Subject: JA 2/1 Metavira: The General Discussion
Posted by Arulcish_Lion on Wed, 09 Jan 2013 21:20:41 GMT
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The creators of this modification will be happy to read your opinion about our project.

Your impressions and the fact, that you are playing this game, are very important for us.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Shadow21 on Wed, 09 Jan 2013 23:46:06 GMT
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wow that sound amazing downloading now big thumbs up from me

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Wed, 09 Jan 2013 23:52:23 GMT
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Thank you.

I hope, you'll like it.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Slax on Thu, 10 Jan 2013 05:40:34 GMT
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You can heat an enemy, if you are lucker.

I'll definitely be playing this to see how it all works. Should be interesting.

Feature toggling is broken. Game's on iron man even though I didn't select it.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Thu, 10 Jan 2013 06:54:29 GMT
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SlaxYou can heat an enemy, if you are lucker. You can even kill an enemy.

SlaxGame's on iron man even though I didn't select it. You didn't select an Iron man, so it's not the real Iron man.

In JA1 you have no ability to save game during a battle.

(Really, you can exit the game and save the game, but it's like a cheat)
So The Iron man was for all players. We think it's rather cruel.

But the Iron man is a very important part of the original JA1.

Because of this, we have two iron men in the modification.

If you select the iron man, game's on standard JA2 iron man, and you can't save during a battle.

If you don't select it, you have "light" version of the Iron man. And you can save game in a real time mode and can't save it in a turn based mode.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Slax on Thu, 10 Jan 2013 07:32:25 GMT
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Saving and loading during combat is an inconvenience, not a cheat. :sadyellow:

Well, guess I'm done playing then. Way too much needlessly screwy stuff going on.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Thu, 10 Jan 2013 07:58:29 GMT
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SlaxSaving and loading during combat is an inconvenience, not a cheat. I hope, I understood you right. In JA1 it was really uncomfortable. I wrote that it was like a cheat, because that kind of saving was made for other purpose and it wasn't clear that you can use it.

In this mode you can save during a combat, but only in real-time.

Slax Way too much needlessly screwy stuff going on. Please, tell me more details about needlessly screwy stuff. What exactly do you mean?

SlaxWell, guess I'm done playing then.
It's a pity.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Legend on Thu, 10 Jan 2013 08:39:03 GMT
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SlaxSaving and loading during combat is an inconvenience, not a cheat. :sadyellow:

Well, guess I'm done playing then. Way too much needlessly screwy stuff going on.

Yeah, heard that before. Where was it, he?... Oh, right! After the Night Ops release! Well, like a friend of mine said then: it's not a game any more, it's the real life, get used to it, baby

---

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Slax on Thu, 10 Jan 2013 23:28:30 GMT
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I understand that you want a certain flavor for your game and that's fine. Guess I just don't like the taste.
I was going to help correct some item typos and word oddities before running off in a huff but you don't use XMLs so... hm.

As I see it, this is very much a test release. A tech demo. I don't see why you would need to slog through every battle just to test the next feature. Saving is a needed convenience. But I could be wrong altogether.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Legend on Fri, 11 Jan 2013 01:20:24 GMT
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There is nothing slog in the battles in Metavira for one reason - there are too few enemies. It's not like Night Ops, there at least 20, but usually 30 (on hard even more), thugs awaiting you armed to the teeth. Yes, you can't save during the combat. But you just have to kill the enemies or fall back and voila! you can save the daymoment I don't make the saves during the combat, don't even remember to do because of the rush of the battle. Only if I want to throw a grenade and not sure if the merc succeed for lack of what-so-ever. But it happens not as often for it would be a problem. Besides, it gives a certain kick - we have our up's and down's during the day too, don't we?

For the second. As you have noticed it's a tech-demo, the balance is not even close to "OK", not to mention "Good". Any opinion bring the demo closer to the release-state. And for the third: this mod got one serious (depends on the point of view, of course) sidekick - it was made by the NightOps-team, we are used to very hard conditions (how about 120 enemies at the same time? we had that too). So if it's too hard just choose the easy-mode.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Fri, 11 Jan 2013 09:08:30 GMT
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SlaxI was going to help correct some item typos and word oddities before running off in a huff but you don't use XMLs so... hm. We don't need to use XML. There is an editor for items (There is a link in "the official information")

I think, that Microsoft Office Exel or LibreOffice Calc are very comfortable for editing ttx.txt, mapsettings.txt and other files.

Slax I don't see why you would need to slog through every battle just to test the next feature. We also want to test if it is possible to play with saving only in the real time mod. Our testers think it's possible. Even on the expert difficulty level.

Of cause, if it's difficult for you, select novice or experienced difficulty levels.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Sgt York on Sun, 13 Jan 2013 23:36:15 GMT
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I have been visiting ths page for a few days now, but it doesn't seem too active. Am I the only person playing? Actually I'm getting my butt pretty well kicked. I've had to restart twice. I didn't play the original JA1, but have read about it over the years. Thanks to the Night Ops team for bringing this back.

Several years ago I downloaded the official JA1 manual and a bunch of hint/tip/FAQ documents in (gasp !!) "notepad". From what I've read, the new version published here seems to follow pretty well. I've noticed some different mercs, items and weapons, but seemingly for the better. The terrain reminds me of the earliest UB user mods. Much of the early documents spent waaaay too much time convincing newbies to hire the perfect team. Now I have to laugh - only a few from AIM will join up anyway (notably Ivan, Fidel & Ice). Don't bother with fancy selections for your personal merc because combat shuts down at 9 PM, and your only weapons are .38 revolvers, for several days, I think. Ha ha. Go for "ambidexterous" and 95 MRK. My income is still zero as I haven't figured out yet how to hire the tree tappers. Starting over tonight trying to figure that out.

I have 2 comments and 2 questions. (Cmt 1) PLEASE PLEASE PLEASE put the merc speech into the final release. I've read the JA! dialog is really hilarious. (Cmt 2) The colors on the load/save screen are nice, but the text resolution really needs to be improved. (Q1) Can you explain how the "classic" and "alternate" story lines selectable with a new game differ (beyond the obvious, of course)? (Q2) (hint, hint) How do I solve the poisoned water quest. I've liberated the 2 sectors the early FAQs mention, but health points continue to go down even the next day. I thought the explosive crate might be involved somehow, but the key found in the next sector won't open it and even Fidel won't recognize it as trapped, let alone deal with it. Jack says nothing when "asked". (Have so far avoided using JAPE to "fix" stats.)

Again, thanks NO Team !! A new (to me) game is always welcome.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Legend on Mon, 14 Jan 2013 01:01:25 GMT
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Sgt YorkMy income is still zero as I haven't figured out yet how to hire the tree tappers. It's pretty easy: on the map press "M" for selecting the mining-mode. Now you should see some green dots in some sectors - this are harvestable trees. If they're red they're sick and can't be harvested. Now

press LMB on the sector with the trees to recruit a worker - if you see a yellow dot you have succeed RMB is to fire a worker.
Quote:(Cmt 1) PLEASE PLEASE PLEASE put the merc speech into the final release. We're working on it =) But I'm afraid it will be only in Russian. Or it will sound like Schwarzenegger in "Red Heat"

Quote:an you explain how the "classic" and "alternate" story lines selectable with a new game differ (beyond the obvious, of course)? For now we don't have the full concept, so we don't know for sure ourselves

---

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Mon, 14 Jan 2013 06:30:36 GMT
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Sgt YorkAm I the only person playing? There are Russian players. If you are our only player from these forums, I'll visit them to answer your questions.

