Subject: AIMNAS BigMaps Part 12
Posted by smeagol on Fri, 27 Mar 2015 09:31:26 GMT
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It's time again to open up a new thread for discussing the AIMNAS Bigmaps project.

Remember a few things:
Before opening any new threads in the subforum, make sure the question hasn't been answered yet, there is no similiar discussion thread around and the stuff doesn't belong into one of the following:

Mandatory read before posting here: Check out the FAQ.

Bugs should be posted in the Bug Thread.

Item Request should be posted in the Item Request Thread.

Currently working on the Easter 2015 release! More information on this coming up soonish.

AIMNAS is currently the only mod for JA2 that features the bigmaps project. There are more than 100 maps done already, which is more than half of the original world map. You can't play a full campaign yet, but the available maps will keep you entertained for quite a long time.

In addition to the bigger maps AIMNAS features a ton of new items, including more guns, more attachments, more armour, more LBE, food, etc.

AIMNAS is more or less a one-man show with a few notable exceptions. Shout outs go to (in alphabetical order):

DepressivesBrot
Flugente
Tais
Zombiehunter

And all the people who are willing to beta-test this (still) unfished business.

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sun, 29 Mar 2015 20:39:31 GMT
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Technically Cambria is now completely playable (although G8 uses a rather... well... "rudimentary map" at this time). Also done with Tixa for the upcoming Easter Release.

I'll spent a couple more hours working on G8 to add a few more buildings. Maybe I can even get in

a few more desert maps until Easter weekend as well. I'll update the playable area map next couple days as well.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Sot on Mon, 30 Mar 2015 05:39:26 GMT
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Thank you very much for the work done! Dreams come true

Subject: Re: AIMNAS BigMaps Part 12
Posted by kmoi on Tue, 31 Mar 2015 02:37:57 GMT
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over good

Subject: Re: AIMNAS BigMaps Part 12
Posted by Kirill_OverK on Tue, 31 Mar 2015 17:25:30 GMT
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good news !

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Wed, 01 Apr 2015 14:47:10 GMT
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Urgh... damn harddrive crash wasted probably all progress made on AIMNAS during last 4 months. :/

fed up

Subject: Re: AIMNAS BigMaps Part 12
Posted by Vince7403 on Thu, 02 Apr 2015 00:41:39 GMT
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Is that a joke or not?

If not, the data is probably recoverable with enough effort, I've done it enough times on family's computers to know.

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Thu, 02 Apr 2015 09:57:21 GMT
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Looks like the 2nd of April did actually fix the harddrive crash... ;)

Subject: Re: AIMNAS BigMaps Part 12
Posted by Schopenhauer17 on Thu, 02 Apr 2015 13:09:05 GMT
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I suffered!

Subject: Re: AIMNAS BigMaps Part 12
Posted by Slax on Thu, 02 Apr 2015 16:35:17 GMT
View Forum Message <> Reply to Message

Timewarp!

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Fri, 03 Apr 2015 21:14:09 GMT
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This map marks all the playable bigmaps that will be in the upcoming Easter release.

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Fri, 03 Apr 2015 22:57:58 GMT
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Currently uploading Easter Release.

Due to a very slow and unstable i-net connection I had to divide the package into three parts
(upload crashed 4 times on me while the complete package uploaded to ~40% each time after
having spent about 30 mins each upload... so yeah... fast i-net would be nice, I guess).

Anyways, 1st and 2nd part are already up, third part will be up soonish (at least I hope the
connection doesn't break off... heading to bed now). So the d/l should be available on Easter
saturday.

Downloadlink AIMNAS Easter Release 2015

To use all features the Easter Release 2015 requries latest development exe (JA2 7805).

Remember, this is still in pre-beta stage and still work in progress.

I fixed a few of the reported bugs, but certainly not all of them. If you encounter bugs with the Easter release (even those already reported with earlier versions), share them in the AIMNAS Bug thread, so that they will eventually get fixed some day.

Feedback is appreciated as always.

From the playable maps screenie in the previous post you can see, that along with Chitzena, San Mona and Drassen now also Cambria and Tixa are fully playable.

Quests/ NPCs will probably still not work 100% (especially keep away from the hospital crew and try not to talk to Nurse Jenny about getting people patched up... I did not fix the script yet. Vince is probably hireable if loyalty is high enough, I didn't check that yet... as always, when talkign to NPCs, make a quicksave first).

Enjoy and happy Easter days.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Toma777 on Sat, 04 Apr 2015 18:32:11 GMT
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Flugente say in Absurdly small code changes topic: "I'd also like to point out that if using an exe >= r7803, I strongly suggest using the new AmmoTypes.xml as well. The reason is that if the xml tags are not present, the game will likely use a default value of 0.0 - which would lead to gun performanece being somewhat, ehem, lacking damage. Simply add those tags to every ammo type and bee done with it. This of course goes for any mod as well. Then again, no modder would ever use a new exe without the appropriate data, right? Riiight?" i think that AmmoTypes.xml in your mod is not updated with new ammo properties : <dDamageModifierLife> alters the life damage a bullet deals. Default 1.0, valid values from 0.0 to 100.0
• <dDamageModifierBreath> alters the breath damage a bullet deals. Default 1.0, valid values from 0.0 to 100.0!
Thanks for great mod!!!!!

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sat, 04 Apr 2015 18:48:32 GMT
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In fact it is up to date.

The AmmoTypes.xml the game reads is in data-bigmaps\tabledata\items

The one in data-aim\tabledata\items is only used for the xml editor to work. Unfortunately my xml editor overwrites the new xml tags, because it doesn't know them. And as the only persons who are capable of updating the xml editor have gone awol (like JMich for example...), this is a dirty workaround, nevertheless the game works as intended (even with rubber shot doing less health and more breath damage, as the new ammo tags were intended to).

So no worries, should all work just fine.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Toma777 on Sat, 04 Apr 2015 20:25:59 GMT
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OK, thanks!

Subject: Re: AIMNAS BigMaps Part 12
Posted by AssassinGer on Sun, 05 Apr 2015 12:03:54 GMT
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Hello and happy easter everyone!

First I want to thank smeagol for his great work!
However, I`m running into a problem after installing your easter release. After running the ja2.exe, I get an error message and am being sent back to the desktop. I had a clean install of JA2, extracted the SCI_Unstable_Revision_7805_on_GameDir_2232 on top and it worked fine. After installing the new easter release, the exe doesn´t seem to work anymore though. What am I doing wrong?
Never had any problems with earlier releases.

Thanks in advance.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Dyson on Sun, 05 Apr 2015 12:05:01 GMT
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Same problem here, too

Subject: Re: AIMNAS BigMaps Part 12

Posted by AssassinGer on Sun, 05 Apr 2015 12:11:05 GMT
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Maybe there was a problem with the upload.

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sun, 05 Apr 2015 12:22:45 GMT
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Any error message showing up?

You're sure that you are using the right exe (Ja2_7805.exe or higher)? If you are running ja2.exe, it usually means you use the ancient original ja2 exe which will screw up the vfs file that is needed to set things up properly.

The upload works as intended. You did grab all three packages, right?

Subject: Re: AIMNAS BigMaps Part 12
Posted by AssassinGer on Sun, 05 Apr 2015 15:02:27 GMT
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No error messages apart from the good old "Jagged Alliance 2 Gold does not work anymore", right after launching the exe. It does not matter wether I start the JA2_7805.exe or the ja2.exe first (tried both after clean install). Yes, definitely downloaded all 3 parts.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Randok on Sun, 05 Apr 2015 16:26:21 GMT
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I also had a problem-black screen.
The solution to this problem was to move the folder UserProfile_JA2113AIM to the folder Profiles.

Subject: Re: AIMNAS BigMaps Part 12
Posted by AssassinGer on Sun, 05 Apr 2015 16:42:49 GMT
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Thanks Randok, that fixed my issue!

Subject: Re: AIMNAS BigMaps Part 12
Posted by ratpaz on Mon, 06 Apr 2015 14:14:11 GMT

I had the same issue fixed by Randok suggest.
Fist time i try AIMNAS, and i'll say it look huge, so many new items and bigger maps change the gameplay so much, i love it.
Too bad there are no items to be found on the new maps, i like to explore looking for stuff.
I wonder if AIMNAS will be part of the official 1.13 when it's complete?

Subject: Re: AIMNAS BigMaps Part 12
Posted by Kip336 on Mon, 06 Apr 2015 16:34:48 GMT

Hi guys! Happy Easter!

I'm having issues running AIMNAS after reinstalling JA2 on my PC:
1) Install JA2 Gold edition (In C:\, not program files)
2) Download and copy over rev 7805 into my JA folder
3) Download and copy over the 3 seperate downloads for AIMNAS 2015 Easter.
4) Start JA_7805_UB.exe
Game crashes after a blackscreen.

I tried copying the directory from the install on my old laptop (Which was running rev 7205, can't see which version of AIMNAS. But that doesn't seen to work either.

I'm running Vista 64bit, tried running with admin rights, win XP compatability etc.

Any help would be very much appreciated.

