
Subject: New feature: individual militia

Posted by [Flugente](#) on Fri, 06 May 2016 14:32:46 GMT

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As I've stated before, it would be neat if militia had a bit more personality, and one could be more interested in them apart from "Oh no, the equivalent of \$75 is dead!" While I don't want militia to be full mercenaries, I want them to be at least a bit more. Militia profiles are a start, but I want more.

I've continued development, and am now releasing this. This feature does the following:

For each militia created by training/PMC hiring/interrogation, a militia profile is created and stored internally. This defines their name, soldier class, gender, visuals, name etc.. Every time militia is created in tactical/autoresolve, we use these profiles to recreate militia. To the player it looks as if militia are as persistent as named NPCs. We keep track of their kills/assists, and promote them if they've amassed enough 'promotion points' (how many is defined in the ini). Atm promotion happens automatically (more on that later). We keep track of any notable things that happened to them. So later on one can retrace what battles they played a part in in their service record. If militia move, their 'profile moves with them'. So your green recruits from Drassen can be among the battle-hardened elites that help you storm Meduna (provided they live that long). Different militia 'origins' (arulcan local/PMC mercenary/army defector) have a different name scheme, and different gender and skin colour distribution. This is defined in the new `[b]MilitiaIndividual.xml[b]`. Currently,

arulcan locals are hispanic, and have a relatively high female ratio, an justification for that can be read here. PMC mercenary are russian-like. While the description I made for Kerberus potentially allows any nationality, I feel that having them immediately stand out from the locals would be good. Additionally, this lets me show off how men and women can also have different surnames.

Note that I am not fluent at all in russian. For all I know, the names/surnames I provided are written badly, so feel free to correct that, russian-speakers! I also have no clue about what most of those names mean, so if you ever wanted to sneak in the equivalent of 'hundred russian names that are really just code for genitals', this is your chance to fool me into doing so. army defectors are german. Because I was tired of adding names in languages I have no grasp off, and because we are indeed bad guys.

You can also define different wages for each origin. It would be reasonable that a mercenary specifically hired by you gets a higher wage than some army scum you gang-pressed into switching sides. (Optional): If militia lose health, we keep track of that. If we later recreate them, we create them with lower health (though they slowly heal over time). This will make the game harder - militia aren't magically restored to full health the minute the battle ends. In a subsequent attack, they will have lower health, meaning that a town with a fully-sized militia isn't quite the impenetratable fortress it used to be.

Additionally, if militia is wounded in tactical and you then resume that battle in autoresolve, militia will carry over these wounds. There is a website, where you can see all your militia profiles:

There are a few filter options - you can filter for dead/alive/fired militia, filter by class, origin, and sector.

When you've successfully trained militia and do not yet have access to that website, Enrico will

send you an Email about it. Makes sense, the dude doesn't do much, he can at least send us links to the internet. By clicking on an entry, you can see the militia's file . First is personal data:

We store HP as a ratio, not as a fixed value (more on that later). Age is simply there for immersion, the only thing it has is that older mercs have a higher chance for white hair.

You can fire a militia here, you will be asked for confirmation. Note that this isn't possible if they are currently in combat. Next tab is their service record:

Here you can see noteworthy entries of their career in your service: When and how they were recruited, what operations they took part in, when they were promoted, and how they left your service. Depending on what they did in battle, the text differs. Clicking on an operation will send you to that operation's campaign history webpage. Final tab (currently) is the inventory:

If the militia is in the currently loaded sector (and thereby exists as a soldier), we can see their inventory here - though we cannot interact with it. This feature is off by default. It can be activated at any time during the campaign (of course I can't retroactively record their history). If militia is then created without a profile existing, a new one is created. Should this feature run as intended and be accepted by players, I plan to remove the militia part of enemy profiles.

This militia was wounded in combat (and got 2 kills). The image in the website equals the look in tactical.

Settings and xmls:

Ja2_Options.ini:

[Individual Militia Settings]

```
-----  
; Settings for individual militia  
;  
; If this feature is active, every time a militia is created by training/PMC hiring/interrogation, a small  
profile stores their  
; - name  
; - visuals  
; - record of all battles they participated  
; - kills and assists  
; - health ratio  
; - and a few other things  
;  
; Whenever a sector with militia is loaded, this data is used to recreate a militia. As a result, militia  
seem to be as persistent  
; as your mercenaries (so it is possible to have a veteran militia which accompanied you in several  
battles).  
;  
; The data for the different militia origins (arulcan local/PMC mercenary/army defector) are defined  
in TableData/MilitiaIndividual.xml  
-----
```

; if TRUE this feature is on
INDIVIDUAL_MILITIA = FALSE

; For each kill, a militia gets 2 promotion points.
; For each assist, a militia gets 1 promotion point.
; Here we define how many promotion points a militia needs to be promoted.
; Values from 1 to 100.

INDIVIDUAL_MILITIA_PROMOTIONPOINTS_TO_REGULAR = 4
INDIVIDUAL_MILITIA_PROMOTIONPOINTS_TO_ELITE = 10

; If TRUE, the game remembers the health percentage of a militia the last time it was in tactical.
This percentage is used the
; next time the militia is used in tactical. As a result militia will have lowered health for a while after
being wounded.

; NOTE: THIS WILL MAKE THE GAME HARDER!!!
INDIVIDUAL_MILITIA_MANAGE_HEALTH = TRUE

; Every hour, militia health percentage rises by this percentage to simulate healing. Values from
0.0 to 100.0.

INDIVIDUAL_MILITIA_HOURLYHEALTHPERCENTAGEGAIN = 2.0

```
.*****  
,  
*****  
  
.*****  
,  
*****
```

Tabledata/MilitiaIndividual.xml:

```
<ORIGINDATA>  
<!-- Arulcan locals: militia trained from the civilian population -->  
<male_forename>Aaron</male_forename>  
...  
<male_surname>Correa</male_surname>  
...  
<female_forename>Fulca</female_forename>  
...  
<female_surname>Zayas</female_surname>  
<chance_bodytype_REGMALE>20</chance_bodytype_REGMALE>  
<chance_bodytype_BIGMALE>5</chance_bodytype_BIGMALE>  
<chance_bodytype_STOCKYMALE>5</chance_bodytype_STOCKYMALE>  
<chance_bodytype_REGFEMALE>70</chance_bodytype_REGFEMALE>  
<chance_skin_PINKSKIN>10</chance_skin_PINKSKIN>  
<chance_skin_TANSKIN>40</chance_skin_TANSKIN>  
<chance_skin_DARKSKIN>30</chance_skin_DARKSKIN>  
<chance_skin_BLACKSKIN>20</chance_skin_BLACKSKIN>  
<dailycost_green>10</dailycost_green>  
<dailycost_regular>20</dailycost_regular>  
<dailycost_elite>30</dailycost_elite>
```

</ORIGINDATA>

A detailed description of what each tag does can be found at the start of the xml itself. There are a few things from the concept that I have not (yet?) implemented:

The stats and level of a militia/enemy/civilian are highly dependent on game progress, sector distance to the queen's palace and other factors. A militia created in Meduna with progress 100 vastly outclasses a militia created in Drassen with progress 5. If we want militia to carry over these stats, we have to essentially revamp the entire system, not only for militia, but for everyone. I do not want to do such a massive change right now. Manually outfitting militia with items. Managing the inventory of 64 mercs can already get tedious (even though I've made work easier for me by having their inventories as streamlined as possible). Additionally managing hundreds of militia... bah. Too much for me.