Sgt YorkActually I'm getting my butt pretty well kicked. I've had to restart twice.   :nails: We tried to make the game with new tactics, economics and strategy. To make it more difficult and interesting for players.

Sgt YorkYour only weapons are .38 revolvers, for several days, I think.You are not right. If you are very watchful, and you play blitzkrieg, you'll have good weapon. I have started the game from the very beginning, yesterday. I occupied five sectors. At the morning of the second day I have about ten .38 revolvers half a dozen colts 1911 one Beretta 92 and one Colt Anaconda (.357)

Sgt YorkGo for "ambidexterous" and 95 MRKIt's a good idea. I have "ambidexterous" and "sniper".

Sgt York PLEASE PLEASE PLEASE put the merc speech into the final release. It's a huge work. We'll have some problems with it, especially with two languages. We are going to make speech for Jack, Brenda and natives.

Sgt YorkThe colors on the load/save screen are nice, but the text resolution really needs to be improved. Maybe. But it's not the most important thing to do.

Sgt York Can you explain how the "classic" and "alternate" story lines selectable with a new game differ (beyond the obvious, of course)?Now they are similar. We are planning to make in the alternative story:
1) Bobby Ray available at the end of the game
2) All four native guides in one army at the same time. Now you can have only one of them in your team, when the first of them will be killed or fired, Jack will give you the second guide, and then the fourth. I'm working on the portrait of the third native now.

Sgt York (hint, hint) How do I solve the poisoned water quest. I've liberated the 2 sectors the early FAQs mention, but health points continue to go down even the next day. This information is not enough. At first day, you have the quest to find micropurifer, at the next morning there are

problems with water, but the quest will be opened at the third day, so it can be closed at the third day, or later.

If you have liberated sectors D10 and D11 you should wait for the next Jack's daily speech. There are three of them: at 7, 14 and 20 (or 21 - I don't remember) o'clock.

Sgt York I thought the explosive crate might be involved somehow, but the key found in the next sector won't open it and even Fidel won't recognize it as trapped, let alone deal with it.It was such a problem in the original game.
We have very easy solution - you can shoot.

Sgt YorkAgain, thanks NO Team !! A new (to me) game is always welcome. It's good! It's pleasantly to read this.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Sgt York on Tue, 15 Jan 2013 13:30:50 GMT
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Thanks for your prompt reply. After a short weekend break I'm back to getting whupped-up by this very different game. One definitely needs to use a different mind set and tactical approach when using handguns than for v1.13 games. Paraphrasing Dimitri, I miss my FN-FAL and Gen III nv. But you've certainly given us an interesting alternative to standard play.

@ Legend. Thanks for the info on hiring tappers. I eventually figured this our by trial and error.

@ Arulcish_Lion. Thanks for all the game info. The hidden crates are camo'd nicely. I'd forgotten the shoot-em-open trick (see above). The better guns take some repairing before being of much use. The B-guys dropped some too around day 3. Jack eventually agreed the water was OK - I just had to be more patient with the quest (again, see above). I have taken Brenda's lab, but had to retreat (gasp! me, a grognard!) from the 2nd processing plant since it kept blowing up. Isn't it Iggy who complains about the IMP's tactics, and Conrad about his planning? Need them here. LoL.

My first thought about the merc speech was that the files simply were too big for a "test" download; I didn't realize you were re-doing them in Russian, but it makes perfect sense. After all, this is your game. (Ref recent other thread posts about whinney players !!!) I mentioned previously I became interested in JA1 several years ago. I searched the internet for a copy, but the only thing I found available at the time was a CD (apparently pirated) without the voice files, so hence my interest now. It would be a shame, however, if that early voice work were lost forever.

Again, thanks. Out here.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Tue, 15 Jan 2013 14:02:28 GMT

Sgt York But you've certainly given us an interesting alternative to standard play.   Thank you.

Sgt York I have taken Brenda's lab You'll have problems soon.

Sgt York but had to retreat (gasp! me, a grognard!) from the 2nd processing plant since it kept blowing up. Why? Because it was difficult to fight or because the processing plant was damaged?

If enemies destroy the processing plant, it's a problem, but you shouldn't be depressed by this fact. Jack and his people will repair the plant, it'll take a couple of days. Then the plant will work normally.

Sgt YorkI didn't realize you were re-doing them in Russian We try, but is too much work for us. We are a group of enthusiasts, but not a Sir-Tech.

With the English sound there is one more problem: all members of our team are Russian. So we don't know English good enough.
Maybe Legend can speak well (with a Russian/German accent). All others will be like Hamous (or even worse)

Quote:Me Lion. Me be hear. Me like dis.

Original Sir-Tech JA1 sound is not very good and it is in a strange format.

In addition, In JA1 and JA2 mercs have different amount of phrases and this phrases are very different, so we should rewrite them for mercs, with individual particularities of mercs. For these purpose we need English speaking man (at least one).

I've heard, that some of JA1 mercs are included in JA2 v1.13. Maybe, they'll make English sound for them.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Sam Hotte on Tue, 15 Jan 2013 14:39:15 GMT

There is already english voice (and faces and stuff) for the staff from Deadly Games:
http://www.ja-galaxy-forum.com/board/ubbthreads.php/topics/298288/Jagged_Alliance_Deadly_Games_M.html

I'm sure you can borrow from Dimitri (and you can even ask him in Russian ...)

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Tue, 15 Jan 2013 15:00:00 GMT

Quote:There is already english voice (and faces and stuff) for the staff from Deadly GamesGreat, thank you.
We have already borrowed faces. Voices are very interesting.
I'll think about them at Thursday or Friday.
I'll try to prepare them for our game.
I'm afraid the English version of "JA2/1 Metavira" will be better then the Russian one.

Quote:and you can even ask him in RussianIt's good. Maybe he'll visit our native forum.
http://www.forum.ja2.su

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Sgt York on Thu, 17 Jan 2013 22:13:54 GMT
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OK, I've finished day 7 & am moving along. Hired Leon and he's really kickin *ss. Unfortunately when I offered to rehire him for a week, he complains I have Igor Dolvitch on the team and won't accept the reup. I don't have Igor, of course.

Comparing the Metavira AIM mercs with original JA2 1.07 mercs, I see Larry now appears to occupy the Igor Dolvitch slot. I fired him, fast forwarded to the next day, but Leon still won't agree. I also have Sparky (Meltdown ?), Kaboom (Grizzley ?) and Speck (unknown), fired them as well, but no luck.

Any suggestions what to do now? I sure don't want to lose Leon, and dont want to make the same mistake in another game.