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Mon, 06 Apr 2015 19:32:13 GMT

Kip336 wrote on Mon, 06 April 2015 18:34Hi guys! Happy Easter!

4) Start JA_7805_UB.exe
Game crashes after a blackscreen.

And there you have it already... try using the JA2_7805.exe (without the UB). Should work (if not, look if the profiles folder contains the aforementioned sub-folder... I`ll have to check the download file later, currently not at home, so don`t have access to my original files).

Subject: Re: AIMNAS BigMaps Part 12
Posted by DepressivesBrot on Mon, 06 Apr 2015 21:10:55 GMT
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Note that when installing via SCI, the correct executable is JA2.exe, just make sure it was in fact overwritten during unpacking.

Subject: Re: AIMNAS BigMaps Part 12
Posted by tbird94lx on Tue, 07 Apr 2015 21:27:58 GMT
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downloaded the 3-parts..they consolidate into one when downloaded? at 59.2 mb? if so..wish me luck..this will be first time i try big maps..purchased a nice new video card that should display its glory

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Wed, 08 Apr 2015 07:56:18 GMT
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Well, the packages are packed with 7z, unzipped they result in ~500 MB I think. Especially the map files are huge. Each bigmap is something like 1.5 MB big.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Slax on Wed, 08 Apr 2015 08:17:26 GMT
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Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sat, 11 Apr 2015 15:27:20 GMT
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Finished another 2 maps (H7 and L9), unfortunately my holidays are almost over again... ah well... progress is being made at least and I think that I will manage quite a few more maps this year.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Kip336 on Sat, 11 Apr 2015 20:37:10 GMT
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Sorry for the long reply! Many thanks for the help. DepressiveBrots post fixed my issue , started JA.2 exe and everything works fine!

Subject: Re: AIMNAS BigMaps Part 12
Posted by Vince7403 on Sat, 11 Apr 2015 21:20:35 GMT
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Do the maps still lack pre-placed items?

Subject: Re: AIMNAS BigMaps Part 12
Posted by mmm on Tue, 14 Apr 2015 10:07:16 GMT
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I think I've asked this before(and as far as I can remember you guys don't like the idea so much).

But should you complete the map, will you consider release a "bear-bone" version without AIMNAS specific items so it can be used with, say stock 1.13 items without causing game breaking bugs?

Also what maps are in the unfinished sectors? Original maps? Or there's simply nothing and inaccessible?

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Tue, 21 Apr 2015 18:04:51 GMT
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Currently actually doing a test game and as a result of that making a lot of tweaks...

NPC dealers will get a much higher amount of food items and I added water supply to a few sectors.

Food logistics is quite a big problem and might be another big reason to conquer Chitzena harbour soonish. Flying the supplies to Arulco is VERY expensive due to weight and it is quite possible that larger teams will get into trouble getting supplies, be aware of that.

I also fixed some enemy drops (Tigr-9 rifles dropping from enemies very early on, which should not drop at all, for example), adding food rations to enemies (which should have a higher supply, but somehow only 1-3 rations drop after each battle even if fighting 60 guys).

Ah well...

Subject: Re: AIMNAS BigMaps Part 12
Posted by Vince7403 on Tue, 21 Apr 2015 20:23:43 GMT
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Could you please post an updated weapons list? The only one I can find is out of date

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Thu, 23 Apr 2015 08:16:56 GMT
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Currently upping the number of interactive map objects. It will be possible to move tires (those stacks of 2 or 3 tires you occassionaly find in maps included), the roadblock signs and sawhorses.

In addition as I somewhat neat improvement you will also be able to obtain gasoline from drums that are in the maps. If you remove the drums with the shovel from the map they will turn into a gas drum item and can then be transformed to gasoline tanks.

The item needed for those interactions is still the regular shovel or a spade (for map object interaction a proxy item is needed to do the manipulations, doesn`t make too much sense in real life obviously, but for game purposes it works... maybe I add an extra item "working gloves" or something like that to replace some of the shovel deconstructions).

Also, Machete / Bushknife can of course still be used to chop vegetation.

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Fri, 24 Apr 2015 14:42:24 GMT
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Some new map interactions that will be included in next release:

Subject: Re: AIMNAS BigMaps Part 12
Posted by Agrippa911 on Sat, 25 Apr 2015 22:33:04 GMT
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Is Tixa now just a single map (i.e. no basement)? Just cleared it and can't locate the stairs down.

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sat, 25 Apr 2015 22:41:18 GMT
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No stairs down yet... basement is planned, but at the moment finishing the groundlevel maps has a higher priority.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Torres on Mon, 27 Apr 2015 12:12:45 GMT
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Sorry just tried to access the FAQ link etc and they're forbidden, except for forum moderators.

Trying the new release that I just found here (duh!).

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Mon, 27 Apr 2015 12:18:35 GMT
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You might want to read a few posts above. ;)

Subject: Re: AIMNAS BigMaps Part 12
Posted by Torres on Tue, 28 Apr 2015 14:42:32 GMT
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smeagol wrote on Mon, 27 April 2015 13:18You might want to read a few posts above. ;)

Yeah sorry about that I just went instinctively to check the first post but for some reason all links were forbidden

EDIT:
Ran into the same problem with the blackscreen and panicked, so I just read this and I wanna thanks you guys for keeping this up! it's time kill soldiers!

Will there be any problems if instead of 7805 I use 7816?

Randok wrote on Sun, 05 April 2015 17:26I also had a problem-black screen.
The solution to this problem was to move the folder UserProfile_JA2113AIM to the folder Profiles.

Dude no homo, but I love you.

Subject: Re: AIMNAS BigMaps Part 12
Posted by wolf00 on Mon, 04 May 2015 21:21:23 GMT
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i have a question: can you allow add in your mod japan howa rifles or some guns from korean daewoo ? http://en.wikipedia.org/wiki/Howa_Type_64

http://en.wikipedia.org/wiki/Howa_Type_89

Subject: Re: AIMNAS BigMaps Part 12
Posted by Slax on Fri, 08 May 2015 12:41:42 GMT
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Having some good fun with the 20-round M16 mags so kudos for those making it into the game.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Anthropoid on Tue, 19 May 2015 23:07:01 GMT
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No joy for me on getting Aimnas to run. I copied my vanilla JA2 directory, modedd it to 7805 version of 1.13. That runs fine.

I then overwrote with the consolidated contents of the three elements in the Easter 2015 release from OneDrive linked on the previous page. Game just crashes when I attempt to launch any of the two .exe (JA2 or JA2_7805_UB).

Would it matter that my version of JA2 is the Good Old Games "Gold Pack" edition?

If you want more info to try to troubleshoot I'd be happy to provide whatever you need, but for now I think I'll just stick to "vanilla" 1.13

Subject: Re: AIMNAS BigMaps Part 12
Posted by DepressivesBrot on Wed, 20 May 2015 04:29:15 GMT
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Did you move/create the profile folder as described three posts earlier?

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Mon, 01 Jun 2015 20:12:59 GMT
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Thanks to Tais and DepressivesBrot we are setting up a github repository for AIMNAS so that you will be able to always get the latest updates asap (just like you do with svn). Tais or Brot will certainly be so kind as to include further information soonish how and where to get the files and the download link.

Subject: Re: AIMNAS BigMaps Part 12
Posted by tais on Thu, 04 Jun 2015 20:34:44 GMT
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From now on all changes made to AIMNAS will be pushed into a github repository, this will give

everyone the possibility to immediatly enjoy the latest changes to AIMNAS.
You can find the repository at https://github.com/aimnas/core

On the bottom right you can press the Download ZIP button to get a zipped version of the current state of the repository, you can also use the usual GIT tools to clone the repository and follow the latest changes, this is the preferred way of using this.

I've also enabled the issue tracker, please only report technical issues or weird things in there, you will need a github account for that.
Do not post any requests for guns/items/whatever in there, instead use the normal threads like http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=22177 to do such things

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Ramirez on Sun, 14 Jun 2015 06:40:52 GMT
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Hey guys

just installed the last AIMNAS with unstable 7786 (I think), started on insane with IMP, Scully, Fox and Grizzly. Scully had the FN MAG and even with that gun (impact 44) it takes up to ten! hits to kill one of these former easy peasies in the starting sector (I think I played about a year ago). Did I miss something in the options.ini? Or does it generally take a lot more hits to kill somebody now? Thx

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by silversurfer on Sun, 14 Jun 2015 07:03:35 GMT
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Ramirez wrote on Sun, 14 June 2015 08:40Hey guys

just installed the last AIMNAS with unstable 7786 (I think), started on insane with IMP, Scully, Fox and Grizzly. Scully had the FN MAG and even with that gun (impact 44) it takes up to ten! hits to kill one of these former easy peasies in the starting sector (I think I played about a year ago). Did I miss something in the options.ini? Or does it generally take a lot more hits to kill somebody now? Thx
Read a few posts up ->
http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=22618&goto=340422&#msg_340422
Your game seems to be missing some new tags from AmmoTypes.xml.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Ramirez on Sun, 14 Jun 2015 07:08:37 GMT
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Ah, thx for the quick reply!

