Subject: Gateway to the Modifications
Posted by Starchris on Tue, 05 Jun 2012 22:12:51 GMT

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Hello Everyone

I have created in my Polish Forum a topic with links to all modifications that have been created for JA Back in Action. I hope that for all of you this topic will be very usefull also. I will try to update everything as long as I can. Unfortunately not every modification is compatible with the newest version of JA Back in Action 1.13g, so check it before using.

WORKING LINKS

They are safe and ready to download at all time. When you click [color:#CC0000]DOWNLOAD[/color], it will open next web page, then click [color:#CC0000]SEE ORIGINAL PAGE[/color].

1. All Items Forever
2. All Modifications Together
3. Blue Dawn Mod
4. Combat Evolved
5. Drops All Items
6. Firearms Rebalanced Experiment
7. Improved ICE
8. MERC is Back
9. Mini Mods
10. New Interfaces
11. Ultimate AIM-Professionals
12. Zombie Mod

The Mini Mods contains following modifications:

1. Fight an army, no hillbillies with axes
2. Modded T72 Tank
3. More Liberty
4. No acknowledgments, no ambient sounds, no attack error sounds
5. No Intro Videos
6. Old Faces for all Merc
7. Real Soldiers
8. Realistic Models Assault Rifle
9. Sounds Mod

The Combat Evolved contains both versions, for JA Back in Action and for JA Crossfire.

The New Interfaces contains two different interfaces to choose.

The Drops All Items contains all six versions of this mod.

The Zombie Mod is the improved one with smaller size.

I. MODIFICATIONS

A.) General modifications

1. AK Restored
2. AIM-GEAR
3. AIM-Professionals
4. Bigger Stacks Better Prices for Junk
5. Bobby Ray

Subject: Re: Gateway to the Modifications
Posted by dugz on Sun, 05 Aug 2012 07:44:09 GMT
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When I click on any of those links all I get is a white screen that says:

Could not determine your IP address

What's the deal here?

Subject: Re: Gateway to the Modifications
Posted by lockie on Sun, 05 Aug 2012 11:32:55 GMT
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I just tried it , seems fine , must be you .

Subject: Re: Gateway to the Modifications
Posted by Starchris on Thu, 04 Oct 2012 11:44:24 GMT
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We have some kind of stagnation of modding the JA Back in Action game. I think the main cause is that we already modded everything what we was able to mod. So I added just everything what we have done so far to the first post. Nothing else we can not do without a specific tools. Maybe in the future Devs will release some tools, maybe for EXE file or level editor. Future will show.

Subject: Re: Gateway to the Modifications
Posted by karateschnitzel on Fri, 02 Nov 2012 22:45:06 GMT
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hi everyone

i think i might have a slight problem with the "all modifications together" modification...
when i try to fight the cannibals near cambria @ the farm they just don't take damage at all.

it says "100 damage" but the healthbar wont go down - and since i'm quite new to this game (and the mods) i have no idea what i could do about it. (tried it with different weapons + grenades)

anybody having the same problem?

(using latest patch and the mod named above- i "installed" the "blue edition")

Subject: Re: Gateway to the Modifications
Posted by Starchris on Mon, 05 Nov 2012 12:54:59 GMT
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Everything is ok here. They have 50000 points of life. You have to fire, fire, fire, shoot, shoot, shoot at them huge amount of bullets to kill them. With terrorists are the same situation. If you have problem with them, you should bring to the battle more mercenaries. Reward for them is really huge amount points of experience and a lot of ammunition.

Subject: Re: Gateway to the Modifications
Posted by karateschnitzel on Mon, 05 Nov 2012 19:50:28 GMT
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haha 50 000 - this is going to be fun!

thx for the info

Subject: Re: Gateway to the Modifications

Posted by Rev1 on Wed, 14 Nov 2012 21:22:48 GMT
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Amazing!
Haven't checked any of them out yet, but the descriptions demonstrate that you have done a lot of great work.