Thanks.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Legend on Thu, 17 Jan 2013 23:55:48 GMT
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Leon hates Gary and Kaboom and learns to hate Larry. Check if any of them are hired. If not then we have a bug

---

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Sgt York on Fri, 18 Jan 2013 00:12:12 GMT
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Solved (sort of). I finally used proedit to check too. Kaboom was the immediate problem. By firing Larry and Kaboom one at a time and fast forwarding to late the next day, I was able to extend Leon's contract. I will make sure Larry is gone soon too.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Fri, 18 Jan 2013 06:42:11 GMT
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Sgt Yorkhe complains I have Igor Dolvitch on the team and won't accept the reup. I don't have Igor, of course.I think, we'll have original JA texts and sounds for some of the mercs in the nearest future. I'll pick them from the Dimitri's merc addon.

There won't be the speech for Tex, Speck and Mike, but for others it might be good. I tested it tonight with Vinny. It sounds nice.

I hope, I'll contact Dimitri and he'll help us with other sounds.

PS Roachburns are the great family. They love each other so much.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Sam Hotte on Fri, 18 Jan 2013 11:15:12 GMT
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1. Tex is a M.E.R.C. merc in latest 1.13 so you could borrow his speech from there.
2. There seems to be "hire Mike in vanilla JA2" mod around; dunno if it provides speechfiles but check yourself if you can borrow there:
http://www.ja-galaxy-forum.com/board/ubbthreads.php/topics/312135/Re_Mike.html#Post312135

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Fri, 18 Jan 2013 11:46:19 GMT
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Sam_Hotte1. Tex is a M.E.R.C. merc in latest 1.13 so you could borrow his speech from there.Of cause, he also was in the Unfinished Business. I'm sure he has there an English speech.

Sam_Hotte2. There seems to be "hire Mike in vanilla JA2" mod around; dunno if it provides speechfiles but check yourself if you can borrow there:Thank you. I've heard something about hiring Mike. I'll look.

In any case, M.E.R.C. mercs don't have A.I.M. hiring phrases.   (In Dimitri's mod too   )
But it'll be good to have them.

UPD There is speech in that mod. It's differs from JA DG, but it doesn't make it worse. I think Mike's sound is rather good. It's a pity, that too few players will hear it.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Sam Hotte on Fri, 18 Jan 2013 12:25:30 GMT

Perhaps someone (dimitri?) is able and willing to recut existing speeches to at least some basic "affirmative" or "what do you want" speeches to cover hiring's process ...

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Fri, 18 Jan 2013 12:37:23 GMT

I know that Dimitri is able to do this.
He has done hiring phrases for some mercs, but he doesn't need such phrases for Postie, Reuban, Leon, Sparky, Beth and Sam, because they are in M.E.R.C. in his addon.

Maybe he will help me and our team, we also need speech for natives and Brenda with Jack. Maybe we'll need some quest phrases.

I have written the PM to Dimitri, but he doesn't visit the Pit often.

I think, with the help of Dimitri our project may become really good.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Legend on Fri, 18 Jan 2013 17:04:53 GMT

@ Lion: there's a Mike-to-hire-mod on our forum in section "Other Mods", check it out, maybe it's what you need.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Fri, 18 Jan 2013 17:15:10 GMT

@ Legend I know about that mod. It's the same archive that in the link above.

I use it now in the test version of the sound. You can see it in our development center.
I'll look for some mistakes with friends/enemies, add Tex (from 1.13) and Ivan (from the Russian Gold   :devilaugh:) and put the link here.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Legend on Fri, 18 Jan 2013 22:32:09 GMT

Arulcish_LionIvan (from the Russian Gold   :devilaugh:) No-no-no-no-no! David Blain, no, no!

Only 1.02 Buka! Gold is too much wrecked.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Sat, 19 Jan 2013 07:30:23 GMT
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LegendOnly 1.02 Buka! If you want.
Really, I don't hire Ivan. Because of this, his sound is similar for me.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Legend on Sat, 19 Jan 2013 10:15:20 GMT
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I hire Ivan every time. With RPK-74 and a mortar it's death for everybody who's not lucky enough to be on our side

---

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Sgt York on Sat, 19 Jan 2013 19:25:51 GMT
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Yes, Ivan's good. Where did you find an RPK-74 & mortar? I've finished E-G5, D-G6 and all sectors eastward. I did find the 5.45x.39 ammo though.

Other comments:

(1) are Molotov cocktails in the game? There seem to be plenty of gas, oil, jars & whiskey bottles, but I haven't come across any rags yet. I need something really big for E5.

(2) After finishing a lot of sectors I accessed the completed maps through the map editor. In 2 of the hidden exploding crates (C10, E5) the editor showed mortar shells, and in 1 crate (F7) a LAW. In the game tho, these items weren't there. I back checked with a metal detector to be sure. Are those items the exploding action?

(3) By now I have 7 shotguns (2 stolen) but almost zero dropped/found 12ga ammo. I'm guessing that's intended because the shotgun is a pretty decent weapon for Metavira. Same goes for the 7.62x.39 ammo for the AK-47. It's really a gas to watch the veteran militia fighting in the D9 & G5 battles. Everyone seems to have either a full auto MG or range-40 uber-shotgun, while the attackers seem to have mostly .38s. And I still have pistols too. (well, shotguns w/o ammo too). Can I steal ;>) from the militia without penalty? Huh, didn't think so.

(edit)

(4) when moving through some sectors (F8, F9 ??) I get a notice that Squad x has found someone in the sector and do I want to stop or continue. When I stop and explore, I don't find

anyone. Bug, JA2 residual, or do I have to look harder?

(5) I get info in the map screen game log the my mechanic has repaired so-ans-so's weapon. However, the weapon is still at 99%, 96%, whatever, just as it was before. Armor gets repaired to 100%. I haven't repaired long enough to get to other items like goggles, ear, etc., so no report yet on them.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Sat, 19 Jan 2013 19:57:46 GMT
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Sgt YorkYes, Ivan's good. Where did you find an RPK-74 & mortar? In the Night Ops modification.
There are LAWS, mortars and machine-guns in this mod to. But they are far-far away from the player.

Sgt Yorkare Molotov cocktails in the game?Yes, of cause.
You should try to use an oil can, the gas and a rope.

Sgt YorkIn 2 of the hidden exploding crates (C10, E5) the editor showed mortar shells, and in 1 crate (F7) a LAW. In the game tho, these items weren't there. Yes, it can be so. These items have low exist chance. You may find them, or not find.

Sgt YorkBy now I have 7 shotguns (2 stolen) but almost zero dropped/found 12ga ammo. There are more guns then ammo.   :pitchfork:

The guards have good equipment, because they must be useful.
The enemies also have good weapons.
You are the poorest person on the island.   That's because you have a mind, but the others don't.

Quote:You shall not steal.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Sat, 19 Jan 2013 20:11:20 GMT
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Sgt Yorkwhen moving through some sectors (F8, F9 ??) I get a notice that Squad x has found someone in the sector and do I want to stop or continue. It's extremely strange. I have visited these sectors many times and my people have never found there anybody.

Give us a save game with "founded" person in the Bug-topic, please.

UPD You really can find somebody in two sectors, but they are not F8 or F9. Maybe, it was in D9?