Additionally, the UI work required isn't exactly tiny, either. Traits are closely interwoven with items. If we can't control what stats and items a militia gets, there is no point in deciding their traits. Apart from the money aspect, there isn't much reason to manually handle promotions instead of promoting militia asap. So this can't be set either.

Perhaps I will revisit the above decisions at some point - suggestions are always welcome. On the plus side, this feature is now much easier to use (some posters were wary of the amount of interaction this feature would require). In fact, you don't need to do any extra work (apart from turning the feature on in the ini): militia profiles will be created and managed automatically. The player can play just as usually. If INDIVIDUAL_MILITIA_MANAGE_HEALTH is on, the campaign will be a bit harder, but I think in a 'good' way (militia not instantly healing to full life). Those players that want more immersive militia will hopefully see this as beneficial, and occasionally look at the website to check out how the little rascals are doing.

This feature does not break savegame compatibility.

This has been added to the trunk in r8202 and GameDir r2316. Using the new exe without the new GameDir will cause president Trump to make you his ambassador to Libya.

Subject: Re: New feature: individual militia
Posted by [silversurfer](#) on Fri, 06 May 2016 15:00:43 GMT
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Nice!

How does this feature alter training? Does training now create promotion points to advance militia to regular and elite?

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Fri, 06 May 2016 15:21:16 GMT
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Militia training is unchanged. If a militia is promoted by training, this is noted in their profile, and promotion points are increased according to the ini settings. Similar, if militia are created with a higher class than green, their initial points reflect that. Otherwise, a militia gains promotion points by kills and assists - a kill is worth 2 points, an assist 1 point (this is unchanged). The only notable change is that until now, promotion was somewhat chance-based - a militia had a chance to be promoted with fewer points. But until now, any points were lost after combat, so I think this change won't be unbalancing.

Subject: Re: New feature: individual militia
Posted by [killerpfiffi](#) on Fri, 06 May 2016 16:16:47 GMT
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I will love it!

Subject: Re: New feature: individual militia
Posted by [Panzer](#) on Fri, 06 May 2016 18:30:11 GMT
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Would like to see expansion on that inventory bit. Maybe see it play along with the manual arming of militia.

Subject: Re: New feature: individual militia
Posted by [Nasenbaer](#) on Sat, 07 May 2016 12:58:08 GMT
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Wow!
very cool thing - thank you for creating this one!

Subject: Re: New feature: individual militia
Posted by [killerpfiffi](#) on Sun, 08 May 2016 10:02:49 GMT
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Looks like I am the new ambassador of Lybia... the fitting exe is not yet on Depri's OneDrive. Most recent exe right now is 8177.

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Sun, 08 May 2016 10:57:45 GMT

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Well, no. The exe and the GameDir data will be in the next SCI, afaik Depri releases those on the 1st and 15th of a month.

Subject: Re: New feature: individual militia
Posted by [ratpaz](#) on Fri, 20 May 2016 01:03:51 GMT
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I tried this new feature, activated it in Ja2_Options.ini and as far as i trained some militia i got a message from Enrico and i can check a new website now "Militia overview" owever the website is blank
not yet implemented or i have to restart a new game?

Nvm it seems it is working now
cool feature!

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Fri, 20 May 2016 18:54:39 GMT
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A bug introduced with this feature caused militia to disappear while moving around. This happened with mobile militia (ALLOW_MOBILE_MILITIA = TRUE), not those moved by strategic command. This has been fixed in r8227.

A small note: When adding this feature, I added a few error messages, like Possible error: Not enough individual militia found in MoveIndividualMilitiaProfiles. These appear whenever this feature encounters a situation that shouldn't happen. As this feature relies upon a sector having the same number of militia as militia profiles in a sector, this often happens when that isn't the case - which naturally happens if you load an older game that didn't have this feature (on) with an exe where it is now active.

In that case, loading a sector with militia causes Possible error: Not enough individual militia found in GetIdOfUnusedindividualMilitia to be played quite often, after which a militia profile is created and the issue is resolved. The other solution would be to magically create them on the entire map upon loading, which didn't seem right at the time.

So don't necessarily panic if this happens, depending on your old save, it is expected.

Subject: Re: New feature: individual militia
Posted by [ratpaz](#) on Sat, 21 May 2016 18:47:51 GMT
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I restarted a new game and i got that possible error message when i got Drassen counterattack (r8218 gamedir 2318)

they attached the mine sector in D13 where i had 20 militia and i had another 20 reinforcement from north (C13)
also after the battle there are militia that should not exist, since after the battle the survivors (9 militia) are all in the mine sector(d13) but in the militia overview website all the militia that reinforced the D13 sector from C13 appear like they are still all 20 there, when in reality there are noone left there.

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Sun, 22 May 2016 11:01:49 GMT
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Hmm. A savegame + ini from a state before the counterattack happens would be very helpful.

Subject: Re: New feature: individual militia
Posted by [ratpaz](#) on Sun, 22 May 2016 11:35:35 GMT
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I got saves just before and after the counter-attack
and for the .ini you mean JA2_Options.ini?

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Sun, 22 May 2016 12:21:47 GMT
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Yes.

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Sun, 22 May 2016 22:51:13 GMT
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I fixed a few bugs in r8229, additionally the fix from r8227 might have also improved things. I still have to test completely fighting the DCA from your save in tactical, at least in autoresolve it looks fine now.

Subject: Re: New feature: individual militia
Posted by [3iff](#) on Mon, 23 May 2016 07:06:48 GMT
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Quote:A bug introduced with this feature caused militia to disappear while moving around. This happened with mobile militia (ALLOW_MOBILE_MILITIA = TRUE), not those moved by strategic

command. This has been fixed in r8227.

I wondered why my mobile militia kept vanishing...now I know. I'll stop building them for now.