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Mon, 15 Jun 2015 17:10:48 GMT
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Turned off disease again in the latest ini... My whole Chitzena Squad got Malaria and there seemed to be no way of curing it. Not even the extra added Malaria cure seemed to do anything (even after injecting 10 shots of it).

Edit:
Okay... fixed that issue with the cure not working... now it does.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Ramirez on Thu, 18 Jun 2015 06:48:29 GMT
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Hello,

played eight ingame days now and 2/3 of Drassen are mine. Kudos for the great work.

A few questions:

1. Canteens - enemies don't seem to have them anymore, BR neither. How to get them?
2. Last enemies - does the ini option work where the last 3 enemies position is roughly marked? I always have to search and that gets annoying. checked my ini settings, ok. Resolution 1920x1080 Ingame preferences - check.
3. Some ini settings changes don't seem to work. E.g. whatever value I choose for starting money they remain original. Or I change percentage of elite troops to 100% and reinforcements are mostly regulars.
4.In night fights roughly 20% of militia and enemies stay in one spot even when one after ones gets killed (groups).

Thx!

Subject: Re: AIMNAS BigMaps Part 12
Posted by silversurfer on Thu, 18 Jun 2015 08:40:41 GMT
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1. You can find canteens on enemies and also in containers (depending on the map). You can also order them from BR. Look in the miscellaneous section under "other att.". It can happen that they are not available every time.
Also enemies don't always have them. Items are selected randomly. If you play without "drop all" they might also not drop on death of the soldier even if he had one.

2. Never tried that option. I like searching. ;)

3. If this setting is still in Ja2_Options.ini Smeagol should remove it. It's not used anymore. Check the corresponding block in TableData\DifficultySettings.xml for <StartingCash> parameter.

4. May be an AI issue, may be intended. Some soldiers are set to hold position.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Ramirez on Thu, 18 Jun 2015 08:50:56 GMT
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Thx for the quick and helpful response, silversurfer!

Subject: Re: AIMNAS BigMaps Part 12
Posted by DepressivesBrot on Thu, 18 Jun 2015 11:30:02 GMT
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2. There's a setting to quickly turn it on and off ingame, so check those.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Ramirez on Thu, 18 Jun 2015 14:18:05 GMT
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DepressivesBrot wrote on Thu, 18 June 2015 13:302. There's a setting to quickly turn it on and off ingame, so check those.

Hi,
in the options.ini? Other than the last block?

Subject: Re: AIMNAS BigMaps Part 12
Posted by silversurfer on Thu, 18 Jun 2015 14:23:40 GMT
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In the ingame options menu there is a checkbox called "Mark remaining hostiles".

Subject: Re: AIMNAS BigMaps Part 12
Posted by Ramirez on Thu, 18 Jun 2015 15:17:33 GMT
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Ah, there seems to be a misunderstanding - I mentioned that option - called it preferences.

Subject: Re: AIMNAS BigMaps Part 12
Posted by ChrisMe on Fri, 19 Jun 2015 08:28:06 GMT
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Hello, first many thanks for the great mod.
I have now taken Drassen and the first rocket station beside it.
Is it normal that I can not find any objects in boxes or wardrobes?
Thx

Subject: Re: AIMNAS BigMaps Part 12
Posted by DepressivesBrot on Fri, 19 Jun 2015 11:52:56 GMT
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Yes.

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sat, 20 Jun 2015 18:32:13 GMT
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A significant Update has been put on Github.

Changes include:
Some changes to Merc Profiles (requires re-start to actually matter... added Covert Ops to two mercs, Grizzly underwent a major trait change and got a nice salary raise)

A few new items (L129A1, some new cool helmets, Western Revolver belt, Shotgun belt that can be turned into a shotgun bandoleer vest)

Default slots for ammo belts (one in the vest slot, one in the combatpack slot.. basically this means, that you can carry 2 LMG ammo belts slung across your body without any LBE item... wearing a vest/combat pack obviously overrides these slots. It's an option to allow early game LMG carrying).

Check the Github page: https://github.com/aimnas/core

Subject: Re: AIMNAS BigMaps Part 12
Posted by Suhar000 on Fri, 26 Jun 2015 05:28:52 GMT
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Hi! Where to download the finished assembly of this version?

Requirements

AIMNAS currently requires atleast version 7885 of JA2 1.13 with gamedir at level 2248 Any earlier version of 1.13 will not work correctly with AIMNAS

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Tue, 30 Jun 2015 20:26:43 GMT
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Big update available on the github page.

Includes 2 new maps, some map fixes and a few items.

Subject: Re: AIMNAS BigMaps Part 12
Posted by delta_six on Sat, 04 Jul 2015 07:45:25 GMT
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Yet another summer and yet another campaign in JA2 with latest AIMNAS. My hands are already itching to fiddle with all new features.

Subject: Re: AIMNAS BigMaps Part 12
Posted by NewAgeOfPower on Tue, 07 Jul 2015 01:02:46 GMT
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This is the main thread, right? The FAQ says to check the main thread for a current Item List.

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Tue, 07 Jul 2015 05:27:33 GMT
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That's probably because I`m lazy and didn't update it properly...

There was a gun list which I always kept up-to date in the FAQ, but the forum migration didn't like the length of it and cut it in half... I somehow never had the time / motivation to fix that.

So, long answer short: There is no current item list.

Subject: Re: AIMNAS BigMaps Part 12
Posted by NewAgeOfPower on Tue, 07 Jul 2015 17:05:55 GMT

Welp. That blows.

In any case, let me congratulate (and thank you) for making such an awesome mod.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Suhar000 on Wed, 08 Jul 2015 20:26:35 GMT

Supporting! Wonderful mod!

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Mon, 03 Aug 2015 19:39:31 GMT

Due to lack of a recent XML Editor version that can handle the new item tags, Bigmaps mod is confined to the JA2 7883.exe until further notice.

Also on the news: The JA2 summer convention 2015 is in the books... we've been working on some new features that will show up sooner or later but still need a big load of behind the scenes work. Can't spoil anything without permission, though. So you have to keep patient. ;)

Just a few words: It'll be awesome!

Looking forward to next years meeting.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Franimus on Wed, 12 Aug 2015 00:20:57 GMT

smeagol wrote on Mon, 03 August 2015 15:39Due to lack of a recent XML Editor version that can handle the new item tags, Bigmaps mod is confined to the JA2 7883.exe until further notice.

Is this still true? What exactly is broken about it?

Subject: Re: AIMNAS BigMaps Part 12
Posted by Franimus on Wed, 12 Aug 2015 00:38:21 GMT

Oh right, and the other reason I came to this thread... What has to be done to get items in the

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sectors? Is it just a matter of opening the editor, or is it more complicated?

Subject: Re: AIMNAS BigMaps Part 12
Posted by DepressivesBrot on Wed, 12 Aug 2015 10:09:51 GMT
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Franimus wrote on Wed, 12 August 2015 02:20smeagol wrote on Mon, 03 August 2015 15:39Due to lack of a recent XML Editor version that can handle the new item tags, Bigmaps mod is confined to the JA2 7883.exe until further notice.

Is this still true? What exactly is broken about it?Kinda. I've fixed the critical, data corrupting issues the editor had but some AIMNAS data (drugs) still needs to be updated to a new format.

FranimusOh right, and the other reason I came to this thread... What has to be done to get items in the sectors? Is it just a matter of opening the editor, or is it more complicated?"Just" placing items with the editor. Hasn't been done yet mainly because it's 1) a metric butt ton of work and 2) the item set is still subject to occasional rearrangements that would require subsequent map cleanups.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Franimus on Thu, 27 Aug 2015 03:18:58 GMT
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Just discovered the ExtraItems.xml files, haven't tried them out yet, would those work? Much easier to maintain when items change, I'd imagine. And if you play with show all items after battle turned on anyways, you weren't about to start opening every crate to find stuff anyways.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Inukshuk on Thu, 22 Oct 2015 21:47:18 GMT
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Loving this new AIMNAS. Great work Smeagol and thanks for all the effort. I'm a convert to the BigMaps way.

Battles are real battles with range and different weapons and weapon skills meaning something. Took a bit of fiddling to get it working right, and to discover that the Github website is where the new version is, and how to get it all working on Windows 8, but it was worth it.

Word to others trying to find out how to install AIMNAS since these instructions aren't anywhere obvious even if you search the Pit:

go to https://github.com/aimnas/core

---

and download everything then overwrite in the usual way. Look in the Docs folder to find out how to get it to run in Win 8.

NCTH seems to work quite well in this implementation and game balance so far seems great. The new JA 1.13 features seem to work nicely with the mod too, though letting me choose a sniper rifle and scope right off the bat really boosted my odds against the pistol-toting bad guys. I don't feel so bad now that I ran into one who had the same Springfield. Omerta has become quite the battleground (great).

I don't know if these are standard issue problems but all I've seen in the way of problems are quite occasional CTD's with no clear pattern and:

The Strategic Map is a scrambled semi-readable mess of black and white. I don't know why, and have followed all the Win 8 tweaks. Seems rather JA 1.13 and related to OS interactions but I can't say since I went straight to installing this mod.