Sgt YorkHowever, the weapon is still at 99%, 96%, whatever, just as it was before. Armor gets repaired to 100%. It's normal. Now you can't use one gun for ever, because it has the mechanical resource. If you use a gun, you will be able to repair it to a special value, which declines after shooting.

Look at the description of a gun, you'll see something like this:
Quote:Status: 93%/95%

PS I have found a mortar shell.

---

1. The sectors are G8 and F9 (not F8 and F9). I didn't find anyone there either, but I still get the notice. How do I go about sending you my savegame? I'll put it in the bug thread as requested.

2. Even though Brenda is in sector D9, I don't get any notice to stop or continue. When I got to the "rescue Brenda" sector there was no notice because she was still safe in her lab and not there. No other encounters yet.

3. Do I have to rescue Brenda's journal before the antidote will appear? The chest where it's supposed to be is empty.

4. Yes, I see the gun status now.

Thanks for all your help.

Sgt YorkThe sectors are G8 and F9 (not F8 and F9). I didn't find anyone there either, but I still get the notice. There are no characters there.

UPD Have you changed prof.dat? It might be useful for us to see it. Please, send it also. (Before installing the sound, because the sound archive includes new prof.dat)

Sgt YorkI'll put it in the bug thread as requested.Yes, please.

Sgt YorkDo I have to rescue Brenda's journal before the antidote will appear? The chest where it's supposed to be is empty.I think, it's not necessary. With the journal she will be able to make antidot faster.

Sgt YorkThanks for all your help. I'm happy to help you.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by MAn on Tue, 22 Jan 2013 13:43:35 GMT
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Good job, guys!

Vse, u mine tekct konchilci

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Deadman on Fri, 25 Jan 2013 18:18:31 GMT
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[quote=Arulcish_Lion]Slax

In JA1 you have no ability to save game during a battle.
(Really, you can exit the game and save the game, but it's like a cheat)
So The Iron man was for all players. We think it's rather cruel.

But the Iron man is a very important part of the original JA1.

But that is not true. You were able to save during Combat.
early version i played didnt have it.
But later the CD Version of JA1 you could choose at the beginning if you wanted to save during
combat or not.

Its the german Verison but the English had it too:

and it would be really great when you guys could put that in. And if you dont want to save you can
still choose Iron Man mode.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Fri, 25 Jan 2013 18:37:12 GMT
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DeadmanBut later the CD Version of JA1 you could choose at the beginning if you wanted to save
during combat or not.Yes. But only in the latest versions. I think that it's funny to play with the light

Iron man.

In my opinion it's possible to make three options:
1) Saving at any time.
2) Saving only in the real time mod
3) No saving in combat.

But we are not sure that it'll be good.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Deadman on Fri, 25 Jan 2013 20:09:08 GMT
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1) Saving at any time

please I'm beggin you. put that option in.

+ I need to save after every turn...I m one of them.
+ Its so frustrating when one of my mercs gets killed from the last enemy and i have to start the whole sektor again.
+ Its so sad when I almost finished the Sektor but have to go (away from pc) and cant save.
+ The "only save when combat finished savemode" was in JA BIA and people were angry about that ^^

Please.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Fri, 25 Jan 2013 20:09:30 GMT
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We decided that in the game will probably be two main save options:
1) Saving in any time.
2) Saving only in the real time mod (the light Iron man)

And the additional one for especially cruel players - the classical Iron man switching in the options file.

DeadmanIts so frustrating when one of my mercs gets killed from the last enemy and i have to start the whole sektor again. You can save now in the real time.

And now it's not easy to kill the merk - they will be dying for some time, even if they have received about two hundred points of damage.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Sturm on Sat, 26 Jan 2013 00:05:30 GMT
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Ok Guys !you have done a great job!game is playing like JA 1 this is good.A ja game that doesnt take me hours of trying to get this gun or that gun when most are the same gun just differt name. thanks,thanks, thank you .great job.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Yaguar on Sat, 26 Jan 2013 03:30:06 GMT
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The "ironman light"-saving is pretty good how it is.

As long as the "softened" version (saving anytime) is only optional, its ok for me, although it makes the game easier and less challenging... but everybody like to play his own way

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Sat, 26 Jan 2013 10:07:58 GMT
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@Sturmblade It's good that you like it.

@Yaguar Yes, of cause. We won't delete options, we'll add new, so you'll have an ability to play that way, you play now, or make some changes.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Slepy on Mon, 04 Mar 2013 14:35:40 GMT
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Hello everyone.
I've just finished this mod and I have to say this is amazing piece of work. I am big fan of JA series (maybe without last JA:BIA - not finished, not polished, but still, fair game) and this mod is an old good Jagged without some technical/saving/windows 7 compatibility issues - very challenging, demanding and in the end, satisfying. During the play, almost evetything worked fine, except final sector crashes (I managed to bypass them). I really enjoyed your work.
Big thanks.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Mon, 04 Mar 2013 15:33:21 GMT
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@Slepy Thank you.
It was really pleasantly to read your post.

SlepyDuring the play, almost evetything worked fine, except final sector crashes (I managed to bypass them).We know about this problem. It'll be fixed in the next patch, which will also include some more important changes. :nails:

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by lockie on Mon, 04 Mar 2013 17:34:21 GMT
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I can't even get it to start ! My pc doesn't like Nops either , though I managed to get it going . I'll try again later .

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Mon, 04 Mar 2013 17:54:37 GMT
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How odd!

I have never heard about the pc with problems with Night Ops and no problems with JA2.

I know, that there are great problems with Windows 8 and JA2. But all other Windows versions work with Night Ops without problems.

It's possible to play the mod even with Linux. I often use wine to run Metavira using OpenSuse.

Really I use Windows only for working with STI-files and coding JA2.exe.

Good luck!

Maybe we can help you. Please, describe the problem in detail.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by lockie on Mon, 04 Mar 2013 19:16:34 GMT
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Quote:Maybe we can help you. Please, describe the problem in detail.

Yeah , running win8 .   :crazy:

Subject: Re: JA 2/1 Metavira: The general discussion.

Posted by Sam Hotte on Mon, 04 Mar 2013 19:27:00 GMT
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There are some hints about JA2 and win8, lockie:
http://www.ja-galaxy-forum.com/board/ubbthreads.php/topics/312897/Jagged_Alliance_2_on_Windows_8.html

---

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Mon, 04 Mar 2013 20:00:24 GMT
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It's a pity.

I'm not sure that Night Ops will be compatible with win8 someday. But it's possible to use the virtual machine.

I think it's not easy to make NO working with win8. Moreover, in our team all people use XP or win7 and we can't even try to run Night Ops with it. I think, I'll never use win8, cause it's absolutely useless for me: I need windows only for modifying JA2.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Tue, 05 Mar 2013 20:47:40 GMT
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@lockie

If I'm right, the problem is in the intro videos.

In 1.13 people advise to disable videos in the ini-file.

I've consulted with our programmer, he says, that removal or renaming of DATA/intro.slf can solve the problem.