Subject: Re: New feature: individual militia

Posted by [ratpaz](#) on Mon, 23 May 2016 11:51:55 GMT

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I wish i was able to compile builds so i can test it again

Oh well, i will wait Depri's builds.

Subject: Re: New feature: individual militia

Posted by [3iff](#) on Wed, 25 May 2016 07:15:25 GMT

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When I try to look at the militia website, it 'loads' something then freezes. It then crashes back to the desktop. In the gamelog.log (I think) it gives an error message.

vobject.cpp, line 967

Bltvideoobjecttobuffer

Video object index is greater than the number of subimages.

I suspect a missing/modified file but everything from the latest SCI (8218) appears to be there. I'll have a quick look at the source to see if I can work out what's happening but any clues would be helpful.

There are no problems if I don't try and look at the website page for the militia...but the game is on hold again as mobile militia are not playing properly...and I need them to deal with enemy patrols.

Subject: Re: New feature: individual militia

Posted by [Flugente](#) on Wed, 25 May 2016 23:59:46 GMT

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The only files that could do that would be Data/Interface/SMFACES.STI and Data/Laptop/PressLogos.sti, 11 KB big. Be sure to check those.

Subject: Re: New feature: individual militia

Posted by [3iff](#) on Thu, 26 May 2016 08:49:53 GMT

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I considered those to be the culprits. It didn't help that I was checking the wrong files as I'd

duplicated the old data folder for something and I ended up checking identical folders!!

I did have an old PressLogos file but it still crashed on me. I'll check again tonight and ensure I do get the right versions this time.

Thanks for the advice.

Yes, that did the trick. Not sure how it didn't work before but it does now. Many thanks.

Subject: Re: New feature: individual militia
Posted by [Uriens](#) on Fri, 03 Jun 2016 10:24:35 GMT
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Thanks for doing this Flug, its a great feature.

Subject: Re: New feature: individual militia
Posted by [Elvis_A](#) on Wed, 06 Jul 2016 17:03:29 GMT
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Hi comrades, I can help you with Russian language, please let me know where to look for

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Wed, 06 Jul 2016 17:12:04 GMT
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Oh, very good. Date-1.13/TableData/MilitiaIndividual.xml has russian forenames/surnames used for PMC mercenaries (split for male and female names). You could check whether those names are reasonable (for all I know, they could be fantasy names).

Subject: Re: New feature: individual militia
Posted by [Elvis_A](#) on Wed, 06 Jul 2016 18:16:51 GMT
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most of the fore/surnames are good to use. Some of the names are not Russian however they are Slavik:

<male_forename>Borislav</male_forename>

<male_forename>Lubomir</male_forename>

etc.

Other (sur)names are non Slavik for example:

male_surname>Engelgardt</male_surname> Jewish/German

<male_surname>Aliyev</male_surname>

Funny thing is my surname is Aliyev (common surname in Azerbaijan Republic, exUSSR country)
This surname is arabic in origin name Ali + yev (as soon as Russia invaded and captured
Caucasus countries century ago, they changed surname forming in those countries, so that new
surnames always end with -yev -ov -in, etc)

following names are the same(Hypocorisms):

<male_forename>Grigory</male_forename>

<male_forename>Grischa</male_forename> short form of Grigory (like Rob/Bob - Robert)

<male_forename>Petya</male_forename> short name for Pyotr

<male_forename>Pyotr</male_forename>

<female_forename>Maria</female_forename>

<female_forename>Masha</female_forename> short form of Maria

<female_forename>Nastja</female_forename> short form of Anastasiya

<female_forename>Natalia</female_forename>

<female_forename>Natasha</female_forename> Short form of Natalia

<female_forename>Tanya</female_forename> short form of Tatiana

<female_forename>Tatiana</female_forename>

Russia is multinational country, so it is ok to have mentioned names above since you can often
see those (Georgian, Azeri, Slovenian, etc sur/names),
BUT i would remove names below:

<male_forename>Abid</male_forename> never heard

<male_forename>Abily</male_forename> same as above

<male_forename>Aburom</male_forename> //-//

<male_forename>Avda</male_forename>

<male_forename>Avim</male_forename>

<male_forename>Avit</male_forename>

<male_forename>Avksily</male_forename>

<male_forename>Darko</male_forename> i would change it to Danko, which may be used both
as name and surname

<male_forename>Inal</male_forename>

<male_forename>Avtonom</male_forename>

<male_surname>Rodriguez</male_surname> I will definitely remove 3 of these

<male_surname>Rodriguez</male_surname>

<male_surname>Rodriguez</male_surname>

<female_forename>Abijah</female_forename>

<female_forename>Leda</female_forename>

<female_forename>Zenalda</female_forename> replace with Zinaida

<female_forename>Zora</female_forename>

<female_surname>Osborn</female_surname> Ozzie? ;)

<female_forename>Rachel</female_forename>

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Wed, 06 Jul 2016 18:36:47 GMT
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Thank you, this is very helpful. Could you tell me some replacements? The thing is, if names are removed, any existing militia with that name would end up not having a name at all, which is rather bad...

Subject: Re: New feature: individual militia
Posted by [Elvis_A](#) on Wed, 06 Jul 2016 19:45:12 GMT
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<male_forename>Abid</male_forename> Alexander
<male_forename>Abily</male_forename> Albert
<male_forename>Aburom</male_forename> Arkadiy
<male_forename>Avda</male_forename> Adam
<male_forename>Avim</male_forename> Aristarkh
<male_forename>Avit</male_forename> Avgust
<male_forename>Avksily</male_forename> Afanasy
<male_forename>Darko</male_forename> replace with Danko
<male_forename>Inal</male_forename> Innokentiy
<male_forename>Avtonom</male_forename> Artur
<male_surname>Rodriguez</male_surname> Rebrov
<male_surname>Rodriguez</male_surname> Rybak
<male_surname>Rodriguez</male_surname> Repin

<female_forename>Abijah</female_forename> Antonina
<female_forename>Leda</female_forename> Lida
<female_forename>Zenalda</female_forename> replace with Zinaida
<female_forename>Zora</female_forename> Zarina
<female_forename>Rachel</female_forename> Raisa
<female_surname>Osborn</female_surname> Oleynikova

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Thu, 07 Jul 2016 17:11:22 GMT
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Thank you, committed in r2329.

Subject: Re: New feature: individual militia
Posted by [ratpaz](#) on Sat, 16 Jul 2016 21:30:47 GMT
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I'm testing this feature again lately

noticed only a minor bug so far, like if you do surgery on militia, the healing effect on the militia health will not show up immediatly, but after 1 hour have passed.

I wonder if it may be possible to assign mercs to heal militia, of course to compensate would be also appropriate to slow down natural health regeneration.
Also like you said it will be really tedious to manually full equip all militia, but sometime i wish i can give the best stuff to some elite militia, or atleast give them the best weapons and armors... they seems to choose items just randomly.