All the ammo vanished (no other items, just ammo)in an Omerta sector inventory, seemingly randomly. Also, after that, when I put 4X .44 revolver clips into the sector inventory then picked them up again and put the pile in an LBE slot that accepted only 1, the other three vanished. Again, this might be a JA 1.13 thing (I seem to recall it happening a year or two ago), but worth mentioning. Perhaps there's a better work around for this sort of thing but I just put all the ammo in vehicular inventory or in LBE's on the ground.
`````````````````````````````````````````````````````````````````````````````````````````````````````
``````````````````````````````````````````

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Subject: Re: AIMNAS BigMaps Part 12
Posted by Bidius on Sat, 24 Oct 2015 00:49:15 GMT
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Quote:The Strategic Map is a scrambled semi-readable mess of black and white. I don't know why, and have followed all the Win 8 tweaks. Seems rather JA 1.13 and related to OS interactions but I can't say since I went straight to installing this mod.

There's an option (Alternate Map Colors) that you need to turn off.

Quote:All the ammo vanished

Yeah, I've encountered this before, it's a pity this still hasn't been fixed. I wouldn't expect anything spectacular from 1.13 as it seems to have died down quite a bit. Basically live with it or fix it yourself, because there's nothing much else to be done as its been a reported bug for a while now. :/

Subject: Re: AIMNAS BigMaps Part 12
Posted by Inukshuk on Sun, 25 Oct 2015 00:57:22 GMT
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Thanks Bidius.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Inukshuk on Wed, 09 Dec 2015 18:24:17 GMT
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Seems to be rather quiet around here...too quiet...;-)

Just wanted to say that now that I've started a new game with the adjusted disease .xml file linked in the disease thread that seems to be controlling Plagueworld,I'm loving this Bigmaps project. Great work Smeagol...and a lot of it. The urban sectors must be hugely tedious to design, but I really enjoy the creative touches you've brought to the table, in both rural and urban sectors. Makes the game very different and much more tactical. I hope the rest of the changes happen; both the rest of the maps and the quests (it's true, pretty much all of them don't seem to be complete yet (gotta chuckle when you see "Not Finished" hombre).

Great stuff and many thanks for the effort.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sat, 19 Dec 2015 10:21:10 GMT
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Inukshuk wrote on Wed, 09 December 2015 19:24Seems to be rather quiet around here...too quiet...;-)

Just wanted to say that now that I've started a new game with the adjusted disease .xml file linked in the disease thread that seems to be controlling Plagueworld,I'm loving this Bigmaps project. Great work Smeagol...and a lot of it. The urban sectors must be hugely tedious to design, but I really enjoy the creative touches you've brought to the table, in both rural and urban sectors. Makes the game very different and much more tactical. I hope the rest of the changes happen; both the rest of the maps and the quests (it's true, pretty much all of them don't seem to be complete yet (gotta chuckle when you see "Not Finished" hombre).

Great stuff and many thanks for the effort.

Thanks for the feedback. Always welcome to get some positive comments.

At the moment real life keeps me rather busy (being a full-time teacher and my wife expecting twins and all...). I hope that it will eventually become a bit calmer again and I will have some more time to continue with this project.

I recently added a few more items (namely Aguila 12 gauge Mini Shells that will increase capacity

of pump-action guns considerably in exchange for damage values), but didn't even find the time (or motivation) to do the item pics... Hope is still there, I will regain my motivation and will get more time eventually to continue, so don't worry.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Guess on Sun, 20 Dec 2015 00:44:37 GMT
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Just want to add my thanks Smeagol. The work you are putting into this is outstanding. I haven't played the AIMNAS (don't want to be teased with only half the map;)) but ive been lurking for some time now and just wanted to let you know you are a god among men.

Also, good luck with the twins. One baby is hard enough, 2..... you, sir, have my sympathies. Just remember tho: you have this whole community supporting you and wishing you an easy time in your real life struggles.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Shanga on Sun, 20 Dec 2015 01:28:04 GMT
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Torres wrote on Mon, 27 April 2015 15:12Sorry just tried to access the FAQ link etc and they're forbidden, except for forum moderators.

Trying the new release that I just found here (duh!).

Fixed those for you, but really..they're all just one level up this topic (in the main AIMNAS forum, all pinned topics):

http://thepit.ja-galaxy-forum.com/index.php?t=thread&frm_id=243&

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Inukshuk on Wed, 30 Dec 2015 22:50:37 GMT
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Twins? And you thought AIMNAS was your baby ;-). Good luck with the whole process and many of us will still be here and playing JA 1.13 for another 20 years as far as I can tell, so whenever you get back into it, your efforts will be welcome. I've found a few things here and there (Cambria mine won't pay up and manager won't get into the  right conversation to do so, for eg, despite 100% loyalty...but haven't tried really high LDR mercs and I've been nice to the Hicks, so may not be a bug). In general though, it is pretty stable. There are more than a few tempting works in progress on view too.

---

Bottom line though is that this is whole new (and very long...) game with Bigmaps, and the roles of the mercs really do become more defined and distinguishable. Good ideas with the shotguns IMO. They are useful now but not OP due to the nice way the ranges interlock.

Merry Christmas and thanks for the AIMNAS gift...

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sat, 09 Jan 2016 09:32:47 GMT
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Back in business... made the first commit to Github in the new year. Hope there will be many more this year. Enjoy.

Subject: Aw: Re: AIMNAS BigMaps Part 12
Posted by ATigersClaw on Sat, 09 Jan 2016 15:01:42 GMT
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smeagol schrieb am Sa, 09 Januar 2016 10:32Back in business... made the first commit to Github in the new year. Hope there will be many more this year. Enjoy.
Probably one of the best things I've read today!

Subject: Re: AIMNAS BigMaps Part 12
Posted by Inukshuk on Thu, 14 Jan 2016 20:53:37 GMT
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smeagol wrote on Sat, 09 January 2016 09:32Back in business... made the first commit to Github in the new year. Hope there will be many more this year. Enjoy.

Yes! Great news, Smeagol...

BTW, I suggest that unless there were changes in the most recent builds, people may want to use an edited disease.xml so diseases don't get in the way too much when trying out AIMNAS. The one I'm using may be a bit too conservative (hmm..too big to upload) but it beats the one I had in the build I'm using (not sure which build is on that computer..not with me..).

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sat, 16 Jan 2016 15:18:41 GMT
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Just commited a new update to the AIMNAS Github site, including the first 2 new maps in half a year, I guess...

Subject: Aw: Re: AIMNAS BigMaps Part 12
Posted by ATigersClaw on Sat, 16 Jan 2016 17:34:41 GMT
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smeagol schrieb am Sa, 16 Januar 2016 16:18Just commited a new update to the AIMNAS
Github site, including the first 2 new maps in half a year, I guess...
Awesome! Is there an up to date overview of which maps are done and which are still to do?

Subject: Re: Aw: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sat, 16 Jan 2016 19:30:50 GMT
View Forum Message <> Reply to Message

ATigersClaw wrote on Sat, 16 January 2016 18:34
Awesome! Is there an up to date overview of which maps are done and which are still to do?

Well, yes... there is an overview map that I use for doing map edges, but the file size is huge (it's
basically one big jpeg that even in lowest quality is already 9 MB big... no wonder, if you think
about it... the pic has a size of 22912 x 11456 pixels, with 72 dpi already 8 m x 4m!).

I tried to upload a recent version of the world map to my skydrive, but I somehow get a few weird
issues (map only shows up, if downloading the file, etc...).

If you're interested, here is a link: AIMNAS World Map 2016.01.16

Subject: Aw: Re: Aw: Re: AIMNAS BigMaps Part 12
Posted by ATigersClaw on Sun, 17 Jan 2016 04:15:08 GMT
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smeagol schrieb am Sa, 16 Januar 2016 20:30If you're interested, here is a link: AIMNAS World
Map 2016.01.16

Thank you, I just downloaded the map. It looks great and it seems that the empty space is getting
less and less.

Subject: Re: AIMNAS BigMaps Part 12
Posted by delta_six on Sun, 17 Jan 2016 10:36:35 GMT
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smeagol wrote on Sat, 16 January 2016 16:18Just commited a new update to the AIMNAS Github
site, including the first 2 new maps in half a year, I guess...
Magnum opus is getting better and better. Great news!

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Wed, 27 Jan 2016 15:32:42 GMT
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Upping new update to Github within next hour.

This mappackage closes the ring road in SE Arulco. You can now completely drive around the central desert with your vehicles.

Already less than 80 maps remaining!

Subject: Re: AIMNAS BigMaps Part 12
Posted by Inukshuk on Thu, 28 Jan 2016 15:39:13 GMT
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Fantastic...Amazed to see you can get all this done. Thanks again

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Fri, 29 Jan 2016 09:37:13 GMT
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Just upped a new item update to Github.

It is advised before you install the new files to unload all your guns in game and create ammo crates. I changed around a few item id's for new magazines (especially for 7.62x51), which will lead to changing some magazine sizes. If you put all the ammo in crates before updating, all should be fine.