Subject: Re: Gateway to the Modifications
Posted by Rev1 on Wed, 14 Nov 2012 21:27:20 GMT
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If I have missed it, I'm sorry for the oversight, but is there a mod that can allow increased funds. I have been wandering all over the place with Ice, and it is taking forever to recapture that city in the south. (Crossfire) ... Largely because until he advanced a 2nd level, he couldn't even inject himself with a syringe.
Related to that, is there any mod that can alter anything in an existing game that has already begun? My wife would be seriously miffed if I were to start over from scratch.

StarchrisWe have some kind of stagnation of modding the JA Back in Action game. I think the main cause is that we already modded everything what we was able to mod. So I added just everything what we have done so far to the first post. Nothing else we can not do without a specific tools. Maybe in the future Devs will release some tools, maybe for EXE file or level editor. Future will show.

Subject: Re: Gateway to the Modifications
Posted by yupper on Thu, 15 Nov 2012 15:32:41 GMT
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Rev1If I have missed it, I'm sorry for the oversight, but is there a mod that can allow increased funds.

Most use memory scanners like Cheat Engine when they want to increase starting funds. The other method is to edit the containers for the Drassen Airport and add some expensive items that can then be sold for quick cash. But really, once you start taking over sectors, the money will start to pour in. So much so that the economy becomes completely imbalanced half way through the game because there is no time based upkeep cost for the mercenaries, even with having to constantly buy armour as the developers' misguided method of 'gold sink.' In my own game, I removed income from all sectors that do not have revenue generating likes mines and airport, and I still have way too much money and nothing to spend it on before I've even conquered half the map.

Subject: Re: Gateway to the Modifications
Posted by Rev1 on Sat, 17 Nov 2012 03:39:28 GMT

I'm playing Crossfire.
Believe me, money is scarce.
I downloaded CheatEngine, but my antivirus software seems to have blocked it from the Internet, even when I disabled it and went into Game mode.

yupperRev1If I have missed it, I'm sorry for the oversight, but is there a mod that can allow increased funds.

Most use memory scanners like Cheat Engine when they want to increase starting funds. The other method is to edit the containers for the Drassen Airport and add some expensive items that can then be sold for quick cash. But really, once you start taking over sectors, the money will start to pour in. So much so that the economy becomes completely imbalanced half way through the game because there is no time based upkeep cost for the mercenaries, even with having to constantly buy armour as the developers' misguided method of 'gold sink.' In my own game, I removed income from all sectors that do not have revenue generating likes mines and airport, and I still have way too much money and nothing to spend it on before I've even conquered half the map.

Subject: Re: Gateway to the Modifications
Posted by yupper on Sat, 17 Nov 2012 05:47:29 GMT

Rev1I'm playing Crossfire.
Believe me, money is scarce.
I downloaded CheatEngine, but my antivirus software seems to have blocked it from the Internet, even when I disabled it and went into Game mode.

Oh, sorry. I missed the Crossfire part. I don't have Crossfire so I don't know. But Cheat Engine should still work. Just exempt it from your antivirus software and it should work then. Alternatively, you can add items to containers that can be sold to traders (I am assuming there are traders in Crosscire). You'll need to unpack the config files using one of sbobovyc's tools, but if you have Combat Evolved installed then those files have already been unpacked.

Subject: Re: Gateway to the Modifications
Posted by Rev1 on Sat, 17 Nov 2012 10:46:48 GMT

I wouldn't know what to do with it anyway. The JA2 mod tools back in the Day were much easier to use.
The best I can tell, all of these are for modifying new games. If I am in the middle of a game and want to modify a saved game, I'm out of luck.

yupperRev1I'm playing Crossfire.
Believe me, money is scarce.
I downloaded CheatEngine, but my antivirus software seems to have blocked it from the Internet, even when I disabled it and went into Game mode.

Oh, sorry. I missed the Crossfire part. I don't have Crossfire so I don't know. But Cheat Engine should still work. Just exempt it from your antivirus software and it should work then. Alternatively, you can add items to containers that can be sold to traders (I am assuming there are traders in Crosscire). You'll need to unpack the config files using one of sbobovyc's tools, but if you have Combat Evolved installed then those files have already been unpacked.