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Sat, 16 Jul 2016 22:05:37 GMT
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Yeah, it's likely the update function only 'hits' them on full hour. Don't see the need to change that, as the display is cosmetics in that case. I think you could also force an immediate update by unloading the sector (not that there's any reason to, as said, cosmetics).

Assign mercs to heal? Hmm. That would work, but given the number of wounded militia... you could hire dozens of doctors to deal with militia then. Hmm. Perhaps for some game mode where we only train and heal them, without fighting ourselves? MASH gameplay?

You can use the equip militia feature for that. If I recall, when militia equip gear, elites always choose first, so they should get the best stuff.

Subject: Re: New feature: individual militia
Posted by [ratpaz](#) on Sun, 17 Jul 2016 07:13:01 GMT
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Flugente wrote on Sun, 17 July 2016 00:05

Assign mercs to heal? Hmm. That would work, but given the number of wounded militia... you could hire dozens of doctors to deal with militia then. Hmm. Perhaps for some game mode where we only train and heal them, without fighting ourselves? MASH gameplay?

It's just an idea, since we can heal mercs i wonder why we can't heal militia the same way but instead of using dozens of doctors,
just as example, let's say the natural regeneration is 0.5 health/hour a single doctor can speed up the healing process by another 0.5 to 3 health/hour depending on his skills, and more doctors can do even better.
Yes this will make doctors much more important in a campaign, since we will need to have atleast a good doctor in every city we control, but there are a lots of doctors to hire from AIM/Mercs anyway...maybe also mines should produce a bit more to support this.

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Sun, 17 Jul 2016 09:19:26 GMT
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Hmm. Perhaps not a flat bonus, as one would then benefit obscenely from clustering all militia together, but that would be workable. Perhaps I can do that soonish. It would be the only new code required, mine income is in the ini anyway.

I guess with this one could really play as military advisors - only train, gear up and doctor the militia, and have one or 2 advisors per militia platoon to guide them. That would work.

What would really be the icing on the cake would be to have sevenfm's improved militia command in the trunk. That would boost this kind of play tremendously.

Subject: Re: New feature: individual militia
Posted by [sevenfm](#) on Sun, 17 Jul 2016 10:35:36 GMT
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Flugente wrote on Sun, 17 July 2016 14:19: What would really be the icing on the cake would be to have sevenfm's improved militia command in the trunk. That would boost this kind of play tremendously.

There are some technical problems with integrating this feature into the main trunk:

1. It requires additional data for SOLDIERTYPE stored in savegame which will break savegame compatibility. I think there's a way to add new data without breaking it but I have no idea how it works. This is where I will need some help as I don't want to break something important.
 2. This feature will replace old militia control completely, mostly because making interface with all menus and callback functions optional is too much work.
 3. If you order militia to take some position, it will work until you unload sector or militia is promoted, in this case AI is created without any orders and at default position which was set for enemy team in editor. So to use this feature with full efficiency we'll need to find a way to create new/promoted militia at custom positions and keeping their custom orders and settings. Maybe individual militia feature could help with this.
-

Subject: Re: New feature: individual militia
Posted by [DepressivesBrot](#) on Sun, 17 Jul 2016 11:12:58 GMT
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Number one is actually fairly simple:

- 1) Add a new #define in GameVersion.h and change "#define SAVE_GAME_VERSION *****" to your new entry
- 2) At the proper place in SOLDIERTYPE::Load do something like
if(guiCurrentSaveGameVersion >= YOUR_VERSION)
{
 readYourValues(...)
}
else

```
{
  setSomeDefaults(...)
}
```

Subject: Re: New feature: individual militia
Posted by [ratpaz](#) on Sun, 17 Jul 2016 14:45:30 GMT
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Found few problems using 8266 on gamedir 2327 without any other mods:

1) I'm playing with militia_use_sector_equipment active

The main problem here is the fact that militia will always drop their equipment whenever i load a new sector.

So if i order militia to go in another sector they will leave all their equipment in the origin sector and move without nothing, unless first i load the sector where the militia reside and then order them to move. If this will have no consequences, xcpt some tedious load of the sector before move the militia, it may have whenever i use radio operator skill "call reinforcements", i still haven't tested it but i believe it should result with the arrive of the reinforcements without equip.

2) It seems individual militia got problems hiring from Kerberus

I had 2 sectors full of trained militia in Drassen and all was working fine until i hired a elite militia from Kerberus, after 24 hours i got 2 new militia, the elite i ordered but also a green militia consequently i got the error "not enough individual militia found in getidofunusedindividualmilitia" and that's what i got in the end:

Notice how the militia hired from Kerberus should be the elite one and not the "ghost" green like it appear on militia overview website.

The elite is there as well, but he result as not hired from Kerberus and is the one causing the error message.

3) I'm not sure if this have something to do with individual militia feature, but i made a full playthrough lately without this feature and all went fine, well to be onest i made that playthrough with a earlier version (8246), so sorry if i post this bug in the wrong place:

Like you can see, i can't hire militia on sector D15 Sam site it appear to be full, but i just conquered it and there are no militia in there.

also if i try to move the helicopter it appear like i never got the Sam site, all the map is full of danger zones.

Here are the savegames and .ini for problems 2 and 3:

<https://www.mediafire.com/?25vx77ovb354h56>

Edit: about problem 3 it seems it have nothing to do with individual militia feature after all, the problem was solved the moment i leave the sector and enter the sam site again. Still it is something need to be checked out.

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Tue, 19 Jul 2016 09:59:37 GMT
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@ratpaz:

1. Sounds very, very odd. Can I also see that in your savegames?
2. + 3.: I'll check that later - keep in mind that it's best if the saves are from a point prior to the bugs happening (otherwise I can't determine how the bug happened).

@sevenfm:

1. See Brot's post, or see in code - see how loading of SOLDIERTYPE uses the savegame versions. We always pad 4-byte blocks, once you get used to it all the oddities in the save/load routines are easier to understand.
2. Absolutely fine by me, likely a problem for others - but if your new commands also use the old ones, there should be no problem. If militia don't immediately forget what we told them to, that seems like a definite plus.
3. Hmm. That could work - but wouldn't that be bad? I mean, if orders persist, and we ordered all militia to storm a building as the last command in the last battle in a sector, wouldn't that cause all of them to always run to that building whenever we load the sector again? In that case, resetting their orders (which we do by not having orders preload upon sector loading) seems reasonable. I guess I need to better understand how your stuff works, because combining our features definitely has potential.