Subject: Re: AIMNAS BigMaps Part 12
Posted by wolf00 on Sat, 06 Feb 2016 19:53:30 GMT
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Ok svejk josef report for duty:i have a question,can please add a revolver in .22 long rigle or .22 winchester magnum rimfire ?

Subject: Re: AIMNAS BigMaps Part 12
Posted by VodkaBear on Thu, 18 Feb 2016 13:54:38 GMT
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Sorry for my blindness, but where can I get latest aimnas + bigmaps? Is it stable? If not, where can I get stable version? Sorry, I understand that it's wrong subforum to ask, but I simply cannot

find answers. And where I can get required 788x(can't remember) version of 1.13? The latest on their site is something like 7435.

---

## Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sun, 21 Feb 2016 19:25:56 GMT
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Upping latest working data to github soonish.

This will require a new game. I moved around a lot of ammo items, which will screw up your complete arsenal in a running game.

But I also added a ton of stuff (not entirely done with new pics yet, but whatever... most of the time it's only wrong colour markings on ammo items anyways... only marginal stuff).

The update includes a lot of new ammo types (from .22 LR AP rounds to 7.52x51 SAP), some new item pics, etc etc... And most importantly, this milestone release will allow me to add a few more calibers in the near future with ease.

---

## Subject: Re: AIMNAS BigMaps Part 12
Posted by buuface on Wed, 24 Feb 2016 02:50:18 GMT
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Great News Smeag!

Would be possible to see an updated screen of the overhead map so we can see how many of the bigmaps are now complete?

Edit: I just saw you recently uploaded one. Sorry!

---

## Subject: Re: AIMNAS BigMaps Part 12
Posted by wolf00 on Tue, 01 Mar 2016 19:36:27 GMT
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i have a few questions- do you planing ad .32acp guns with double stacked magazine ?[yes some pistols] or something like magazine extension for colt delta elite ? thanks

---

## Subject: Re: AIMNAS BigMaps Part 12
Posted by Someone64 on Tue, 08 Mar 2016 15:15:18 GMT
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Is it normal the pre-fight selection areas are always unavailable for me (or too small to click) and

I'm always forced to use spread to deploy my mercs instead?

Subject: Re: AIMNAS BigMaps Part 12
Posted by DepressivesBrot on Tue, 08 Mar 2016 15:38:50 GMT
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Us the arrow keys.

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Mon, 28 Mar 2016 18:01:02 GMT
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Just upped the Easter release update 2016 to github.

This update includes a big rework on starting gear, moving around a ton of stuff in the items.xml and adding in a bunch of new stuff (including new ammo types and calibers, new guns...).

Enjoy.

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Thu, 21 Apr 2016 20:52:35 GMT
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New update available.

Warning: This version requires most recent svn update to exe 8163 or higher!

Subject: Re: AIMNAS BigMaps Part 12
Posted by Gerx on Wed, 27 Apr 2016 08:15:11 GMT
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Were can I find the most recent svn update to exe 8163?

In the MS.Ondrive an kermi's FTP is only the version 8156

Edit: Just found it

Subject: Re: AIMNAS BigMaps Part 12

Posted by smeagol on Wed, 11 May 2016 17:17:30 GMT

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Almost done adding new ammo. The next update will be a big upheaval of items again, but hopefully this will be the last major one for a long time to come.

Once I'm done, we will have 2000 magazine items, 300 ammo crates and 300 ammo boxes (all in all ammo alone will be almost twice as many items as stock 1.13 has in total).

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by SuLaR on Thu, 12 May 2016 21:53:31 GMT

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smeagol wrote on Wed, 11 May 2016 20:17Almost done adding new ammo. The next update will be a big upheaval of items again, but hopefully this will be the last major one for a long time to come.

Once I'm done, we will have 2000 magazine items, 300 ammo crates and 300 ammo boxes (all in all ammo alone will be almost twice as many items as stock 1.13 has in total).
Hello, Smeagol. What are your plans and the approximate timing of the remaining cards to redraw?

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sat, 14 May 2016 07:32:19 GMT

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SuLaR wrote on Thu, 12 May 2016 23:53Hello, Smeagol. What are your plans and the approximate timing of the remaining cards to redraw?


There is no set deadline on the maps project. I hope to get in a few more maps this year, but I can't promise anything... The remaining sectors are mostly towns, which take forever to do...

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by PET on Sat, 28 May 2016 08:15:09 GMT

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Whoahoho good work, looking forward for new sectors

---

Subject: Re: AIMNAS BigMaps Part 12

---

Posted by smeagol on Mon, 06 Jun 2016 18:05:19 GMT
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Finally managed to add a few bayonets...


There are two open slots left for bayonets. I have a few on my mind, but most of them would basically be redundant pieces. So, looking for bayonet types not already covered. Feel free to suggest types not yet included that offer something new / interesting (including cool looks, rare guns, maybe even obvious choices I forgot to add).

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Deleted. on Mon, 06 Jun 2016 18:25:44 GMT
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Mosin looks a bit different on pictures
Toggle Spoiler
Old German WWI sapper-type bayonet with a saw
Toggle Spoiler

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Mon, 06 Jun 2016 18:42:21 GMT
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I decided to add the M1917 sword bayonet and the OKC-3S marine corps bayonet.

The sawblade might have been a worthwhile addition, though... ah well...

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by wolf00 on Wed, 08 Jun 2016 18:58:03 GMT
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http://sjhardware.com/store/modules.php?name=catalog&file=product_info&cPath=107_121&products_id=356&osC sid=da54619043ec5aed644e24c537eae752 related to bayonets ...

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Thu, 09 Jun 2016 07:45:55 GMT
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I already allowed several bayonet types on the Remington shottie... no need to overcomplicate things. ;)

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by wolf00 on Thu, 09 Jun 2016 18:33:40 GMT
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ok sorry ... http://world.guns.ru/handguns/hg/ch/qsb-91-e.html  no need to add special ammo this thing using subsonic ammunition

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Thu, 07 Jul 2016 10:23:37 GMT
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Currently on modding break due to moving into our new home being a major project atm. The i-net connection there will be set up sometime next week, until then I'm not available.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by SchmittLenin on Sun, 31 Jul 2016 04:31:23 GMT
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Sorry to ask but what's the current progress for BigMaps? Can't find an up-to-date info about it...

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sun, 31 Jul 2016 07:33:59 GMT
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SchmittLenin wrote on Sun, 31 July 2016 06:31Sorry to ask but what's the current progress for BigMaps? Can't find an up-to-date info about it...

Well... how to sum it up in a few words... let's see..

Current state of AIMNAS Bigmaps as of July 31st 2016

Maps: ~ 150 (including a few underground sectors, but no mining sectors)

Items: quite a few added (currently have 2600 ammo items, stock 1.13 has a total of something around 1.7k items in total for comparison... there are ~ 1000 guns added, I began adding an extensive collection of melee weapons as well, but those lack a decent rework of the melee system and obviously new animations... they are currently rather bland in game as they all use either regular knifing animation or just the simple punching animation).

---

Small selection of newly added melee weapons (pic is not up to date, I also added a couple swords for example):


Support of newest features: not up to date, I'm always too lazy to update my game dir regularly and keeping up with all the stuff Flugente churns out each week is a rather difficult task (and moving house in the last weeks as well as raising three kids doesn't lead to much spare time either... let alone work will begin next week again... yikes).

Quests: most not working correctly (Kulbas should work, Skyrider should work, the others probably don't (Angel&Maria for example definitely doesn't work, also don't try to use Paco to find Fatima and such...). Also stuff like hospital usage or San Mona boxing is probably not working either.

NCTH compatability: fully working, I think I managed to get a decent balancing going at the moment.

Food: working, but will need much more items to be more realistic.

Facilities: Still need working factories that actually produce items (which will require coding, though)

Items in maps: Still VERY limited. There are a couple in the first few sectors, mostly hidden in barns and sheds, but as far as I remember none of them hidden in crates or furniture. So no point in searching containers yet (it eats up a lot of your time to do so... so don't). Looting sectors needs some kind of solution sooner or later (maybe with colour markings after a loot assignment?)

There's probably more...

If you want to test out the current progress yourself, get the latest version from Github.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by wolf00 on Sun, 31 Jul 2016 17:23:24 GMT
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smeagol:dekuji vam pane mhohokrat,in other word's:thank you sir a very much[i think,you know why ...]for adding some real awesome item in your mod ...

lenin: this mod is devoleped in free time[real life have priority than moding],this rule is same at ja2 moding scene or on zdoom moding scene ...

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by SchmittLenin on Sun, 31 Jul 2016 21:56:53 GMT
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I'm fully aware people here mod during their free time. I was not asking with the intention of telling anyone to hurry up...
Thanks for your answer, Smeagol!

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Panzer on Thu, 15 Sep 2016 19:50:27 GMT
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Ignore this edited post, nothing to see here.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sat, 17 Sep 2016 11:36:53 GMT
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Currently updating AIMNAS to work with exe version 8301.

