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Subject: Compatibility  
Posted by [flagneau](#) on Sun, 09 Dec 2012 19:07:26 GMT  
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Hi,

Does Wildfire compatible with 1.13?

Does Wildfire compatible with dgmercis?

Does Wildfire compatible with AINMAS last version?

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Subject: Re: Compatibility  
Posted by [DepressivesBrot](#) on Sun, 09 Dec 2012 19:34:25 GMT  
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Nope.

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Subject: Re: Compatibility  
Posted by [Gambigobilla](#) on Sun, 09 Dec 2012 19:36:14 GMT  
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[http://kermi.pp.fi/JA\\_2/Maps/Wildfire/](http://kermi.pp.fi/JA_2/Maps/Wildfire/)

I haven't used them for a long time but they might require some fine tuning xml-wise.

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Subject: Re: Compatibility  
Posted by [winehouse](#) on Mon, 10 Dec 2012 01:47:47 GMT  
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I believe all of that is possible. I saw a modification for Wildfire from Starchris some time ago. I believe it is located on the Polish forums ??? Let me look around for you tomorrow and I will post a link.

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Subject: Re: Compatibility  
Posted by [winehouse](#) on Mon, 10 Dec 2012 15:55:24 GMT  
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Yes, I was correct. It is funny because it is actually possible to install Wildfire 1.13 onto Retail Wildfire.

It JA2 Wildfire Mods V1.23  
Date: 3 January 2012 15:47  
Size: 39.28 MiB

With this overlay created by Starchrisa all modifications based on the classic Jagged Alliance 2 will work well on the version of Jagged Alliance 2 Wildfire.

The package is a complete installation instructions.

Version 1.23 includes fixes, so that also works properly with the modification of the 005th JA2  
DOWNLOAD

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Subject: Re: Compatibility  
Posted by [flagneau](#) on Mon, 10 Dec 2012 17:28:25 GMT  
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Done for download

Thanks winehouse.

How is it for ainmas last version? I found a topic for a former version of that mod for wildfire. I downloaded the last version of ainmas mod, but I don't if I'm right to use it with wildfire?

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Subject: Re: Compatibility  
Posted by [Sam Hotte](#) on Mon, 10 Dec 2012 19:17:10 GMT  
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Give it a try. (Prolly nobody ever has tried to throw AIMNAS over "Wildfire retail + Starchris' thingie")

Looking forward to your report.

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Subject: Re: Compatibility  
Posted by [lockie](#) on Tue, 11 Dec 2012 13:15:14 GMT  
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As in all adding mods , remember to save your original in case of f\*\*\*ups !

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Subject: Re: Compatibility  
Posted by [flagneau](#) on Thu, 13 Dec 2012 18:00:33 GMT  
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I try AINMAS last version with Starchris' thingie but I believe it doesn't work.

In a readme explanation it's explained how to install a CRITICAL EDGE mod. Does somebody know something about that mod?

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Subject: Re: Compatibility

Posted by [winehouse](#) on Thu, 13 Dec 2012 18:23:55 GMT

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The Critical Edge mod:

Polish modification, whose main objective is to place the player in extremely difficult conditions: sectors full of well-armed opponents who have can only coming to this way of thinking and planning. Due to problems with the conversion of the JA2 1.13, the author has released all of its material in the form of fashion for UB. Currently available is a version for both the UB and under 1.13.

Can you explain a little more about what didn't work when you tried to install:

Retail Wildfire (Which version do you have?)

Wildfire Mods V1.23 (You already downloaded)

AIMNAS (v21PL) (anything after v21, is broken)

Also, it wouldn't hurt to contact StarChris personally. He is a very active modder.

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Subject: Re: Compatibility

Posted by [flagneau](#) on Fri, 14 Dec 2012 16:26:03 GMT

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Hi winehouse,

I think I don't the good version of AIMNAS

Let me try to morrow

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Subject: Re: Compatibility

Posted by [flagneau](#) on Sun, 16 Dec 2012 14:46:42 GMT

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Hello winehouse,

I tried it seems to work.