Subject: Re: New feature: individual militia
Posted by [sevenfm](#) on Tue, 19 Jul 2016 11:01:03 GMT
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@Flugente

Enemy soldiers are created at position that are defined in editor.
Militia soldiers also created at the same positions as far as I know.
The idea is to allow player to set some custom positions for militia:
- location
- default orders (stationary, onguard, etc)

- maybe some more options like define special positions for snipers, machinegunners or mortars

So, every time militia soldier is created, the game will first look at militia table, and only if it cannot find a good spot, it will look at default enemy table.

This will allow to set up militia defenses once and not do the same work every time sector is unloaded or militia is promoted.

Subject: Re: New feature: individual militia
Posted by [ratpaz](#) on Tue, 19 Jul 2016 11:33:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Flugente wrote on Tue, 19 July 2016 11:59@ratpaz:
1. Sounds very, very odd. Can I also see that in your savegames?
2. + 3.: I'll check that later - keep in mind that it's best if the saves are from a point prior to the bugs happening (otherwise I can't determine how the bug happened).

Both happens everytime
so should be reproduced anytime from my saves

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Tue, 19 Jul 2016 17:37:12 GMT
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Eh. First of all, I can't fix 3. with this savegame. What should happen is that once you win in the sector, you are awarded control of the airspace. That obviously hasn't happened, but I cannot check why it didn't happen. Ideally I'd have savegame from before the battle has ended to see.

As to 2., something very odd is happening there. Did you somehow alter the map to contain jeeps and tanks?

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Tue, 19 Jul 2016 17:51:12 GMT
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I can't reproduce 1.. In D13, however, many items are in Father Walker's chest, which is inaccessible. As a result, the militia can barely grab anything there, but some it does, and moving gear along militia works fine on my end.

Subject: Re: New feature: individual militia

Posted by [ratpaz](#) on Wed, 20 Jul 2016 04:46:22 GMT

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Flugente wrote on Tue, 19 July 2016 19:37Eh. First of all, I can't fix 3. with this savegame. What should happen is that once you win in the sector, you are awarded control of the airspace. That obviously hasn't happened, but I cannot check why it didn't happen. Ideally I'd have savegame from before the battle has ended to see.

As to 2., something very odd is happening there. Did you somehow alter the map to contain jeeps and tanks?

Yeah, 3 need a prior savegame, luckily i had one, here it is:
<http://www.mediafire.com/download/a3vhljnd3g2hi6h/SaveGame233.7z>

I didn't alter any maps, only modified few .xml in tabledata directory, nothing extreme
In vehicles.xml, i modified the seat capacity of hummer from 6 to 10.
In mercsprofiles.xml made little tweaks
And lastly modified Difficultysettings.xml to make expert difficulty a bit harder.

As for 1, militia move with their gear but only if i load the sector where the militia reside first.
Soon i'm doing Drassen counter and will reinforce attached sector with radio operator skill, will see if they will arrive with no equip and eventually post the savegame.

Edit: It seems militia move with their gear correctly if i call reinforcements with radio operator skill or call reinforcements and play the battle, but not in autoresolve, where all militia always leave their gear on their original sector. If you say you can't reproduce it, i really don't know why this is happening into my game, maybe i should do a video where i show the problem.

Subject: Re: New feature: individual militia

Posted by [Thor](#) on Mon, 25 Jul 2016 17:25:52 GMT

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A militia member with a certain profile, does it keep the same gear all the time? And the same stats? That would be some major improvement already... Then at least you know that you want to always keep e.g. Daniel Soto & Dolores Madrazo around you etc. ;) Maybe their stats can also be shown in their profile?

Is it so tedious coding-wise to store each militia member with their inventory @ first creation & have it updated every first creation after a promotion? Then you know a bit what this or that merc stands for...

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Mon, 25 Jul 2016 17:42:31 GMT
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Flugente The stats and level of a militia/enemy/civilian are highly dependent on game progress, sector distance to the queen's palace and other factors. A militia created in Meduna with progress 100 vastly outclasses a militia created in Drassen with progress 5. If we want militia to carry over these stats, we have to essentially revamp the entire system, not only for militia, but for everyone. I do not want to do such a massive change right now. Manually outfitting militia with items. Managing the inventory of 64 mercs can already get tedious (even though I've made work easier for me by having their inventories as streamlined as possible). Additionally managing hundreds of militia... bah. Too much for me.

Additionally, the UI work required isn't exactly tiny, either. Traits are closely interwoven with items. If we can't control what stats and items a militia gets, there is no point in deciding their traits. Apart from the money aspect, there isn't much reason to manually handle promotions instead of promoting militia asap. So this can't be set either.

Subject: Re: New feature: individual militia
Posted by [Thor](#) on Mon, 25 Jul 2016 23:00:37 GMT
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Ha, okay, thanks, must have overlooked that first part. Thought some stats were predefined through the map editor, but I guess it isn't that easy.

Subject: Re: New feature: individual militia
Posted by [ratpaz](#) on Tue, 02 Aug 2016 06:05:22 GMT
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I think there are problems with militia that join after an interrogation, they will not get listed in the individual militia website.

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Tue, 02 Aug 2016 10:14:54 GMT
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Hmm, that's new. Do they also not appear in the sector?

Subject: Re: New feature: individual militia
Posted by [Inukshuk](#) on Tue, 02 Aug 2016 13:38:35 GMT
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I thought I had that problem too...with interrogated soldiers not being listed, but it seemed to fix

itself soon. Perhaps it was shuffling militia between sectors or just zooming into tactical that did it, but eventually they were listed.

Subject: Re: New feature: individual militia
Posted by [ratpaz](#) on Tue, 02 Aug 2016 18:07:02 GMT
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Flugente wrote on Tue, 02 August 2016 12:14Hmm, that's new. Do they also not appear in the sector?

They do appear in the strategic and tactical map, they are not present just on the website and they can be also moved between town sectors without problems even if i get the usual error message: Not enough individual militia found in MoveIndividualMilitiaProfiles

Inukshuk wrote on Tue, 02 August 2016 15:38I thought I had that problem too...with interrogated soldiers not being listed, but it seemed to fix itself soon. Perhaps it was shuffling militia between sectors or just zooming into tactical that did it, but eventually they were listed.

Still haven't checked if with time they will fix themselves, will see.
Wait i think it's the same bug i experienced when i hired from Kerberus, they do appear in the website, but as green militia and with different profile.

Edit: it seems the militia fixed itself after a while, even if the error message when i try to move her still remain, also the "ghost" green militia is still there as well.

