

---

Subject: JAF: Alpha Event - Twitch Stream feedback  
Posted by [Shanga](#) on Fri, 04 Apr 2014 18:29:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Did you enjoy the stream? What you'd like us to stream next? Feedback here, please.

---

---

Subject: Re: JAF: Alpha Event - Twitch Stream feedback  
Posted by [grim](#) on Fri, 04 Apr 2014 19:06:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hell yes i did!

Someone suggested to reduce the delay on twitch. I've watched some other streams, and they sometimes were... what's the term? jerky? Maybe the delay helps in having a good framerate on the receiving end of the stream. It may act as a buffer. Your session was uninterrupted, very "fluid", maybe a lower delay will change that, i don't know.

About the next stream, Roman said there was a surprise at beating the last level (added in the last patch), i'd be curious to see that... If we ever manage to find how to win

Other than that, i was curious about seeing the animations (walk, crouched move and the like), but without a proper zoom, it's not an easy goal.

On the forums, you mentionned the 'not so good' water effects. I came too late to see it. On screenshots it looks nice. Could we have a glimpse at it?

---

---

Subject: Re: JAF: Alpha Event - Twitch Stream feedback  
Posted by [derek](#) on Fri, 04 Apr 2014 19:35:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

for those with no alpha access (found this video)

<http://www.youtube.com/watch?v=4CBVc8JNpPY>

---

---

Subject: Re: JAF: Alpha Event - Twitch Stream feedback  
Posted by [Shanga](#) on Fri, 04 Apr 2014 20:36:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The plan tonight is to show off a small sample of modding (without any tools). I'll start the stream 15 minutes before midnight so you can join me on chat and I'll explain where and what I edited.

And this time I'll take it slowly and first do a sector recon so everyone can see the art stuff.

And yes, the delay is off now, stream is both saving into an .mp4 file locally and should be also archived by Twitch so we're all set. My microphone is way way below streaming standard so we'll stick to text chat for now.

---

---

Subject: Re: JAF: Alpha Event - Twitch Stream feedback

Posted by [Taro\\_M](#) on Fri, 04 Apr 2014 20:37:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

After watching that german video I must say the pace is too slow. They really must make the tracers much faster (right now they look like blaster shots from SW), also the movement speed (animation speed) is too slow. IMHO the most agile mercs should have animations speeds similar to the ones found in XCOM:EU they were some nice dynamic movement animations, the lower the agility the slower the animations. I know its still just an alpha, but they should think about making small animations for all characters so they squirm around during the combat, just to make everything look more natural. Hugging cover animations would be neat as well.

Also reactions to environment would be great. turning away from explosion, hiding head when shots land very near etc.

Idea about music: how about enemy and player turn have different mixes of same melody. I mean something that would give the feel of this XCOM:EU track 0:00~0:22 player turn 0:22~0:44 enemy turn. The switch dosent need to be perfectly on ending turn, but it should be quick and smooth transition.

---

---

Subject: Re: JAF: Alpha Event - Twitch Stream feedback

Posted by [Shanga](#) on Fri, 04 Apr 2014 23:24:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Thanks to all those who joined on stream. Below you can find the whole playthrough from last night, (unedited). Tomorrow we'll have the Youtube version ready, split in 15 minute episodes.

Watch live video from [Shanga\\_BP](#) on TwitchTV

There's no voiceover on this so I should explain why there are some files popping up on the screen - those are the files I've edited/modded. You can see both the original values and the modded values. I've also showed off a bit of the stuff that's being worked on, like the Radio station and some nice sound effects. Finally, in the end part, you can see a list of decompiled files from the Unity assets (which I've extracted with a free tool). As you can see, there are a lot of DDS texture files, some shader files and even some XMLs.

So far I've discovered that sector/map files are JSON (text) files. The same goes for mercs and weapons. The future of modding this game doesn't look bad at all.

---

---

Subject: Re: JAF: Alpha Event - Twitch Stream feedback  
Posted by [Shanga](#) on Sat, 05 Apr 2014 11:52:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Below there are all the 7 videos I've uploaded to youtube from the Twitch stream. Accidentally Twitch automatic upload kinda hit the mark each movie has its own episodic meaning:

<https://www.youtube.com/channel/UC0fBMTowQYhTpw6-NHT3e2Q>

---

---

Subject: Re: JAF: Alpha Event - Twitch Stream feedback  
Posted by [Shanga](#) on Sun, 06 Apr 2014 16:19:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Impromptu stream, testing various hidden JA:F alpha maps.

Watch live video from Shanga\_BP on TwitchTV

---

---

Subject: Re: JAF: Alpha Event - Twitch Stream feedback  
Posted by [Mauser](#) on Mon, 07 Apr 2014 07:05:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nice vids Shanga.

I rather like what i see and am increasingly confident that Full Control will finally deliver what this community is waiting for so long.

The gameplay seems a little choppy/hanging at times (don't know if that's an engine or recording issue), but the overall basic functions seem to work well. The UI also seems to be rather functional and i really like the dynamic movement radius display.  
This is exactly the right kind of modernisation and streamlining.

The graphics look utilitarian and focused, yet detailed enough and with a consistent, fitting yet restrained art style. The maps look sufficiently organic despite their square grid nature.  
I am curious how the devs will implement different height levels and multi-story buildings though.

The Music strikes me as especially well done and worthy for a JA game.

Also the easy modding of all relevant game files in text form and the powerful and comfortable editor looks like just what the doctor prescribed for this community.

Even if Full Control should not be able to deliver the full promised content or all the wanted features right away due to monetary restrictions, either the modding community or another crowdfunding initiative should be able to fix that in due time, as long as the basics and tools are solid.

After all, the Shadowrun Returns release also had a somewhat subpar campaign and a lot of missing features and limited content, but all that was fixed by the Dragonfall addon, even though the editor tools were far from perfect or comfortable to use and cause of great frustration with the modders, so fan content is still rather limited.

Anyways, with some polishing and more content i can see this shaping up to a nice beta during the coming months.

I wonder if it would help if i threw some more money at it? :whoknows:

---

Subject: Re: JAF: Alpha Event - Twitch Stream feedback

Posted by [Shanga](#) on Mon, 07 Apr 2014 07:51:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Quote:The gameplay seems a little choppy/hanging at times (don't know if that's an engine or recording issue)

A combination of both. My PC isn't quite streaming quality. And I ran an extended desktop on my 4 years old ATI card. But there are moments when you give commands that the game needs a second more to interpret (like accessing a blocked area). Also the camera rotation is too "jerky" right now (there are too few angles). But for Alpha 1 the game is pretty damn stable and fast.

Quote:I am curious how the devs will implement different heigth levels and multi-story buildings though.

Height maps are in the game, but not implemented 100%. In theory you can climb up and down. You could also dive in deep water or jump off a cliff if the animations were done. But that's probably stuff that will come in later alpha/beta. Engine-wise, the whole multi-dimension thing shouldn't be a big problem.

Quote:Anyways, with some polishing and more content i can see this shaping up to a nice beta during the coming months.

I wonder if it would help if i threw some more money at it?

If you don't have beta access, I think it would be worth to get it, since my guess is that will be a very interesting game.

---

Subject: Re: JAF: Alpha Event - Twitch Stream feedback

Posted by [Maalstroom](#) on Mon, 07 Apr 2014 15:24:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think this might be the one.

---