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Subject: This mod is dead?

Posted by [Manestic](#) on Fri, 27 Jul 2012 21:07:00 GMT

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Is this mod dead?

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Subject: Re: This mod is dead?

Posted by [lockie](#) on Fri, 27 Jul 2012 22:54:08 GMT

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Nup . What makes you say that ?

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Subject: Re: This mod is dead?

Posted by [Hawkeye](#) on Tue, 09 Oct 2012 11:20:43 GMT

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Can someone tell me if Alien Overlord is different from Demise of Man? I recently acquired Alien Overlord, but did notice it also comes with DOM, trouble is DOM doesn't work, and Alien Overload seems totally out of control for me being new to this whole Sci-Fi experience.

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Subject: Re: This mod is dead?

Posted by [lockie](#) on Tue, 09 Oct 2012 12:39:23 GMT

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Haven't heard of Alien Overlord , where did you get this from ?

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Subject: Re: This mod is dead?

Posted by [Hawkeye](#) on Tue, 09 Oct 2012 22:46:25 GMT

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Errr I plead the fifth! Re-reading some old mails I think it's a closed release for now. Seems it's a follow up from Demise of Man, which would account for why I'm so lost.

Anyone know where I can access the latest DOM? my exe dated 23/11/2010 doesn't want to play, it just goes black and then drops out before even the loading screen. Otherwise I'll see if I can chase up where I got it from originally.

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Subject: Re: This mod is dead?

Posted by [Scheinworld](#) on Tue, 09 Oct 2012 23:13:00 GMT

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Hi Hawk,

Nice to talk with you about something else apart from VR topics!

All Demise of Man builds can be found here:

[http://kermi.pp.fi/JA\\_2/Mods\\_Vanilla/Demise\\_of\\_Man/](http://kermi.pp.fi/JA_2/Mods_Vanilla/Demise_of_Man/)

I hope it works for you!

Best regards; Schein...

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Subject: Re: This mod is dead?

Posted by [Hawkeye](#) on Tue, 09 Oct 2012 23:17:52 GMT

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Thanks, so is this just a case of copying these files over the old ones I have installed to play? Or should I reinstall the lot again?

Might be worth getting a new sticky or download page for this latest build elsewhere on this DOM sub forum, the main thread is a bit out of date now.

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Subject: Re: This mod is dead?

Posted by [Scheinworld](#) on Tue, 09 Oct 2012 23:58:36 GMT

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No problem Hawk!

HawkeyeThanks, so is this just a case of copying these files over the old ones I have installed to play? Or should I reinstall the lot again?

That's difficult to say. I don't know when and which version you've installed? At least two of them exist and the versions I have here I've also uploaded to Kermi's FTP some time ago. So it's probably better to be on the safe side and make a new install of the latest(?) "ja2 DoM" build you can find here:

[http://kermi.pp.fi/JA\\_2/Mods\\_Vanilla/Demise\\_of\\_Man/](http://kermi.pp.fi/JA_2/Mods_Vanilla/Demise_of_Man/)

After that I would copy the files from the update above (= Demise of man.exe and phalanx.sti) into the specific folders and replace any existing files. Well, that's the way I would do it, but please be aware that I couldn't test the new build myself yet. I really regret that, but hopefully I find the time to play this mod in the future.

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Subject: Re: This mod is dead?  
Posted by [Hawkeye](#) on Wed, 10 Oct 2012 03:27:30 GMT  
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Hmm, seems to be having issues with new install. Fonts seem empty apart from Tinyfont, so I copied some missing ones from another JA install, but can't seem to find CLOCKFONT.sti, which is preventing the game from loading. Anybody have this file handy?

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Subject: Re: This mod is dead?  
Posted by [Scheinworld](#) on Wed, 10 Oct 2012 10:11:24 GMT  
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Just extract the following Fonts file into the main folder of your JA2 install:

[http://kermi.pp.fi/JA\\_2/Patches/Other/Fonts\\_JA2\\_Gold.zip](http://kermi.pp.fi/JA_2/Patches/Other/Fonts_JA2_Gold.zip)

Otherwise it sounds like a corrupt JA2 install you have and if it doesn't work with the Fonts file too I would try to install JA2 again.

I always make a new copy of my installed JA2 game so there is no need to use my CD over and over again and I can have several mods and 1.13 versions on my hard disk at the same time.

Good luck!

Edit:

I know Callahan recommended v1.12 or lower as install base for his Demise of Man Mod, but I wanted to get it to work with v1.13 as well and it works with the older v1.13 release [502].

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Subject: Re: This mod is dead?  
Posted by [usrbid](#) on Thu, 11 Oct 2012 03:56:47 GMT  
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About that Alien Overlord thing... Come on, I am starving here, can you throw me a bone - pleeeeeeease?!

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Subject: Re: This mod is dead?  
Posted by [Hawkeye](#) on Thu, 11 Oct 2012 07:33:36 GMT  
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You might have to contact Callahan direct. I think he did mention it briefly in the main DOM thread, think it's more of a work in progress.

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Subject: Re: This mod is dead?

Posted by [wolf00](#) on Mon, 05 Nov 2012 20:43:08 GMT

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i have instaled dom v5 on ja2 gold [1.12] but i have trouble,my merc have in combat 10-15 action points maximum ...

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Subject: Re: This mod is dead?

Posted by [Hawkeye](#) on Tue, 06 Nov 2012 01:03:06 GMT

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I had the same problem, but that's because DOM uses a shorter/quicker turn mode during combat. To revert back to the vanilla action points set:

`SHORT_TURNS = 0`

In the JA2options.ini and you're ready to rock n roll.

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