The Metavira installer should rename this file itself, as we don't use it but, as a result of incompatible Smackw32.dll, it may probable crash the game with win8

Please, try to install Metavira (not Night Ops) and check, if it works.
You can also delete/rename DATA/intro.slf in the Night Ops folder and try to play.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by lockie on Wed, 06 Mar 2013 11:00:38 GMT
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Ok thanks , will try this out tonoght !

Cheers . :cheers:

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Burzmali on Fri, 29 Mar 2013 16:02:23 GMT
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It

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Fri, 29 Mar 2013 16:40:01 GMT
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Thank you for your post.

Quote:In the final sector the game crashed after dark
There was such a bad bug. It was solved in v0.36. I hope it won't be a problem any more.

Quote:There are locks nobody can open

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by lockie on Fri, 29 Mar 2013 17:15:13 GMT
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deleted intro/slf , no joy !

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Burzmali on Sat, 30 Mar 2013 12:07:27 GMT
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Just remembered some more things about 0.32

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Sam Hotte on Sat, 30 Mar 2013 13:38:06 GMT
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lockie, have you tried to use directx dlls from 'wine' as suggested in the thread I linked on first page here?

AFAICS it's said to work like a charm to run JA2 on win8 ...

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Sat, 30 Mar 2013 16:53:31 GMT
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@Sam_Hotte It's a pity, that Microsoft doesn't care about us.

All the games, I've played from my childhood are dying.

@lockie If we'll find the solution, I'll tell you.

@Burzmali Ok.

Quote:But even he could not throw chemical lights accurately.Throwing depends from the weight of the item, but with chemical lights it was a bug. In v0.36 it's fixed.

Quote:I was playing with normal guns, not tons of 'em.I see. What useless ammo you had?

Quote:Skitz is also in Urban Chaos mod and I play it (the original)I've played original UC too.
I don't like Skitz's face in UC. I think it's not as good as other faces.

Quote:I called in Static for just one dayIt was written about it in the description. In our mod there is no one day contract, there is daily contract: you hire merc once and pay him for one day, then he automatically proceed his contract and take money every day (at midnight as I remember). You could miss the moment of taking money by Static, natives (and IMP) also take money at that moment.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Burzmali on Sat, 30 Mar 2013 17:56:30 GMT
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Doing a some inventory: I found about 6 or 7 guns using 5.56 ammo

Subject: Re: JA 2/1 Metavira: The General Discussion
Posted by Arulcish_Lion on Sat, 30 Mar 2013 21:54:34 GMT
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Quote:Had only one AK-47 and lots of 7.62*39 ammo

Subject: Re: JA 2/1 Metavira: Questions
Posted by Fan on Sat, 27 Apr 2013 13:45:48 GMT
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A notice:

I engaged Mike. My game: sectors won G 11 - B 6; G 5 - D5; sectors to win: 20.

Subject: Re: JA 2/1 Metavira: Questions
Posted by Arulcish_Lion on Sat, 27 Apr 2013 16:25:16 GMT
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My congratulations.

He's really the great merc.

Be careful with your money - he's very expensive.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Lexx on Thu, 23 May 2013 22:15:23 GMT
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Oh no, I'll guess I was too slow with my take on a remake.

In 2009(!) I started working on it. By now I have recreated a truckton of maps + many new ones. Everything is extremely wip and is lacking new graphics and tweaks, etc.

This is my current photoshop mockup, which helped me to keep overview of all created maps:

I wanted the island to be bigger, as you can traverse 60 sectors really fast in JA2. Also I wanted to have a few sectors where you won't meet enemies in any case, just as in JA2.

The red sectors are blocked, the red lines are sides where you can't travel and the yellow X is just for me personally, to see which sector is done and which one is not. Currently, the only sector that is missing is the final one where you fight Santino.

I also created talking heads for Branda, Jack and Santino in JA2 style. I can release them for public use if wanted.

My original intention was never to 100% recreate the old JA1. Story, quests and mechanics-yeah... though, that would have required a programmer, as I would never be able to do this. But other than the mechanics, I wanted to have all JA2 1.13 features. All the new weapons, attachments, the inventory system, etc. etc.

Some screenshots:

Keep in mind, it's all super wip and never intendet to be made public yet. But with the announcement of this project here, I see no reason to hide it any longer.

Other than that, I have a few JA1 music tracks, remastered in JA2 style, with orchestral music. Pretty fancy stuff, imo. A friend made them back in 2009.

/Edit: I've uploaded the music here.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Illustair on Fri, 24 May 2013 06:11:24 GMT
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@Lexx, I take it it's a different remake, right? I really like how your portraits are made. I can't listen to the music right now, but I bet the remastered version is awesome. I hope some of the good stuff gets integrated to this mod.

@Arulcish Lion, are the portraits made by @anv for JA 1 mercs been integrated to the mod? You should check his take on the JA portraits..it's freakin amazing! I'm looking forward into playing this mod when I have the time. Looks cool! Esp for one like me who hasn't played JA 1.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Lexx on Fri, 24 May 2013 08:46:53 GMT
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Yes, it is a totally different thing. But seeing as this JA 2/1 mod here is being made, I am not sure if I will ever work on my version again- which is why I would share everything I have done so far (there is really no reason not to).

/Edit: Still I would like it more in combination with 1.13 and not how it is done right now. :>
Especially because the game doesn't support widescreen now and all the other things for easier modding, all the new and missing features, etc. And I am not too much a fan of the new interface colors, the item icons and so on.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Fri, 24 May 2013 17:20:14 GMT
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@Lexx That sounds interesting. It might be great, if you would find a programmer for your project.

Thanks for music. We'll think about it. By the way, do you have any sound for Brenda, Jack, natives...

Quote:I am not sure if I will ever work on my version againWhy?

Quote:Especially because the game doesn't support widescreenI don't understand you.
What are you speaking about? Changing screen resolution? It's possible.
640x480, 800x600, 1024x768, 1280x1024, 1280x800

@Illustair A.I.M. portraits are made by Kazuya.
Brenda, Jack and natives are made by me.

Quote:You should check his take on the JA portraits..it's freakin amazing! We'll check. Thank you.

Quote:I'm looking forward into playing this mod when I have the time. Looks cool!Have fun! Be careful - it's not easy.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by dethica on Fri, 24 May 2013 17:32:21 GMT
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Lexx
Other than that, I have a few JA1 music tracks, remastered in JA2 style, with orchestral music.
Pretty fancy stuff, imo. A friend made them back in 2009.

/Edit: I've uploaded the music here.

wow, you should upload those to youtube. I have been wanting a remastered/covered version of JA1 soundtrack for a while now, even been considering remaking them myself.
AFAIK, there are none in youtube or even OCRemix.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Illustair on Fri, 24 May 2013 17:43:01 GMT
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I'll save you the trouble of finding it. Here's the page where it all started I believe - click me; just look up his name @anv, then his other posts for other portraits. You'd think he's the Sir-Tech portrait artist for how good his works are. He's been generous on creating request portraits as well, he might have the time again. He also has a good Skitz portrait IIRC

Edit: oops href tag wont work. A bit hard to use phone for posting

---

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Lexx on Fri, 24 May 2013 17:45:27 GMT
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Yeah, wanted to upload them on YT first, but I would have needed to make them video files first... Will do it later.