Subject: Re: Gateway to the Modifications
Posted by yupper on Sat, 17 Nov 2012 13:07:01 GMT
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Rev1I wouldn't know what to do with it anyway. The JA2 mod tools back in the Day were much easier to use.
The best I can tell, all of these are for modifying new games. If I am in the middle of a game and want to modify a saved game, I'm out of luck.

You wouldn't know what to do with what? Cheat Engine or sbobovyc's tools? Cheat Engine or any memory scanner/hex editor will work regardless of where you are in the campaign. If you just can't get Cheat Engine to work, you can always Google for another memory scanner. There are dozens of them out there. As for sbobovyc's tools....have you tried them? It's click and drag. It's even easier to use than the JA2 mod tools.

Subject: Re: Gateway to the Modifications
Posted by Rev1 on Sat, 17 Nov 2012 14:10:19 GMT
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OK.
Maybe I have early stage dementia.
I got Cheat Engine to work, but need to check out the tutorial. No clue what to do with it.
Regarding sbobovyc's tools, I extracted his Crossfire patch, which apparently was for a different version of Crossfire, because it caused mine to promptly crash after a nice new start screen. (Predicted in his documentation, so no big deal.)
If there's a client tool for download which he used to create them, I haven't seen it yet, but I was having trouble with some links he had posted which were no longer active. (

Subject: Re: Gateway to the Modifications
Posted by yupper on Sat, 17 Nov 2012 14:48:27 GMT
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Rev1OK.
Maybe I have early stage dementia.
I got Cheat Engine to work, but need to check out the tutorial. No clue what to do with it.

This should help. Remember it's for BIA, not Crossfire. So when you look for the process to open, look for Crossfire's game exe (not BIA as displayed in the video).

Quote:
Regarding sbobovyc's tools, I extracted his Crossfire patch, which apparently was for a different version of Crossfire, because it caused mine to promptly crash after a nice new start screen. (Predicted in his documentation, so no big deal.)
If there's a client tool for download which he used to create them, I haven't seen it yet, but I was having trouble with some links he had posted which were no longer active. (

The link in his signature does not seem properly formatted. But the link to the tools page in the Mod Gateway thread should be working.

Subject: Re: Gateway to the Modifications
Posted by Rev1 on Sat, 17 Nov 2012 21:44:36 GMT
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Yeah. I found it. Been playing around with it a bit today.
Interestingly, changes made seem to impact saved games too.

While I haven't figured out a way to influence the starting cash yet, I have come up with some work-arounds that keep me from having to start from scratch.

Subject: Re: Gateway to the Modifications
Posted by Rev1 on Sun, 18 Nov 2012 04:38:32 GMT
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What controls the chances of enemy soldiers dropping their gear?

Subject: Re: Gateway to the Modifications
Posted by Rev1 on Sun, 18 Nov 2012 13:41:59 GMT
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Just found an excellent explanation of the "drop all items" issue here:

http://translate.googleusercontent.com/translate_c?depth=1&hl=en&rurl=translate.google.com&sl
=auto&tl=en&twu=1&u=http://jagged-alliance.pl/artykul435/drops-all-items/&usg=ALkJrhiKaUJ2es
_ZTSKk9-88xXAMkcnkUw

Looks like the site was developed by a team of mod developers in Poland. Awesome work.

Subject: Re: Gateway to the Modifications
Posted by Rev1 on Mon, 19 Nov 2012 06:03:49 GMT
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Gotta say that the Drop Everything mod takes care of a lot of major issues. It helps with providing
some semblance of gear for the militia, and also helps with not having to plow everything you earn
back into paying for fresh armor.

Subject: Re: Gateway to the Modifications
Posted by sirlach on Sat, 24 Nov 2012 23:47:55 GMT
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I was getting the "could not determine IP address" error as well. Did a bit of research. Found that I
could access the boards through my Phone 3G connection but not through my home DSL.
Worked out that my Home DSL has IP v6 enabled when my 3G phone just using IP v4. Turn off
IPV6 and the boards come up OK. Seems like BC have not configured their board software to
handle IPV6. Maybe I will get the energy to try and raise this with them. Sigh.

Subject: Re: Gateway to the Modifications
Posted by Reconsider on Thu, 31 Jan 2013 13:28:07 GMT
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Thank you very much for this thread.