-Multiplayer release!  
Posted by [Zathras](#) on Fri, 26 Feb 2010 03:16:10 GMT  
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Looks pretty cool man, i'll try it out when i get home!

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Subject: Re: FFF-Multiplayer release!  
Posted by [cdudau](#) on Fri, 26 Feb 2010 04:37:16 GMT  
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In my opinion the AI could be a little better, but I am used to playing the revamped AI.

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Subject: Re: FFF-Multiplayer release!  
Posted by [the scorpion](#) on Fri, 26 Feb 2010 09:28:18 GMT  
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ZathrasLooks pretty cool man, i'll try it out when i get home!

I'd be honoured

concerning the AI: The exe we were using yesterday is still from before the AI updates. Let's see how they can fix the overboarding friendly fire issue with the "new" AI (which is basically the old AI before CTH caps were introduced) and then maybe test that. Given that we have to use maximum AI and the fact that FFF-MP is in most parts much more deadly than 1.13, i doubt we can afford much friendly fire.

However, i'll have to study roman's release notes for the last official update and see if these new exe's have all the MP features (MP branch merged into trunk) in which case we can also use the newest exe's for testing. FFF-MP is pretty much exe independant except that full multiplayer functionality should be there.

Also, skipping the AI and adding data specifically for player vs. player game mode is still somewhat on my to-do list, but it got postponed as scripting FFF's campaign and improving the content is quite a workload right now. Of course, i have an old thread somewhere with a few suggestions and ideas, some outdated, some still topical. Any suggestion as to what has to be balanced differently for best Player vs. player gameplay are always welcome

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Subject: Re: FFF-Multiplayer release!  
Posted by [wanne \(aka RoWa21\)](#) on Fri, 26 Feb 2010 12:58:11 GMT  
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@all: I hope I can merge the Big Maps Project (incl. latest Multiplayer v1.5) on the weekend in the official 1.13 svn source. Then I will release a new version.

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Subject: Re: FFF-Multiplayer release!  
Posted by [the scorpion](#) on Sat, 27 Feb 2010 11:19:50 GMT  
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thanks Roman. That clears it up

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Subject: Re: FFF-Multiplayer release!  
Posted by [the scorpion](#) on Tue, 02 Mar 2010 09:59:23 GMT  
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And here is some gameplay footage showing the toned down version of the burning grass feature as used in the official version. (MP game)

(use refresh button to replay the animation)

Flame fires a rifle grenade into a bunch of enemies, the grass around them catches fire and causes some additional burnings and exhausts them. Now the feature is scalable and editable so we could have designed it in such a matter that the remaining grass also burns down.

I'm still experimenting with more/ other tiles to use the fire feature but it's not so easy to use it with otherwise unedited content, so if we wanted to, one day, burn down big trees, parts of houses for example or other big, solid objects, that's more complex.

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Subject: Re: FFF-Multiplayer release!  
Posted by [wanne \(aka RoWa21\)](#) on Tue, 02 Mar 2010 21:32:51 GMT  
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Wow, love that

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Subject: Re: FFF-Multiplayer release!  
Posted by [cdudau](#) on Fri, 05 Mar 2010 19:36:06 GMT  
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The image isn't working quite right. It played through once and is now frozen in the last frame.

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Subject: Re: FFF-Multiplayer release!  
Posted by [the scorpion](#) on Fri, 05 Mar 2010 19:42:27 GMT  
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try refreshing the page

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it doesn't really show much. apparently, all images are now limited to this mini-size to keep screenshot-spammers like myself from wasting bandwidth.

But if you have a copy of FFF-MP (download link in first posting) you can just throw some grenades into high grass and see for yourself

You can also try luring enemies into it and set an ambush, that makes it a bit more challenging. It's actually only using about half of its potential, and on Wildfire maps, as I was told, it's already too much :/

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Subject: Re: FFF-Multiplayer release!

Posted by [Kaerar](#) on Mon, 08 Mar 2010 03:43:37 GMT

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If you want to see the image on repeat just right click and view it in new window/tab (depending on browser). The image is actually at full resolution, just reduced on the forum (bit like a thumbnail).

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Subject: Re: FFF-Multiplayer release!

Posted by [cdudau](#) on Mon, 08 Mar 2010 18:17:09 GMT

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It still is frozen in the last frame. No big deal.

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Subject: Re: FFF-Multiplayer release!

Posted by [Jano](#) on Mon, 08 Mar 2010 22:51:31 GMT

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Picture Workaround: STRG+F5

@Topic  
nice mod.

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Subject: Re: FFF-Multiplayer release!

Posted by [cdudau](#) on Tue, 09 Mar 2010 01:51:47 GMT

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@Jano  
thanks works.

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Subject: Re: FFF-Multiplayer release!

Posted by [cdudau](#) on Mon, 15 Mar 2010 19:51:11 GMT

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New Download Mirror

[http://kermi.pp.fi/JA\\_2/Mods\\_v1.13/FFF-Multiplayer/](http://kermi.pp.fi/JA_2/Mods_v1.13/FFF-Multiplayer/)

Special Thanks to Kermi and Scheinworld!

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Subject: Re: FFF-Multiplayer release!

Posted by [BrainDonor](#) on Sat, 08 May 2010 21:50:57 GMT

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I've had some pretty good fff games recently, it's a pretty amazing mod. The map designs and special effects are especially good.

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Subject: Re: FFF-Multiplayer release!

Posted by [cdudau](#) on Sat, 08 May 2010 22:58:06 GMT

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It is a very....very....nice modification. Very well designed.

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Subject: Re: FFF-Multiplayer release!

Posted by [cdudau](#) on Mon, 06 Jun 2011 01:35:23 GMT

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Is this compatible with the new 1.13. My gut tells me no.

It is in fact compatible!

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Subject: Re: FFF-Multiplayer release!

Posted by [al-qaqi](#) on Wed, 08 Jun 2011 21:04:55 GMT

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yeah, awesome mod and very much compatible..

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