Arulcish_Lion@Lexx That sounds interesting. It might be great, if you would find a programmer for your project.

Thanks for music. We'll think about it. By the way, do you have any sound for Brenda, Jack, natives...

Quote:I am not sure if I will ever work on my version againWhy?

I don't have any sound files, sorry. But it's all in the original game and can be exported, if I remember correct right now.

There is still *a lot* that needs to be done before my version is in a good shape and I just can't see me working on it in the next months, probably years. I am currently just too busy with other things. Keep in mind, I was working on it already in 2009 and now we have 2013...

But yeah, I could release all files which I have created so far. My maps, the talking heads, the music (which is released already now) and so on. In worst case, something of it is still useful for other people. (In fact, I love some of my maps, especially the later sectors with Santinos forces, etc.)

Arulcish_LionQuote:Especially because the game doesn't support widescreenI don't understand you.
What are you speaking about? Changing screen resolution? It's possible.
640x480, 800x600, 1024x768, 1280x1024, 1280x800

Oh, true. I didn't saw that.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Fri, 24 May 2013 17:45:28 GMT
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@Illustair Thank you.

I have already found it. But the decisions take my Boss - not me.

P.S. I've corrected the link.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Fri, 24 May 2013 17:49:16 GMT
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@Lexx I see. It's really a huge work.

Quote:But it's all in the original game and can be exported, if I remember correct right now.Would you be so kind to explain me how to export them?

Thanks.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Lexx on Sun, 09 Jun 2013 08:51:24 GMT
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Sorry, I have no idea anymore. :/ Wasn't really working with it, because I didn't needed the fiels.

But anyway, my JA2 1.13 mod is uploaded here now:
http://kermi.pp.fi/JA_2/Mods_v1.13/Metavira-1.13/

Check the readme.txt for more details.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Ramirez on Mon, 10 Jun 2013 09:34:20 GMT
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Hey guys!

Found the link to this mod yesterday and installed it asap. As I just played the original JA1 a few days ago I think it will be interesting to compare these two babes.

Started this game with Speck, Fox, Grunty, Ivan and my IMP. Playing JA1 on hard I chose Expert for this one and am a little bit disappointed due to the easyness so far. First day I conquered 6! sectors - though I lost 2 of them due to lack of Guards during way back to Jack. Now I am on day 2, reconquered these 2 sectors with Elio, Grunty and IMP. Speck repairing, Fox doctoring Ivan.

Hope it is getting tougher as the game developes.

IN JA1 good weapons like M14/16 were really scarce and to make up for it you could modify an average weapon into a killer with a chunk of steel. These modified ones e.g. Magnum or Beretta were real killers. As I didn't find a chunk of steel in sector 49 I am wondering if this has changed coz I read you didn't change the items in the sectors.

As weapons and ammunition were sxcarce you searched frantically every inch for hidden crates. What joy when you found some . Would be nice if the crates had to be discovered.

What I am also missing is the 'end of day' balance when every merc got all the stats checked and therefor I am suggesting if something like that could be brought back? For example every day at 2100 this screen appears and the mercs are checked.

Don't get me wrong: I love you modders for your time and effort giving us players more and new adventures with our beloved games.
JA1 was one of my favourites due to the unique atmosphere.

So, back to work at metavira .

Greetz

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Mon, 10 Jun 2013 15:04:30 GMT
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@Lexx Thank you.

Quote:As I didn't find a chunk of steel in sector 49 I am wondering if this has changed coz I read you didn't change the items in the sectors.There are no any chunks of steel now. But they will be in the next version of the mod. I hope I'll make it tomorrow.

Quote:What I am also missing is the 'end of day' balance when every merc got all the stats checked and therefor I am suggesting if something like that could be brought back? For example every day at 2100 this screen appears and the mercs are checked.We keep on working. Some new features will appear. But I don't know about this one.

Quote:First day I conquered 6! The balance will be changed again and again. Now many players have problems on easy. We are trying to find the golden middle.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Ramirez on Tue, 11 Jun 2013 08:51:57 GMT
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Yeah I guess balancing is the most challenging part if you wanna do it right.

It's definitly fun to play this mod. Due to interface and maps it creates more of a JA2 feeling than JA1.

One question - yesterday I conquered Brendas new Lab and in the southeastern room (crates in there) an explosion went off, destroying most of them.
IN JA1 there were a Beretta and a Glock. For those I wouldn't try conquering and avoiding. But if you have hidden something special in these crates, well .

OK a second one. In that sector were three hidden treasures which could be detected with a metaldetector. The ares was special (3 corners). Couldn't find something like that. Still there?

Thx alot

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Ramirez on Thu, 13 Jun 2013 14:31:23 GMT
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Installed your new patch and have to admit: Great job so far. Enemies seem to have improved and punching them gives good weapons. Even found the treasure. New building in sector 9 is a tough one. Even Magic cannot open 3 doors and I guess the explosion in the NE room blows away the cupboard with the key? 5 times trial and error so far to sneak in and take the guards out, but one always manages to pull the bomb trigger...

Thx guys!

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Ramirez on Sun, 16 Jun 2013 07:23:19 GMT
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Have the shipments been removed from the game with the new patch? Note still says sector 36 day 9. Went there in the morning but couldn't find anything.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Mon, 17 Jun 2013 15:06:31 GMT
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@Ramirez OK, I'm here now. But I'll visit this forum rarely in the summer. I hope whoami will substitute me. Or I'll visit it sometimes.

Quote:IN JA1 there were a Beretta and a Glock. Glock?

Quote:In that sector were three hidden treasures which could be detected with a metaldetector. The ares was special (3 corners). Couldn't find something like that. Still there?It's possible to find hidden gold and silver with a metal detector and there are some hidden treasures. This thing was added in the last patch.

Quote:New building in sector 9 is a tough one.I don't know anything about this building. I think it's a mistake. I consider that it is a map of sector 12... I don't remember this map well - it's not my map. I have asked my boss already, when I discovered it playing the mod one more time.

Quote:Have the shipments been removed from the game with the new patch?They can't be removed. They might be not realized yet. Are you sure there is nothing there?

I have never used them - I'm too fast.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Ramirez on Wed, 19 Jun 2013 19:22:39 GMT
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Thx 4 answering.

Colt, not Glock my mistake.

@replacements - pretty sure right day in the dawn.

New findings:

- Sector E5. It seems to be impossible to get into the inside of the forest. When entering from the south you cannot place the mercs on the path that leads into the forest. And from the outside there's no way getting in. Tried bombing the trees away - nothing worked.

- way to less medkits in the middel of the game. Have to hire docs just for the kits.

And forget about my complaining regarding easyness. After controlling 30 sectors the enemies are bombing me into the ground with mortar and 40mm grenades. No chance to get close to them. Love it!

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Wed, 19 Jun 2013 19:58:42 GMT
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Quote:Colt, not Glock my mistake.Colt isn't a valuable gun at all.