The update also includes a fewer minor bug fixes.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sun, 18 Sep 2016 13:05:03 GMT
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Actually managed to finish a new map today.

For those interested, current world map.

Update available on the github page.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Schopenhauer17 on Mon, 19 Sep 2016 06:21:32 GMT
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Hey smeagol,

hope your moving to a new location went well. Can't play JA2 without bigmaps anymore, so I'm waiting the next City to gets finished somewhere in the future for my next game. I'm always looking forward for updates / a new picture of the worldmap. Can't open this one though.

Thank you so much!

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Tue, 04 Oct 2016 18:30:27 GMT
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Two new maps added (H3 and H4... yes, that actually includes a new city sector!).

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Wed, 05 Oct 2016 08:39:18 GMT
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Overheating can now be a thing in AIMNAS... I added 30 different quick change barrels (they use the same pic atm, so don't get confused...). For testing reasons overheating has been enabled in the ja2options.ini.

If you don't like overheating, you should set the value to FALSE in the ini.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sun, 09 Oct 2016 20:07:28 GMT
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Check out this weeks map progress:

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by NewAgeOfPower on Sun, 30 Oct 2016 15:01:50 GMT
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smeagol wrote on Sun, 09 October 2016 20:07Check out this weeks map progress:
-snip-

Sick looking compound.

Note: the world map mentioned in this post is a dead link,

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Schopenhauer17 on Thu, 22 Dec 2016 06:11:43 GMT

Any chance for a X-Mas AIMNAS release this year?

---

## Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Thu, 22 Dec 2016 09:31:39 GMT

maybeeeeeee ....

---

## Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sat, 24 Dec 2016 17:05:25 GMT

Currently upping the AIMNAS X-Mas Update to github... enjoy and happy holidays everyone.

---

## Subject: Re: AIMNAS BigMaps Part 12
Posted by Schopenhauer17 on Sun, 25 Dec 2016 03:16:56 GMT

You made good progress with the overall mapcount. Thanks for the release and all the work you put into it! Bigmaps feels like a completely new experience...

Merry Christmas!

---

## Subject: Re: AIMNAS BigMaps Part 12
Posted by bicyycle on Mon, 26 Dec 2016 07:20:20 GMT

Another gift for new year, thank you !

---

## Subject: Re: AIMNAS BigMaps Part 12
Posted by ddarz on Tue, 27 Dec 2016 11:27:16 GMT

Thanks!!! Happy Holidays Smeagol

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by PET on Tue, 27 Dec 2016 13:38:12 GMT
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Hi Smeagol, nice work on xmas release! good to see that progress.
I hope you want redo Alma sectors and nearby woods soon

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by omegakill on Tue, 21 Feb 2017 15:59:13 GMT
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Hi Smeagol, I hope the move went well and the twins (as well as the rest of your family and of course yourself!) are well. Thank you for your continued efforts in bringing us this content so that we can keep enjoying this old game, it goes to show that a few dedicated and passionate people can expand a games life well beyond it's intended years.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Count_H on Mon, 06 Mar 2017 23:36:19 GMT
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Hi smeagol , long time no see , is there a reason why all the crates are empty and cupboards so far in the lastest GITHUB bigmaps ,

if anyone wants to try changing the ini edit INITIAL START DELAY , start delay to 7200 to start the game at 2 am makes that first mission alot different sneak ank peak. Personal preferance , after all who would use LZ In daylight

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Mon, 27 Mar 2017 19:06:59 GMT
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New github update available containing finished H2 map!

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Panzer on Wed, 19 Apr 2017 18:41:44 GMT
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Curious how far the map has come since the last time I've seen, any links?

---

Subject: Re: AIMNAS BigMaps Part 12

Posted by Huberclim on Fri, 26 May 2017 15:33:09 GMT
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Me too, how far is it? The idea is so cool!

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Fri, 26 May 2017 17:00:09 GMT
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Current progress on the mod will keep you entertained for quite a while.

As far as being finished... well, it'll take some more time.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by zipov on Mon, 29 May 2017 09:29:11 GMT
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Can't wait for Grumm.
The updates are steady though.
Y'all keepin us folks entertained!

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by PET on Sat, 24 Jun 2017 18:06:13 GMT
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Alma Please!

ALMA

ALMA

H13 H14 I13 I14

THIS IS ALMAAAAA

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Raccoon on Mon, 03 Jul 2017 15:24:07 GMT
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Hey there,

first of all, thanks for all the work and time you put into this so us plebs can after all these years

---

still enjoy this old gem in a different (and better!) way again and again. Honestly, much appreciated!

Im planning on doing another playthrough. Last one i used Arulco Revisited, which i enjoyed very much, however i really want to use some of the newer 1.13 features and from what my "research" around here told me that only works with either pure 1.13 or ANIMAS.

Now my question is: how far will i get through the campaign until things likley start to break? What ive been reading a lot here and what the FAQ says is that some quests are generally broken, but some of those posts are over a year old. I havent read anything else however so i figured thats still the case. Will i be able to finish the game? From what i undestand all Deidranna sectors are still untouched, but will the game just switch to vanilla maps wherever there is no bigmap or will things go weird?

Thanks in advance and keep up the good work!

## Subject: Re: AIMNAS BigMaps Part 12
Posted by Vincent J. Claymore on Fri, 29 Dec 2017 22:20:02 GMT
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The world map linked here in September 2016 doesn't work anymore. Is there a latest overview of how many maps have been completed by now? I'm so excited for the big maps experience

## Subject: Re: AIMNAS BigMaps Part 12
Posted by SuLaR on Sun, 27 May 2018 16:09:36 GMT
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Does anyone still have a working version of the map?
smeagol wrote on Sun, 18 September 2016 16:05Actually managed to finish a new map today.

For those interested, current world map.

Update available on the github page.

## Subject: Re: AIMNAS BigMaps Part 12
Posted by DepressivesBrot on Sun, 27 May 2018 16:48:54 GMT
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## Subject: Re: AIMNAS BigMaps Part 12

Posted by SuLaR on Sun, 27 May 2018 19:09:51 GMT

DepressivesBrot wrote on Sun, 27 May 2018 19:48
There is a view of such a map, only a newer version..

## Subject: Re: AIMNAS BigMaps Part 12
Posted by Zombiehunter on Sun, 27 May 2018 19:28:57 GMT

SuLaR wrote on Sun, 27 May 2018 19:09DepressivesBrot wrote on Sun, 27 May 2018 19:48
There is a view of such a map, only a newer version..

Well if you desire an updated Version of the BigMaps Mosaic Overview Map, you'd be able to update it yourself.
After all, all current BigMaps are downloadable except for the WIP-Maps.

-Zombie

## Subject: Re: AIMNAS BigMaps Part 12
Posted by SabinyAk on Wed, 29 Aug 2018 03:27:47 GMT

quick question, is there any problems with the underground facility in Orta? or is it my computer?
thing is that i just liberated orta and blew up the wall that leads to the stairs down to the underground facility, but the problem is that whenever i try to get down the game crashes.
i haven't had that problem anywhere else so far so it seemed to me that perhaps there's a mod problem, or it's just my computer that is like way too slow, like literally takes me about 5 minutes to load a savegame.

EDIT: i also got the specific error this time

## Subject: Re: AIMNAS BigMaps Part 12
Posted by Adeline on Mon, 24 Sep 2018 08:00:59 GMT

Since a lot of links died, I'm confused as to what BigMaps is.
From what I understand, AIMNAS uses 1.13-compatible Wildfire maps, and BigMap is a project in

which AIMNAS items are strategically placed within those Wildfire maps?

So the 1.13-compatible Wildfire maps found elsewhere is an unrelated project?

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by theBrain on Tue, 25 Sep 2018 03:30:43 GMT
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BigMaps is a project to create completely new, much bigger maps for 1.13 and integral part of AIMNAS. But still WIP, making the maps lack items in crates etc.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by SabinyAk on Tue, 25 Sep 2018 03:36:17 GMT
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as far as i know is kind of a remake based on the wildfire maps or something like that...

stupid question, any can i upgrade my bigmaps version and play my old savegame?

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Vincent J. Claymore on Sun, 04 Nov 2018 13:02:12 GMT
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How far have things progressed since May? I'm still psyched for this!

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Hawkeye on Mon, 05 Nov 2018 00:25:43 GMT
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Shinobi wrote on Tue, 25 September 2018 13:36as far as i know is kind of a remake based on the wildfire maps or something like that...

stupid question, any can i upgrade my bigmaps version and play my old savegame?

Yes, your maps will just replace your old ones, there may be some old data left over with things like items, but your saves should be compatible.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by kmoi on Mon, 05 Nov 2018 22:29:16 GMT

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Fri, 11 Jan 2019 22:12:48 GMT

First update of 2019 is available on github.

Btw... yes, I'm still alive and might be a bit more motivated to get something done this year.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by buuface on Sat, 12 Jan 2019 01:37:35 GMT

Quote:might be a bit more motivated to get something done this year.