Subject: Re: New feature: individual militia
Posted by [Uriens](#) on Sun, 07 Aug 2016 17:25:44 GMT
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This feature seems to have some problems with UC mod, specifically the starting sector A9. It has militia that isn't trained as normal, can't be controlled or looted in any way and doesn't count toward total militia numbers in that sector (you can train your own militia normal way in the same sector). Also, every time you load that sector that militia gets restored to full gear/numbers. However, individual militia site seems to include them as normal militia in the list and gets ... weird with it. Weird like showing some of them as dead in the active list, showing too many of them in the list, etc. Since this is basically a starting sector you can test this just by starting a new UC game so i see little point in providing savegame. That specific militia has always been a bit ... weird in UC so i guess the best way to handle them is to make them 'invisible' for the individual militia feature. There are some other sectors with scripted non standard militia like D4 in Port Kip. Didn't test it yet as not long after starting a game i turned off feature to avoid any save corruption or any other problems that may crop up from this.

Subject: Re: New feature: individual militia
Posted by [Boojum](#) on Fri, 02 Sep 2016 03:30:21 GMT
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Excuse me if I'm annoying, but Russian names are quite odd.
First off, some of them aren't Russian, but Bulgarian, Polish, Ukrainian, Russian Jewish and Caucasian. Is that intended? Just asking (I see no problem with it as it makes the game more realistic).
Second issue is that some of them are too obsolete and archaic (like Amvrosy) and are no longer in use.
If you are interested, I could provide a file without these archaic names or with them somehow marked, but as far as I understand I'll be able to post links only when my message count will reach 10.

Subject: Re: New feature: individual militia
Posted by [silversurfer](#) on Fri, 02 Sep 2016 08:15:26 GMT
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Boojum wrote on Fri, 02 September 2016 05:30Excuse me if I'm annoying, but Russian names are quite odd.
First off, some of them aren't Russian, but Bulgarian, Polish, Ukrainian, Russian Jewish and Caucasian. Is that intended? Just asking (I see no problem with it as it makes the game more realistic).

The term "Russian names" is probably misleading. Let's just say they are of slavic origin or from the former soviet republic. The names have been overhauled in GameDir 2329 by Elvis_A.
If you would like some specific name replaced please tell the name and the possible substitution. Telling the name alone won't help because we need to replace it with something better. We won't just remove it.

Subject: Re: New feature: individual militia
Posted by [Boojum](#) on Fri, 02 Sep 2016 16:19:54 GMT
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Quote:The term "Russian names" is probably misleading. Let's just say they are of slavic origin or from the former soviet republic. The names have been overhauled in GameDir 2329 by Elvis_A.
If you would like some specific name replaced please tell the name and the possible substitution. Telling the name alone won't help because we need to replace it with something better. We won't just remove it.

Here is an example:

wikisend.com/download/633208/MilitiaIndividual.xml

Some names are incorrectly spelled (Ansastasia, Amrovtsy, Zoinoviy); they were corrected. Some names like Afanasy, Panteley, Yefim, Aventina aren't in use since probably XIX cent.; they are replaced by widely used names like Vitaly, Evgeny, Alexandra, Anna, Karina... (which weren't present in the stock file). There were 84 male forenames and 69 female forenames in the PMC section, in the file linked above there are 86 male and 70 female names.

Subject: Re: New feature: individual militia
Posted by [silversurfer](#) on Fri, 02 Sep 2016 20:22:01 GMT
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I wonder why you removed quite a number of legitimate names in your example list. Adam, Danko, Grischa, Nicholas, Anya, Katya, Lena, Masha, Nadia or Natasha - just to name a few - are well known names that even I recognize and I don't have any connection to Russians.

Subject: Re: New feature: individual militia
Posted by [Boojum](#) on Sat, 03 Sep 2016 06:52:50 GMT
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That names like Grisha aren't separate names, but just hypocorisms to the other names (for example, Grisha is the hypocorism to Grigory, Katya is the hypocorism to Ekaterina, Natasha is the hypocorism to Natalia; I know Natasha is the (probably) most known Russian female forename in the West, but it isn't a 'real' name). These 'names' are in use among friends, but aren't in use as 'official' names in the lists of employees. Combining them with the surnames also is quite rare in Russian language and isn't in common use in any official communications. I also wondered why some names have two versions ('regular' version and 'small' version for the friends) while some widespread names like Evgenia haven't any version. 'Nicholas' is not Slavic name, so I replaced it by Russian equivalent Nikolay.

Subject: Re: New feature: individual militia
Posted by [silversurfer](#) on Sat, 03 Sep 2016 08:14:05 GMT
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I'd say that we should keep the names that aren't wrong (don't exist or are written incorrectly). For the sake of variety we should have as many names as we can and I don't mind if some are a short form of an other name. Most people probably don't know that anyway (including me) especially since certain names have been adopted to other countries in their short form as a regular name. If I'd call the Katja's I know "Ekaterina" they'd probably give me a strange look. ;-)

Some players probably remember the time where we still had only a handful of names for enemy/militia profiles and on every encounter we got some "Lachlan "Sir" Botticchio" or another which made me turn the feature off. So instead of removing names which aren't wrong I'd propose to correct the ones that have been written incorrectly and add your new names to increase the number of names.

Subject: Re: New feature: individual militia
Posted by [Enneagon](#) on Sat, 03 Sep 2016 10:47:13 GMT
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silversurfer wrote on Sat, 03 September 2016 11:14 So instead of removing names which aren't wrong I'd propose to correct the ones that have been written incorrectly and add your new names

to increase the number of names.

I also don't think we should worry about obsolete names, short forms or any exact etnical conformity at all as long there no screaming typos.

Flugente wrote on Fri, 06 May 2016 17:32PMC mercenary are russian-like. While the description I made for Kerberus potentially allows any nationality, I feel that having them immediately stand out from the locals would be good. Additionally, this lets me show off how men and women can also have different surnames.

As I understand the only goal here is to create 3 recognisably different naming lists. "Hispanic", "Russian" and "German" therefore are just very broad labels.

"Latin" and "Slavic" would probably be more appropriate labels.
Or even revert to functional labels as "local", "hired", "army" or some such.

But well, tangential discussion about labels is in itself quite... stupid (for lack of better word).

Subject: Re: New feature: individual militia
Posted by [Boojum](#) on Sat, 03 Sep 2016 16:48:59 GMT
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Quote:Some players probably remember the time where we still had only a handful of names for enemy/militia profiles and on every encounter we got some "Lachlan "Sir" Botticchio" or another which made me turn the feature off.

"Sir", "tty" and so on? Yes, I remember this time too (I play 1.13 since 2011).

Quote:Especially since certain names have been adopted to other countries in their short form as a regular name.

I didn't know how wide is it. You are right. "My name is Petya Ivanov" sounds weird to me, but if this is in use in any country, why not.