Quote:pretty sure right day in the dawn.I think, you should try to attack the sector with them not at 7-00 but little later. It may help. I can't check it myself, cause I'm playing a blitzkrieg now. I'm going to conquest the whole island in about 4 days.

Quote:Sector E5. It seems to be impossible to get into the inside of the forest.It's possible.

Quote:Tried bombing the trees away - nothing worked. Use T.N.T. you can trough it into a tree and explode with the help of a grenade. Or explode it near the tree. But you'll probably have to use more then one T.N.T.

Quote:way to less medkits in the middel of the game.That's strange. Try to be more careful.

Quote:After controlling 30 sectors the enemies are bombing me into the ground with mortar and 40mm grenades.I think enemies will have less grenades in next versions.

Now I know how to extract speech from the game, so there might be sound for Jack and Brenda soon.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Richard58 on Sat, 29 Jun 2013 16:40:09 GMT
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This mod is awesome, you really got the old JA1 feeling in this one

Question: Are there any plans to include more of the old mercs, Skitz, Reuban etc?

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Thu, 18 Jul 2013 19:51:52 GMT
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Richard58Question: Are there any plans to include more of the old mercs, Skitz, Reuban etc? It might be so.

I don't know and I can't promiss anything.

We usually don't work a lot at summer...

Later there'll be new patch fixing some problems, INTRO video and new sound files for mercs...

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Rambo919 on Thu, 07 Nov 2013 08:54:37 GMT
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My one big annoyance is the way the game rushes you. After only 2 battles since I started the game I was healing everyone, suddenly the water was poisened and then I failed that mission before I could finish healing.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Thu, 07 Nov 2013 16:48:53 GMT
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Oh, yes.

This mod is a reincarnation of Jagged Alliance. This was a cruel game. Especially if you don't know the quests.

We tried to copy its' history and our mode is also very difficult. Sometimes I think, that it's even

more difficult then JA1. We are still working on this project. Some changes make it easier, others make it more difficult.

Adding new mercs made it easier, because now you have more good warriors in A.I.M. and, what is more important - more doctors.

In the last versions strategic part of the game was made much more difficult to prevent some veterans from playing a blitzkrieg.

I can advise you to play on the Novice difficulty level and be ready to restart the game. I think, every time you'll start this mode, you'll make better and better results.

Please, be careful:

GEVAAR VOOR MAAK GORDELS VAS EN VERWYDEN KUNSTANDE

Have you seen this road sign in Eastern Cape?

P.S. If you have any questions about the mode. do not hesitate to ask them. I'll be happy to help you.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Rambo919 on Thu, 07 Nov 2013 20:44:48 GMT
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hahaha no I have not seen that particular one... can only imagine the bizarre accident/s that would have prompted it

My favourite sign is "Silence please, Ostriches getting laid"

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Arulcish_Lion on Fri, 08 Nov 2013 19:16:48 GMT
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Toggle SpoilerThat is good.

I've heard that people in your country have a good sense of humour.

I've seen some other photographs with signs.

"Illegally parked cars will be fine"

Or something very useful especially on holidays.

People say it is in Lydenburg.

But these Ostriches are better.

Subject: Re: JA 2/1 Metavira: The general discussion.
Posted by Rambo919 on Fri, 08 Nov 2013 19:36:36 GMT
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We are a odd bunch sometimes, kind of insane sometimes actually if you ask me. As long as you touch neither race nor religion you can make a public joke of anything here. Sometimes it even happens for you, once saw a "Armed Response" (for in case the place get's broken in to) sign on a police station shame

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Subject: Re: JA 2/1 Metavira: The General Discussion
Posted by rummtata on Sun, 04 May 2014 20:48:15 GMT
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The other day I was thinking about how cool it would be to remake JA1 in the JA2 engine, and now I stumble upon this... awesome! Going to try it for sure   :ok:

Subject: Re: JA 2/1 Metavira: The General Discussion
Posted by Fan on Fri, 16 May 2014 09:43:33 GMT
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@Arulcish Lion,

I hope, I'm right here.
I began a new game in vers. 0.5 and what a surprise: I was able to get Mike from the
very beginning!!! I got him for one day because of his weapons. But a greater surprise:
He is in my party now for nothing: N/A is noticed. And all the other mercs I got
for my first money of 40.000 $ too.
That is your intention, is'n it?

Another statement:
If IVAN is talking you only read: AAAAAAA....

Subject: Re: JA 2/1 Metavira: The General Discussion
Posted by Arulcish_Lion on Tue, 20 May 2014 11:45:49 GMT
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@Fan I'm always happy to see you here. But I don't do it immediately, especially at summer.

Quote:He is in my party now for nothing: N/A is noticed. And all the other mercs I got
for my first money of 40.000 $ too.That is so from version 0.30.

I wrote it once.
Quote:You can hire mercs from the A.I.M. for one day and you don't need to proceed their
contracts. They'll do it automatically every day. If there is not enough money they'll retire.So, all
your mercs, hired on one day will take your money automatically every midnight. If you do not
have enough money - they will leave you.

But... I can't hire Mike at first day. Strange.

Quote:If IVAN is talking you only read: AAAAAAA....Please, try to download this
http://www.ja2.su/sclad/lion/007.zip

and extract it into DATA/MERCEDT

Toggle SpoilerWhen a new Russian version will be ready, I'll make English one more careful.

Subject: Re: JA 2/1 Metavira: The General Discussion
Posted by Fan on Tue, 20 May 2014 12:35:51 GMT
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@Arulcish Lion,

a new statement and I have to begin a new game for I have no money!

You are right with this:

"So, all your mercs, hired on one day will take your money automatically every midnight. If you do
not have enough money - they will leave you."

But: I cannot change to weekly or so after daily! I have to except DAILY during the whole game
until they leave me.

Is this right?

Edit:
Sory I made this
"extract it into DATA/MERCEDT"

and you must read further: AAAAA

---

in spite of beginning a new game.

Subject: Re: JA 2/1 Metavira: The General Discussion
Posted by Arulcish_Lion on Thu, 22 May 2014 13:02:25 GMT
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Quote:I cannot change to weekly or so after daily! I have to except DAILY during the whole game until they leave me.Yes.
But you can fire them and then hire again.

Quote:"extract it into DATA/MERCEDT"

and you must read further: AAAAAIt's a pity. Then, just delete it.

The feature with Russian speaking Ivan looks bad. It works on my computer, cause I have Russian in my operation system, but it is not interesting for Russian players. It was planned for people who do not speak Russian, but they have computers with other basic languages and it doesn't work.

Subject: Re: JA 2/1 Metavira: The General Discussion
Posted by Fan on Sat, 24 May 2014 07:16:42 GMT
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@Arulcish Lion,

you have written

Fan:I'm always happy to see you here. But I don't do it immediately, especially at summer.

It's no secret. I like your mod

I must be back with this:

It's new that I may engage such mercs like Mike and Kelly
from the very beginnig, isn't it?
If it's new in former versions: Sorry, I don't try to
engage them because I have been here with the practice of
the first version.

Subject: Re: JA 2/1 Metavira: The General Discussion

Posted by Arulcish_Lion on Tue, 27 May 2014 20:21:20 GMT
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Quote:It's new that I may engage such mercs like Mike and Kelly from the very beginnig, isn't it?No, we didn't change that.
Normally you can't hire them, but if you use a key for cheats - you can.

