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Subject: ja2 stracciatella development  
Posted by [BirdFlu](#) on Wed, 16 Feb 2011 16:46:27 GMT  
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I know there are several unofficial patches and mods (e.g. 600x800) for Stracciatella and i was wondering what kind of interest is there to continue its development.

You may or may not have heard that i'm setting up a SMP project management website. Since Stracciatella is the designated codebase for the SMP project i was thinking that i might create a subproject for it. If you want i could setup a repository (or multiple repositories), an issue tracker, a wiki and a forum.

So, is that something i should consider? Otherwise i will stick to SMP only.

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Subject: Re: ja2 stracciatella development  
Posted by [Helios](#) on Wed, 16 Feb 2011 22:01:38 GMT  
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Hi Birdflu how are you doing?

Stracciatella will always have the loyal following of the open-source community and JA2 purists... so I would say the interest is always there. I must confess I haven't checked the repository in quite a long time... I believe 7060(?) was the last version I compiled, has there been progress since? or has tron de facto moved on to other projects?

As you are aware my coding skills are non-existant so I'll only be able to help you with bugs and glitches also integrating some of mgl's features.

I remember mythrell saying he was working in adding extra characters and 1024 to stracciatella, not sure if that's still going.

I haven't had time to check out the droid port but will do so asaic... one thing is for sure, even if it is quite primitive at this stage, you will see quite the little boom as soon as a playable version hits the droid ecosystem

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Subject: Re: ja2 stracciatella development  
Posted by [usrbid](#) on Wed, 16 Feb 2011 22:29:14 GMT  
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Yo birdlfu, I am always interested, just let me know what I can do.

You probably know by now that I am interested. For example when you opened the new Web site, I was one of the first to sign up.

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Subject: Re: ja2 stracciatella development  
Posted by [BirdFlu](#) on Thu, 17 Feb 2011 01:43:52 GMT  
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It's 7072, and Tron has not updated it for quite some time. I was thinking to provide a platform for unofficial Stracciatella updates and mods. As only Tron has control over his repository, these updates and mods are scattered over different places in the internet.

I would primarily do the development work on the SMP project, but as bugs will be reported for Stracciatella (i hope) i'm sure someone will try to fix them in a "non-feature-adding"-way. The goals of Stracciatella and SMP are different enough, so that parallel development could continue without one project making the other one obsolete. Or that is what i think, at least. The question is what exactly will be needed for Stracciatella. I would keep the original repository in a clean state, for the case that Tron comes back, and I would add another repository for the unofficial patches. But what about the bigger mods. How much of development work is required there? Would that justify a new feature branch or should the mod be intergrated in the main unofficial branch from the beginning?

It doesn't have to be sorted out right now, I can also add additional stuff later on. I was just curious how much interest there is in general.

@Dieter. That was just a test website. I'm setting up the repositories right now and i hope to start the "real" website in a couple of days.

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Subject: Re: ja2 stracciatella development  
Posted by [Helios](#) on Thu, 17 Feb 2011 16:46:31 GMT  
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I'm sure you will have the full support from everyone in the panel. Bob and Dieter are still around... speaking of which I'd like to see Kaerar logging in because of all the flooding in australia, but I'm sure he's alright.

"these updates and mods are scattered over different places in the internet. "

Yes, I've noticed that. There are a few code fixes and enhancements that people made that weren't incorporated, probably because they came after the 7072 revision or Tron didn't have time, I believe he would be happy if someone were to continue the work of stracciattella.

I'll try to check this forum twice a week, but email me at zoho if you need my attention...

I remember the last version I was using was the mythrell 800x600 revision with some of mgl's extra code features like 'J' for jumping on roofs written into it. I'll check to see if I saved it.

In the linux gaming forums there was 'code' flying around I think, quite a few fixes, I'll help you find them if need be.

This forum is a good start, bug fixes and mgl's extra code that should definitely be incorporated into the main revision because patching everytime you compile a new version is irritating.

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Subject: Re: ja2 stracciatella development

Posted by [misanthropos](#) on Fri, 15 Apr 2011 13:18:04 GMT

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Hey birdflu,

could you setup a repository for ja2-stracciatella to continue the works of tron?  
lets say put in rev 7072 - I gladly would add some patches of glitches  
and/or bugs I have found and resolved.

cheers

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