If so, how about adding more short forms for more accordance (by now, some names have their alternative forms, and some haven't, which is a bit selectively)?

Quote:I also don't think we should worry about obsolete names, short forms or any exact etnical conformity at all as long there no screaming typos.

Oh... If no one will complain, you are right. But these old "Osip", "Lukyan" and so on sound just like Ealdgyth (en.wikipedia.org/wiki/Ealdgyth) or Aescwine.

Subject: Re: New feature: individual militia
Posted by [RunAwayScientist](#) on Wed, 21 Sep 2016 21:42:43 GMT
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Hey Flugente, encountered issues with Militia Overview/PMC/Defector Militia. It's recruiting a second ghost/shadow set of militia then spawning 'Recruited Militia' only profiles from them.

Main post and more information in bug report thread:
http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=22776&goto=347010&#msg_347010

Subject: Re: New feature: individual militia
Posted by [RunAwayScientist](#) on Sat, 12 Nov 2016 06:32:18 GMT
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ratpaz wrote on Sun, 17 July 2016 14:45
2) It seems individual militia got problems hiring from Kerberus
I had 2 sectors full of trained militia in Drassen and all was working fine until i hired a elite militia from Kerberus, after 24 hours i got 2 new militia, the elite i ordered but also a green militia consequently i got the error "not enough individual militia found in getidofunusedindividualmilitia"

This gentleman has had the exact same problem as I, though he has modified less .xml files. This should be fairly straight forward to reproduce, simply recruit Kerberus mercs with all features of Individual Militia set to TRUE.

This applies to new save games and fresh loads. I have modified a number of .xml files, including DifficultySettings (though this seems to have something to do with an interaction between the Militia Overview website and maybe the internal storage of variables? Maybe a bad array, or vector?)

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Sun, 13 Nov 2016 23:04:33 GMT
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Yeah... I'm aware that there are bug reports for several features that I should look into. However I'm tied up with RL atm - mostly work. If all goes well, I'll have time in December again. I'm well aware that this sucks, but well, 1.13 doesn't exactly pay the bills, so job kinda goes first ;-)

Subject: Re: New feature: individual militia
Posted by [RunAwayScientist](#) on Wed, 28 Dec 2016 04:27:30 GMT
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Right, absolutely. This seems like a simple array copying issue or something along those lines; should probably be fairly easy to figure out what's going on. I'll have a look at the code and see if I can't save you some time there or write in a work-around that you can just commit to trunk.

Subject: Re: New feature: individual militia
Posted by [Vincent J. Claymore](#) on Fri, 13 Jan 2017 13:51:49 GMT
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I love this feature. After more than 15 years this has made me WANT to train militia for the first time ever. Thank you for this great idea, Flugente!

Now... to bring this to the next level and really help with immersion... couldn't we add tons of individuals portraits for militia? This is something I could probably even help with, if someone can tell me the format required. I see two basic ways of increasing the number of pictures:

- 1) We can take the existing pictures of all in-game characters (NPC, RPC, AIM, MERC, IMPs) and edit them a little in photoshop (e.g. different hair color, altered complexion and - of course - add the green / blue beret to their heads)
- 2) We could just get loads of free-to-use stock pictures off the internet and bring them in the right format. These would likely be photos and mess with the current art style, BUT that doesn't seem to bother anyone with the additional IMP portraits that have been made available, so I don't think it would be a huge issue.

Not sure which of the two options would be easier to put into action, but I guess the second approach would yield more pictures than the first, as there is only so much doctoring you can do before it looks overly repetitive. What do you think?

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Fri, 13 Jan 2017 18:42:52 GMT
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Well. I guess we could set up a database of pics, and show one pic per merc on the website... but, well, that would be website-only. No way to see them otherwise. Apart from that, you'd need quite a few pics there - 2 genders, 4 skin colours and 5 hair colours makes for 40 combinations. And we'd want several pics for each combination... that's quite a lot.

Apart from that, the size would have to be agreed on, as well as the format. .STI has libraries we can handle, but frankly, sti sucks. We can also handle .png, which would then require single pictures.

Subject: Re: New feature: individual militia
Posted by [Vincent J. Claymore](#) on Fri, 13 Jan 2017 19:30:10 GMT
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I can try. Worst case: Nothing will change ;)

Where do those 40 combinations come from? Are they from the Kerberos troops? Because at the moment, among my 27 trained militia so far there are only 2 combinations: Male and Female.

I would be happy with PNG. Could you maybe upload or PM me the existing pictures and I try to

create additional pictures?

Do you have a preference which approach I should use?

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Fri, 13 Jan 2017 19:46:56 GMT
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Eh...
genders: {male, female}
skin colours: {pink, tan, dark, black}
hair colour: {brown, black, white, blond, red}

$$2 * 4 * 5 = 40$$

That would be all the combinations for a militia's visuals (assuming we don't further distinguish the male bodytypes).

I'm not sure what you mean by existing pictures...?

Subject: Re: New feature: individual militia
Posted by [Vincent J. Claymore](#) on Fri, 13 Jan 2017 19:56:24 GMT
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Okay, maybe we are actually not talking about the same thing.

Here's what I mean:

When you auto-resolve a battle with militia involved, each militia member is represented by a small picture (portrait). Those same pictures are used on the "Militia Overview" website Enrico sets up for us. At the moment - as far as I can see from the 27 militia members I have trained - they all look exactly the same. There is only one picture for females and one for males. Plus different pictures with blue berets for the higher ranks of militia. I suggested to add pictures to give individual militia members individual faces. An I asked if you could pull those existing portraits currently used by the game out of the files for me, so I can use them as the basis for the new pictures I am going to create.

So even if (haven't checked if it is the case, but I would obviously take your word for it) the individual militia members have pink, tan, dark, black skin on the sector map, this is not currently represented by their portraits. Since this representation is not done in vanilla, I don't think it would have to be there when we add pictures either.

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Fri, 13 Jan 2017 20:23:03 GMT

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Ah. We were indeed talking about different things :-)

You can see the pictures in this post.

Subject: Re: New feature: individual militia
Posted by [Vincent J. Claymore](#) on Fri, 13 Jan 2017 23:54:44 GMT
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I cannot access any of the links in that thread... sorry...

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Sat, 14 Jan 2017 00:22:50 GMT
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Not even this one? It's a .sti image - since you will be adding pictures to a existing .sti library.

Subject: Re: New feature: individual militia
Posted by [Vincent J. Claymore](#) on Sat, 14 Jan 2017 00:29:38 GMT
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Now it works. In the thread it asked me for a password... now, sorry if this is a stupid question, how do I open that sti file?

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Sat, 14 Jan 2017 00:34:42 GMT
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With a .sti editor. Hmm. You have to search for a bit I guess, Scheinwold or kermi will likely have posted a link somewhere, I have no idea where stuff is in this forum nowadays.