Subject: Re: JA 2/1 Metavira: The General Discussion
Posted by Fan on Wed, 28 May 2014 08:04:01 GMT
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@Arulcish Lion,

sorry, I'm back here again.
The inventory is full. If I find a key I have to drop anything
of my inventory to carry a key and to try to open a door.
If the key was the right it disapears and I take the next key.
In the last sector I found three keys.
I know that was the same in the old, old Ja1.
And that is the reason for this circumstances now?

Subject: Re: JA 2/1 Metavira: The General Discussion
Posted by Arulcish_Lion on Wed, 28 May 2014 09:55:54 GMT
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Quote:sorry, I'm back here again.You do not need to apologize.

Quote:And that is the reason for this circumstances now?Yes. Using keys is very uncomfortable
as it was in JA1. I think that using explosion is much more comfortable.

Subject: Re: JA 2/1 Metavira: The General Discussion
Posted by Fan on Thu, 29 May 2014 08:30:02 GMT
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@Arulcish Lion,

indeed. Needle, my old companion as healer, is the first from the very beginning.
Then Wolf and - thank God! - Fidel. Ivan, the "AAA-man", sorry, I have no money.
But he is the next. No mechanism, the crowbar must help.

In my currently game I'm in C 3, healing and repairring, 3 times interrupted by the
enemy. It seems to me, this is without any end. There is no time to end such
things. You must go to the next sector with weapons that are defective or mercs

that are not healthy. And the enemy is - without the attention of my mercs on the roof (Lynx and Ivan, Level 5 now) - neer beside the house and has the first shot. Lynx was dead by one shot *)

And Jack is a slaver.

Oh, I play - as ever - NOVICE.

This is only for your info!

Edit: *) I have looked for this. Lynx has been dead in the 4.(!) attack in this sector. Now, after the 5. attack, it's night. I have to heal and repair because I have found 4 mortar shells till this sector and I don't know how many granades I shall need in the last sector. So I have to repair also the granades which the enemy lost in the fight. Mike has no ammunition now for his M 14. I have to use only "hollow" for the M 16 through the others and a little bit the AK47. Yes, the enemy had in the last fight only 6 finghters. But this is enough to loose your ammunition.

Subject: Re: JA 2/1 Metavira: The General Discussion
Posted by luk3Z on Fri, 05 Aug 2016 20:16:09 GMT
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1st: nice mod i really like it, congratulations - very good work.
2nd: in JA:DG there is posiibility to sell some stuff I don't know whether it was in original JA
3rd: 5 min for duaration one turn of battle ? This is little insane.
4th: I can't imagine myself how people play this without save during the battle

---

Subject: Re: JA 2/1 Metavira: The General Discussion
Posted by luk3Z on Fri, 12 Aug 2016 08:00:49 GMT
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Hello.

How to make Metavira v0.85 EN (29.05.2016) ?

This is not official english version (Google Translator was used for mercs speech and desc. of some items) of mod because I make this "on the fly" to run for testing purposes...
You better start a new game due to a lot of changes from official english version 0.50 (28.09.2013).

Download mod:
http://forum.ja2.su/cgi-bin/yabb/YaBB.pl?board=Metavira;action=display;num=1358447940
(link in 2nd post - metavira_rc2.rar)

Download translation:
http://www.mediafire.com/download/n8zicll35npcmq6/Metavira_0.85_EN.7z

1. Don't use installer (it's in russian so you don't need it)
2. Extract files from archive (metavira_rc2.rar)
3. Go to Metavira folder, select all items and move them to the JA2 Gold folder (clean installed)
4. Overwrite all files
5. Extract Metavira_0.85_EN.7z to the same folder (JA2 Gold) where JA21m.exe exist
6. Run English_please!.bat
7. Start the game using JA21m.exe

If you want new interface in the game go to step 2 (above). Next go to Extras folder and move
Interface to .\JA2 Gold\Metavira\ and overwrite files.
That's all.
If you decided to use new interface I also recommend to delete GOLD_FRONT.STI file from .\JA2
Gold\Metavira\Interface (file responsible for color of selected mercs - default is grey - it isn't really
visible in compare to gold).

Now you should have english version
And BTW - sorry for bad translation in new game options (thanks to Google Translator anyway).
Any comments and suggestions are welcomed.
Enjoy!

Subject: Re: JA 2/1 Metavira: The General Discussion
Posted by onewithdeath on Sat, 27 Aug 2016 19:16:22 GMT
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Thanks to Arulcish Lion and luk3Z and everyone who contributed to this (ongoing) project!

I located and renamed all (almost all, see below) usable voice files and put them into the
Battlesnds and SPEECH subfolders respectfully - based on Metavira v0.85 EN (29.05.2016)
presented by luk3Z.

I will edit this post to include a link where you can download .7z archives which contain those files,
and maybe a .bat file if you want to mass-rename those files yourself.

Exceptions as of 27.08.2016:
- AIM video call-related sounds for JA1 and/or DG characters who are members of MERC in JA2
1.13
- AIM video call-related sounds for Mike
- Hamous and Wahan (couldn't identify the relating ###_ serial no. to overrule speech.slf)

I toyed with a script and made some .bat files after identifying the serial numbers of the voice files found in speech.slf ([ja2metaviragamefolder]/Data/ - corresponding to the original in JA2) e.g. Barry's voice files in speech.slf begin with 000_ and they're used by Sam in JA2 Metavira, so I changed every single Sam file found in [ja21.13gamefolder]/Data-1.13/Speech (226_*.wav or 226_*.ogg) into 000_*.wav and put them into [ja2metaviragamefolder]/Metavira/SPEECH so that they can overrule all Barry files from speech.slf .

Subject: Re: JA 2/1 Metavira: The General Discussion
Posted by utops on Tue, 11 Oct 2016 10:46:45 GMT
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Hey,
Im enjoying this mod so far,but there is one thing that bothers me: I can lockpick doors heaving 99 mec stat,also by crowbar heaving 95 str.This is bug i think because in original IIRC i can do this with no hastle.
Edit:
Also if enemies are in critical state they should retreat,here they don't give crap and act like terminators ;D
Edit2:
Im quiting-too much frustration is never fun.100% camo and enemies seems not care about it - they see me,but i can't see them.

Subject: Re: JA 2/1 Metavira: The General Discussion
Posted by luk3Z on Sun, 03 Sep 2017 11:27:36 GMT
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utops wrote on Tue, 11 October 2016 12:46Hey,
Im enjoying this mod so far,but there is one thing that bothers me: I can lockpick doors heaving 99 mec stat,also by crowbar heaving 95 str.This is bug i think because in original IIRC i can do this with no hastle.
Edit:
Also if enemies are in critical state they should retreat,here they don't give crap and act like terminators ;D
Edit2:
Im quiting-too much frustration is never fun.100% camo and enemies seems not care about it - they see me,but i can't see them.

It's not a bug it's mod feature :p Anyway it is hard to play mod (I used ALT+S ALT+L very often).