We're all filled with confidence by your reassuring words, Smeag

(thanks for the update   )

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Schopenhauer17 on Tue, 15 Jan 2019 21:30:50 GMT

Great news! Cant play without it anymore :/

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by VodkaBear on Thu, 17 Jan 2019 17:07:19 GMT

Hi, just wanted to thank you for all your work, I know how it sometimes hard to continue without any support. Be sure there a lot ppl still looking for your mod constantly, they just a bit lazy(as myself) to write even a few words. Really waiting for complete version, still playing current one.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by CareBear on Thu, 17 Jan 2019 17:14:55 GMT

---

AIMNAS is the future of JA2 modding, enough said.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Radar on Thu, 17 Jan 2019 19:40:39 GMT

True that. I've tried other JA2 mods, but always felt they lack something and in the end I return to AIMNAS even though it's not yet finished.

Subject: Re: AIMNAS BigMaps Part 12
Posted by friendslayer on Thu, 17 Jan 2019 23:03:00 GMT

Thank you for Bigmaps! I like IT. Good work.

Subject: Re: AIMNAS BigMaps Part 12
Posted by bicyycle on Wed, 30 Jan 2019 15:51:45 GMT

The Bigmaps mod release has become my best Spring Festival gift these years, thank you for

Subject: Re: AIMNAS BigMaps Part 12
Posted by SuLaR on Sat, 02 Feb 2019 10:42:20 GMT

smeagol wrote on Sat, 12 January 2019 00:12First update of 2019 is available on github.


Btw... yes, I'm still alive and might be a bit more motivated to get something done this year.
What are your plans for the maps edited by Zombiehunter?

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sat, 02 Feb 2019 16:28:22 GMT

SuLaR wrote on Sat, 02 February 2019 11:42

What are your plans for the maps edited by Zombiehunter?

I plan on adding them, once he hands them over.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Maalstroom on Tue, 05 Feb 2019 08:58:02 GMT
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Hi, is there a picture (jpg)  with all the big maps done sectors as smeagol used to post in the past? Thanks!

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by SuLaR on Sun, 10 Feb 2019 16:18:52 GMT
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smeagol, can you share plans for the further development of the modification?

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Sat, 23 Feb 2019 20:35:06 GMT
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Just to share some progress with you guys:

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by SuLaR on Sat, 23 Feb 2019 21:29:25 GMT
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Cool. If we consider the possible appearance of Zombi, then there are good chances to complete the graphic component of the mod this year.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by WoldEater on Wed, 20 Mar 2019 11:43:51 GMT
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Hi all,

I would love to see "Negev" Israeli Light machine gun it has 4 main versions.

5.56 weaver rail (V1)
5.56 Picatinny rail (V2)
5.56 Commando
7.62

If you need info and combat details I can provide as its my personal weapon for over 13 years.

Thank you very much for 1.13 I allways loved JA so happy some one is takeing care of it.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Wed, 20 Mar 2019 19:40:47 GMT
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The Negev in 5.56 configuration is already in.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by EbolaFever on Fri, 22 Mar 2019 08:15:43 GMT
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Hello everyone.

I can't thank you enough for the great work you are doing, this, combined with 1.13, is probably one of the most complicated and in-depth mods to any game ever.

However I ran into some troubles playing it (played it years ago and worked like a charm, unfortunately that folder is lost to time)-
installed it like it was recommended multiple times by multiple users on multiple sites
first unpacked latest of 1.13
then unpacked the AIMNAS from this location- github.com/aimnas/core

the game starts, but I've noticed something's off right in the menu- I remember there was the whole overheating and food system, but there is none in my version.
I remember every sector had a ton of enemies (20 to 40) and now there is vanilla 10 to 20.
What's worse it crashes when I try to view certain mercs profiles in AIM.

Maybe I've done something wrong?

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by EbolaFever on Sat, 23 Mar 2019 13:17:14 GMT

EbolaFever wrote on Fri, 22 March 2019 10:15

Ok, I've tinkered with the different versions of JA2 (Wildfire, Gold Edition and even forced downgrade of Gold Edition) and it seems to me the problem is with the AIMNAS github current core folder.
Every time the 1.13 works flawlessly, but once I unpack the AIMNAS from github the funny stuff begins.

The version I get lacks many features of AIMNAS, while it still has some.
For example- the militia training is still done the AIMNAS way, with the requirement for equipment, but there is no option to make enemies drop all their loot in the start menu.

Can anyone give me the link to the Eastern 2015 Release, please, all the links in the thread and in other places are dead. The release version has become a ghost.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by GaBChriS on Sun, 24 Mar 2019 21:28:04 GMT

same for me, cant figure out whats wrong.

Crashing for certain aim merc profiles, some mercs have wrong profiles/pictures/speech. imp mercs only available with strange voicelines.

using easter 2015 with newest sci

:e even a fresh ja2 with the newest 1.13 sci 8673 has issues with the merc pictures in aim (scope is laura, gus is brain, len is henning ... o0)

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by PET on Tue, 26 Mar 2019 07:02:56 GMT

Hello @smeagol any progress with maps? I see the Map folder on github was updated before 2 years  -.-

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Tue, 26 Mar 2019 19:12:40 GMT

---

Yes... I'm actually quite productive this year and already have finished a few sectors... I was just too lazy to upload them... maybe I'll do an Easter release.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by GaBChriS on Tue, 26 Mar 2019 22:53:25 GMT

can anyone help?

game crashing when going on boss's profile at AIM, runetime error vobject [1148] requested index [1157]

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by PET on Wed, 27 Mar 2019 18:01:43 GMT

smeagol wrote on Tue, 26 March 2019 20:12Yes... I'm actually quite productive this year and already have finished a few sectors... I was just too lazy to upload them... maybe I'll do an Easter release.
hehe well i understand, great things take its time  :w

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Uriens on Mon, 13 May 2019 13:48:50 GMT

Sharps carbine and Shipka can be viewed and bought at BR without problems but when they are in sector inventory they have no image and when you click on them it causes a game to crash.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Uriens on Tue, 14 May 2019 10:44:44 GMT

AmmoTypes.xml needs update. Apparently it's missing <red></red>,<green></green> and <blue></blue> entries so game uses defaults (0) and all ammo counts are displayed in black which is hard to read.

---

Subject: Re: AIMNAS BigMaps Part 12

---

Posted by smeagol on Sun, 30 Jun 2019 08:46:11 GMT

Finally...

The big summer update is available on Github.

Most notable additions:
Grumm has been added, as have some other maps along the southern map edge.

A couple of minor bugfixes have been made and a few new items have been added.

Enjoy!

https://github.com/aimnas

Current world map shows state of progress:

Subject: Re: AIMNAS BigMaps Part 12
Posted by Radar on Mon, 01 Jul 2019 17:52:18 GMT

And here I thought I might catch some tan this summer.  :d  Good job

Subject: Re: AIMNAS BigMaps Part 12
Posted by Peal on Fri, 19 Jul 2019 18:06:32 GMT

Very nice, thank you Smeagol!

Subject: Re: AIMNAS BigMaps Part 12
Posted by code99 on Thu, 22 Aug 2019 04:20:52 GMT

Wow, i havent been here in so many years, glad to see this still going forward!

I think its time to give this another spin :)

I do have one request, can someone please give me some instructions on how to install this and its requirements (such as other mods, game version, expansion, whatever)? Its been a while

Subject: Re: AIMNAS BigMaps Part 12
Posted by Greyfoot on Thu, 22 Aug 2019 19:04:47 GMT
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If you haven't figured it out yet, grab the latest SCI from here, then get the latest or whichever exe you wish to use from here.

Download AIMNAS from here, unzip into main folder and have fun mate.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by code99 on Fri, 23 Aug 2019 07:35:13 GMT
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Greyfoot wrote on Thu, 22 August 2019 22:04If you haven't figured it out yet, grab the latest SCI from here, then get the latest or whichever exe you wish to use from here.

Download AIMNAS from here, unzip into main folder and have fun mate.
Thanks a bunch mate!

EDIT: If i wanted to mess about with the Ini editor, i should edit the files in Aimnas (AIM) directory right? I should ignore vanilla/1.13 ini files corect?

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Greyfoot on Fri, 23 Aug 2019 18:01:14 GMT
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Yeah mate.  (+)

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by code99 on Sat, 24 Aug 2019 11:56:31 GMT
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Greyfoot wrote on Fri, 23 August 2019 21:01Yeah mate.  (+)
Right, time to start tinkering :d

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by KoBa on Sat, 07 Sep 2019 20:53:31 GMT
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Hello, folks!
Sorry to disturb you, i am playing latest Ja2+v1.13+AIMNAS,trying to solve skyrider quest (escorted him to Drassen airport),  but nothing happens, what i am doing wrong?

Subject: Re: AIMNAS BigMaps Part 12
Posted by Radar on Mon, 09 Sep 2019 19:58:25 GMT
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Hello KoBa and welcome. You can find fix in the link I send below. See the last post.

http://thepit.ja-galaxy-forum.com/index.php?t=msg&goto=353393&#msg_353393

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Omega on Thu, 03 Oct 2019 12:11:57 GMT
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Can't believe I haven't played this up until now, loving the huge maps and large battles, the only thing I find to be missing slightly is items placed in containers on the maps but I suppose that'll come at a later date, does anyone know if there is going to be an update to this any time soon?