I must use the ja2.exe and not the wildfire.exe.

I go through the inieditor.

But I have one trouble. That's polish language. So for the menu could you help please?

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Subject: Re: Compatibility

Posted by [winehouse](#) on Sun, 16 Dec 2012 14:55:20 GMT

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AIMNAS (V21)

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Subject: Re: Compatibility

Posted by [flagneau](#) on Mon, 17 Dec 2012 17:27:22 GMT

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Ok winehouse download done

How to use them?

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Subject: Re: Compatibility

Posted by [Sam Hotte](#) on Mon, 17 Dec 2012 17:38:06 GMT

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It's a 7zip archive, so use 7zip (or another 7z capable [un]pack program) to "unzip" it. Installation guide is to be found in the AIMNAS subboard, either the FAQs or DepressivesBrot's instruction.

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Subject: Re: Compatibility

Posted by [Gambigobilla](#) on Mon, 17 Dec 2012 19:09:44 GMT

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Paste it over 4870 stable build.

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Subject: Re: Compatibility

Posted by [winehouse](#) on Mon, 17 Dec 2012 19:56:17 GMT

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GambigobillaPaste it over 4870 stable build.

Yes, exactly. This will make it less likely that you run into bugs.

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Subject: Re: Compatibility  
Posted by [flagneau](#) on Wed, 19 Dec 2012 05:11:27 GMT  
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Instruction are very complicated.

That's all I have to say.

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Subject: Re: Compatibility  
Posted by [Gambigobilla](#) on Wed, 19 Dec 2012 09:02:14 GMT  
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flagneauInstruction are very complicated.

That's all I have to say.

1. Install JA2 in a not system folder. Don't install in program files go install in c:\games or sth.
  2. Delete JA2.exe just in case.
  3. Download and install 4870 Stable Bugfix Release
  4. Paste AIMNAS v21 over it.
- 

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Subject: Re: Compatibility  
Posted by [Sam Hotte](#) on Wed, 19 Dec 2012 11:02:29 GMT  
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Jo, gambi, the thraed was about using wildfire retail, then starchris' thingie and then adding AIMNAS ...

Well, As the recipe of this frankensteining already looks complicated, i wouldn't be surprised if doing it is infact complicated ...

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Subject: Re: Compatibility  
Posted by [flagneau](#) on Wed, 19 Dec 2012 16:12:10 GMT  
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Hi,

Thanks for the advice.

May I remind you that's for WILDFIRE I'm looking for somethings.

What I did is working but that's in Polish language. New aimnas file downloaded doesn't not contain any instruction. So by example I have several .exe and so on. That's why I wrote it's a little bit complicated.

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Subject: Re: Compatibility  
Posted by [flagneau](#) on Sat, 22 Dec 2012 12:57:31 GMT  
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Hi,

As I said it's working but with the main menu in Polish language.

Does somebody know how to change that?

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Subject: Re: Compatibility  
Posted by [BigTeef](#) on Fri, 18 Jan 2013 20:03:52 GMT  
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I was directed by somebody to read this topic regarding to patch wildfire with the 1.13 mod. Can somebody give me a set of instructions and summarize what I exactly need to do?

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Subject: Re: Compatibility  
Posted by [Sam Hotte](#) on Fri, 18 Jan 2013 20:45:03 GMT  
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You need to read the thread; one of winehouse's post contains the link to download/website.

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Subject: Re: Compatibility  
Posted by [flagneau](#) on Mon, 21 Jan 2013 19:03:59 GMT  
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Hi,

It works in English using ja2 WILDFIRE mod v1.23 + AIMNAS english version and obviously WILDFIRE 6.04.

I'm happy.

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Subject: Re: Compatibility

Posted by [EXile 150 Abyss](#) on Sat, 26 Jan 2013 17:51:22 GMT

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I just can't seem to get it working...

I'm using A clean copy of Wildfire (version 6.04) from Steam

But I have no Idea in what order the addons need to be applied...