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by GiantBasher on Sat, 05 Oct 2019 14:41:25 GMT
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Same question! Love this mod. How is the progress and do you need any support to keep the momentum? It's probably tough balancing this and family, but we appreciate your sacrifice! Just Alma, Meduna, and the items to go, right?

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Vincent J. Claymore on Mon, 14 Oct 2019 12:30:36 GMT
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First time I've started up a campaign using AIMNAS ever and so far I'm loving it. is there a tutorial somewhere? It's quite different from what I'm used off (which is 1.13 from maybe 5 years ago?). Or maybe someone who wants to talk and teach me :d

Also... all containers are empty, i.e. there's absolutely no point searching sectors after battle?

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by PET on Tue, 03 Dec 2019 16:36:07 GMT
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Mmmmm i can almost smell the Xmas release...   :b1  :xmas

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by KoBa on Thu, 05 Dec 2019 19:26:23 GMT
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Thanks a lot!!! I will try to fix it!!

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Maalstroom on Fri, 13 Dec 2019 14:42:34 GMT
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Hi,

does anyone know how can I make Ja2 + 1.13 + AIMNAS work on a windows 10? I haven't
played the game for years and I've got again the itch... I really need to play it again full options :)

thank you in advance!

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Zalpha on Wed, 25 Dec 2019 12:31:29 GMT
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Hello, here is a guide that I used to get me going. I also want to add that the changes are amazing
and the game is so much more fun now.

The guide:
https://github.com/aimnas/1.13_starter_documentation


Here is another link to the builds:
One Drive JA2 1.13 mod builds
One Drive SCI

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Radar on Fri, 27 Dec 2019 11:04:08 GMT
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PET wrote on Tue, 03 December 2019 17:36Mmmmm i can almost smell the Xmas release...   :b1
 :xmas
Why did you have to mention that? Oh why?! I can't stop thinking about it now and I keep
checking at least twice a day.  o.o   :|

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Maalstroom on Fri, 27 Dec 2019 14:01:08 GMT
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I've been so long waiting for this! Thank you!

Subject: Re: AIMNAS BigMaps Part 12
Posted by Chronuss on Mon, 13 Jan 2020 22:20:12 GMT
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Any particular reason there is no mobile militia..or maybe I just haven't found it yet?

Subject: Re: AIMNAS BigMaps Part 12
Posted by UBAH on Mon, 20 Jan 2020 05:29:11 GMT
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in last version of ja2 1.13 mobile militia is removed. now you can move on map each squad of militia. all militia is mobile now.
see here http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=22525&start=0&

Subject: Re: AIMNAS BigMaps Part 12
Posted by GASK3T on Tue, 25 Feb 2020 20:15:01 GMT
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Sorry - dont yell at me for asking, but is this where i go to DL the latest version of AIMNAS + BigMaps? https://github.com/aimnas/core Or is there another location? Sorry - been a year since ive last been here.

Subject: Re: AIMNAS BigMaps Part 12
Posted by Franimus on Fri, 22 May 2020 17:44:30 GMT
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Yes that's it (though you probably figured that out by now)
The latest posted today has some updates, see my post in bug reports thread for details.

Subject: Re: AIMNAS BigMaps Part 12
Posted by smeagol on Wed, 05 Aug 2020 14:58:14 GMT
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Still alive and took up mapping again.

## Subject: Re: AIMNAS BigMaps Part 12
Posted by PET on Thu, 06 Aug 2020 15:38:03 GMT
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:a great news!

## Subject: Re: AIMNAS BigMaps Part 12
Posted by Radar on Thu, 06 Aug 2020 17:09:32 GMT
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Beautiful. Brilliant news. Almost makes me want to live  :d

## Subject: Re: AIMNAS BigMaps Part 12
Posted by 0-Fenix-0 on Wed, 02 Sep 2020 07:17:46 GMT
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I haven't played JA2 in probably 5 years. I only ever played 1.13 Vanilla before.
AIMNAS with the BigMaps is a whole new game.
I found myself frustrated with the distances in vanilla (can't hit someone from across the room with an SMG for eg) and finally decided to try this.

The firefights are amazing!! I should be sleeping as I have to work in the morning but here I am. I had to sign up and tell everyone this mod is amazing.

Bursts of fire from reasonable distances can actually hit the enemy, or my mercs!

I found myself confused, liberating Drassen was far too easy. Two sectors of it taken over with nothing but one jeep and one man? What gives. Why are they running away from us. We can't be that scary.

Ahh yes... The mine district was crawling with 64 angry dudes. Very bad dudes. And I found myself on the losing end of a tactical retreat fairly quickly. Most of my group wounded, out of ammo, and exhausted. Our demo specialist used every 40 mike mike she had to hold the enemy at bay while the rest of us retreated. Along with our sniper team on the roof laying down covering fire. I'm sure we killed at least 30 of them. But more just kept coming. Like a plague of angry, armed, locusts.

Time to fall back to the airport, share what little ammo we have and polish up the pistols for an

ambush. Or this playthough may be over before it truly began.

Thank you so much for this. I can't wait to see BigMaps finished some day.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Zalpha on Wed, 30 Sep 2020 18:59:14 GMT
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That is looking fantastic and I am really glad you are still alive. I noticed no new posts for months in Builds on OneDrive and I got worried and came here to find out if it is still being worked on. I got worried with the virus removing some many from the world of the living. Keep up the good work.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by Sukha on Thu, 28 Jan 2021 09:48:34 GMT
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Still not loosing hope that this will be finished before I die.

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by ATigersClaw on Thu, 28 Jan 2021 11:00:40 GMT
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I'm hoping with you!

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by masteyod on Sun, 31 Jan 2021 18:04:32 GMT
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Someone knows how to see the higlighted area on entering enemy sectors ?

---

Subject: Re: AIMNAS BigMaps Part 12
Posted by No-Nothing on Mon, 12 Apr 2021 18:08:47 GMT
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Hello! I have a pair or questions.
1. What is this feature when a merk vision stops be hindered by semi-transparent obstacles like bush at some range (BASE_SIGHT_RANGE = 50 + ~160%). What is idea behind it? How to turn it off or change to very long distance?
1) bonus = ~160%
https://ibb.co/FH2z4dN

---

2) bonus = ~140%
https://ibb.co/LQydVNJ
2. At first glance Light Knife is better by ratio "damage-AP cost".
https://ibb.co/Bq2jxzX
But Combat Knife wins by
<ubDeadliness>5</ubDeadliness>+<ubImpact>64</ubImpact>
vs
<ubDeadliness>4</ubDeadliness>+<ubImpact>50</ubImpact>
Can someone explain how Deadliness&Impact benefit a weapon?

---

## Subject: Re: AIMNAS BigMaps Part 12
Posted by Cmepthnk on Sat, 01 May 2021 07:01:57 GMT
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Hi all
Thank you for this awesome mod, for this excellent game. The big maps are making the game completely a different game, a more challenging and more realistic. The increased items variety is also a excellent addition. Unfortunately items are also missing from the map, at least as far as i see.
But it is very sad that this Mod or project is taking so long to develop. If there any help needed i would really like to give a helping hand.
I hope this awesome mod will be finished, as many people wait for this.

---

## Subject: Re: AIMNAS BigMaps Part 12
Posted by sob1 on Sun, 04 Jul 2021 19:08:06 GMT
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Just coming back to 1.13 bigmaps after a break. Really looking forward to seeing the latest version.

Sob

---------

Dr. Phil as a playable comedy IMP:
http://thepit.ja-galaxy-forum.com/index.php?t=msg&goto=353751&#msg_353751

Lawrence of Arabia as an IMP:

http://thepit.ja-galaxy-forum.com/index.php?t=msg&goto=353801&#msg_353801

---

## Subject: Re: AIMNAS BigMaps Part 12

Posted by Peal on Tue, 13 Jul 2021 14:35:00 GMT

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Cmepthnk wrote on Sat, 01 May 2021 10:01Hi all
Thank you for this awesome mod, for this excellent game. The big maps are making the game completely a different game, a more challenging and more realistic. The increased items variety is also a excellent addition. Unfortunately items are also missing from the map, at least as far as i see.
But it is very sad that this Mod or project is taking so long to develop. If there any help needed i would really like to give a helping hand.
I hope this awesome mod will be finished, as many people wait for this.
Amen

Subject: Re: AIMNAS BigMaps Part 12
Posted by Bullpup on Mon, 22 Nov 2021 18:14:19 GMT

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How many sectors are still not finished at current time?

Edit: I just installed it. I am sad that so much is still missing. I can tolerate missing Meduna and Balime, the end game sectors but no Alma really sucks. Praying to our lord and saviour, smeagol to finish this masterpiece, hopefully before alzheimer kills me in nursing home at the end of 21 century.

Subject: Re: AIMNAS BigMaps Part 12
Posted by wickedinsane on Fri, 25 Mar 2022 12:22:40 GMT

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Is there any chance I could support BigMaps project with map editing/creating?