I start with the WILDFIRE mod v1.23 and then AIMNAS but after checking the files it placed it's obvious not going to work (Ja2.ini isn't going to do anything with WF6.exe). So my question is where in the proceedings do I need to apply the 1.13 mod to get this bastard working?

Or at least point out why I'm an incredible imbecile... :wb:

And then just shoot me...

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Subject: Re: Compatibility

Posted by [flagneau](#) on Tue, 05 Feb 2013 19:59:35 GMT

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Hi Exos,

At my opinion you do it well in the same order as me.

Could somebody say to me where is the file with the setting up chosen at the beginning of the game?

I would like to change from IRONMAN to SAVEANYTIME.

A prompt answer is needed.

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Subject: Re: Compatibility

Posted by [DepressivesBrot](#) on Tue, 05 Feb 2013 20:02:04 GMT

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[Jagged Alliance 2]\Profiles\UserProfile\_[some\_mod]\SavedGames\SavedGame##.sav  
or just [Jagged Alliance 2]\SavedGames\SavedGame##.sav for a non-1.13 install.

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Subject: Re: Compatibility

Posted by [flagneau](#) on Tue, 05 Feb 2013 20:06:41 GMT

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And for WILDFIRE?

Is it the same?

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Subject: Re: Compatibility

Posted by [DepressivesBrot](#) on Tue, 05 Feb 2013 20:08:05 GMT

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Yes, retail WF falls under option 2 then.

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Subject: Re: Compatibility

Posted by [flagneau](#) on Tue, 05 Feb 2013 20:08:58 GMT

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DepressivesBrot[Jagged Alliance

2]\Profiles\UserProfile\_[some\_mod]\SavedGames\SavedGame##.sav

or just [Jagged Alliance 2]\SavedGames\SavedGame##.sav for a non-1.13 install.

Hi,

How to open the file .sav? I believed it was in an .ini file?

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Subject: Re: Compatibility

Posted by [DepressivesBrot](#) on Tue, 05 Feb 2013 20:18:41 GMT

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No, campaign screen options get written to the savefile.

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Subject: Re: Compatibility

Posted by [flagneau](#) on Tue, 05 Feb 2013 20:31:13 GMT

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Hi DB,

May be I'm not so clear. I play with WF 6.04 + ja2 WF mod1.23 + AIMNAS1.13.

I choose INSANE + IRONMAN at the beginning. I'll like to change to INSANE + SAVEANYTIME. I don't find by myself the file where it is.

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Subject: Re: Compatibility

Posted by [DepressivesBrot](#) on Tue, 05 Feb 2013 20:35:59 GMT

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Well, as I told you already, that option gets written to the save file - so:  
Deal with it.

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Subject: Re: Compatibility

Posted by [Thundercat](#) on Wed, 06 Feb 2013 13:50:53 GMT

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hello everyone. i used to play ja gold 1.13 with wildfire+HAM+AIMNAS but that was more than 2 years ago... i read a few threads to keep it up with the amazing progress all of you have been doing in this game and i find them really astonishing. congratulations... now among the various mods i would like to play the latest version of wf+HAM+AIMNAS adding all the new staff and features... but i just cant find if there is a sci for all of this together or if i have to make it by myself step by step...

in the second case i would like to know in which step i have to install each thing from wf to HAM and AIMNAS latest versions plus all the new features i could possibly add on them...

if someone please could indicate me a schedule or something step by step, cause i dont remember and since i ve reading all here i got under panic... thanks

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Subject: Re: Compatibility

Posted by [Sam Hotte](#) on Wed, 06 Feb 2013 14:13:23 GMT

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Go get the AIMNAS Xmas-Release:

[http://www.ja-galaxy-forum.com/board/ubbthreads.php/topics/313490/The\\_waiting\\_is\\_over\\_AIMNAS\\_1\\_1.html](http://www.ja-galaxy-forum.com/board/ubbthreads.php/topics/313490/The_waiting_is_over_AIMNAS_1_1.html)

Should be all inklusive: maps based on WF (=AIMNAS), HAM (4 is now part of 1.13 anyway; AIMNAS has AFAIK features from HAM 5), AIMNAS.

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