Subject: Re: New feature: individual militia
Posted by [Vincent J. Claymore](#) on Sat, 14 Jan 2017 00:48:06 GMT
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Okay, I'll check in the irc tomorrow! Thanks so far! I guess I can convert the STI to PNG and then change it back afterwards?

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Sat, 14 Jan 2017 00:53:57 GMT
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Eeeeh... yes (you can open the lib, copy the pic and just insert it to paint or whatever you are using). However, be aware that the sti editor is really, really picky about colour conversions.

Subject: Re: New feature: individual militia
Posted by [Hawkeye](#) on Sat, 14 Jan 2017 00:59:36 GMT
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The STI editor can be found here;

http://kermi.pp.fi/JA_2/Modding_Tools/

but if you're new to using it you may want to grab Tox's newer JA2STI program tool. It's a lot less crashy though I'm not sure it's entirely accessible to the public yet, best to contact tox here:

<http://thepit.ja-galaxy-forum.com/index.php?t=usrinfo&id=49&> and send him a PM.

For both programs you can use whatever art package you are used to (Photoshop, Gimp, Deluxe Paint :d) and then simply cut and paste your files inside the STI editor.

Subject: Re: New feature: individual militia
Posted by [Vincent J. Claymore](#) on Sat, 14 Jan 2017 11:27:13 GMT
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Thank you!

Subject: Re: New feature: individual militia
Posted by [Hawkeye](#) on Sun, 15 Jan 2017 02:08:08 GMT
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Flugente wrote on Sat, 14 January 2017 11:53 However, be aware that the sti editor is really, really picky about colour conversions.

To minimise palette problems or degradation when converting make sure you save your images as 256 colour indexed art, before going to STI.

For more info regarding that this thread regarding tilesets may help, just scroll down to the pic of the trucks regarding art...

http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=17774&goto=285585&#msg_285585

In your case if you have about 12 militia faces, do your art, then save all of them on one screen and then convert to 256 colours, this will then generate a palette that will be more flexible for all of your faces rather than use the first one (which will look good) but then degrade all your other faces afterward.

Subject: Re: New feature: individual militia
Posted by [Zero Ziat](#) on Wed, 25 Jan 2017 05:53:03 GMT
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Hey. I'm running the SCI_Unstable_Revision_8366_on_GameDir_2357 and I just wanted to report I have Individual Militia enabled but the Militia website doesn't appear in my links.

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Wed, 25 Jan 2017 19:19:06 GMT
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The website only appears once you have either trained militia or someone defected to you.

Subject: Re: New feature: individual militia
Posted by [Zero Ziat](#) on Wed, 25 Jan 2017 21:19:38 GMT
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Yes, my bad. I actually had militia trained but the website appeared in an email from Enrico later.

Subject: Re: New feature: individual militia
Posted by [RunAwayScientist](#) on Fri, 05 May 2017 13:11:48 GMT
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Hey Flugente, as promised (late) I am proud to announce I figured out the issue regarding the previously mentioned bug and would like to submit it to be committed to the SVN.

Turns out the issue was with the alias types GREEN_MILITIA, REGULAR_MILITIA, ELITE_MILITIA and their scope. The alias scope did not apply to PMC.cpp or Assignments.cpp or MilitiaIndividual.cpp

Instead use SOLDIER_CLASS_REG_MILITIA or SOLDIER_CLASS_ELITE_MILITIA for function CreateNewIndividualMilitia() or include the appropriate .h/scope for those aliases to work inside of MilitiaIndividual.cpp

The alias works for StrategicAddMilitiaToSector() just fine, which is quite confusing.

```
[[ PMC.cpp ]] { BUGGED CODE } :
```

```
Toggle Spoiler // Flugente: create individual militia
for ( int i = 0; i < (*it).usRegulars; ++i )
    CreateNewIndividualMilitia( REGULAR_MILITIA, MO_PMC, (*it).usSectorToArrive );

for ( int i = 0; i < (*it).usVeterans; ++i )
    CreateNewIndividualMilitia( ELITE_MILITIA, MO_PMC, (*it).usSectorToArrive );
```

```
[[ PMC.cpp ]] { CORRECTED CODE } :
```

```
Toggle Spoiler // Flugente: create individual militia
for ( int i = 0; i < (*it).usRegulars; ++i )
    CreateNewIndividualMilitia( SOLDIER_CLASS_REG_MILITIA, MO_PMC,
(*it).usSectorToArrive );

for ( int i = 0; i < (*it).usVeterans; ++i )
    CreateNewIndividualMilitia( SOLDIER_CLASS_ELITE_MILITIA, MO_PMC,
(*it).usSectorToArrive );
```

```
[[ Assignments.cpp ]] { BUGGED CODE } :
```

```
Toggle Spoiler
// Flugente: create individual militia
for ( int i = 0; i < turnedmilitia[PRISONER_ADMIN]; ++i )
    CreateNewIndividualMilitia( GREEN_MILITIA, MO_DEFECTOR, SECTOR( sMapX, sMapY ) );

for ( int i = 0; i < turnedmilitia[PRISONER_REGULAR]; ++i )
    CreateNewIndividualMilitia( REGULAR_MILITIA, MO_DEFECTOR, SECTOR( sMapX, sMapY )
);

for ( int i = 0; i < turnedmilitia[PRISONER_ELITE] + turnedmilitia[PRISONER_OFFICER]; ++i )
    CreateNewIndividualMilitia( ELITE_MILITIA, MO_DEFECTOR, SECTOR( sMapX, sMapY ) );
```

[[Assignments.cpp]] { CORRECTED CODE } :

Toggle Spoiler

```
// Flugente: create individual militia
for ( int i = 0; i < turnedmilitia[PRISONER_ADMIN]; ++i )
    CreateNewIndividualMilitia( SOLDIER_CLASS_GREEN_MILITIA, MO_DEFECTOR, SECTOR(
sMapX, sMapY ) );

for ( int i = 0; i < turnedmilitia[PRISONER_REGULAR]; ++i )
    CreateNewIndividualMilitia( SOLDIER_CLASS_REG_MILITIA, MO_DEFECTOR, SECTOR(
sMapX, sMapY ) );

for ( int i = 0; i < turnedmilitia[PRISONER_ELITE] + turnedmilitia[PRISONER_OFFICER]; ++i )
    CreateNewIndividualMilitia( SOLDIER_CLASS_ELITE_MILITIA, MO_DEFECTOR, SECTOR(
sMapX, sMapY ) );
```

Subject: Re: New feature: individual militia

Posted by [RunAwayScientist](#) on Fri, 05 May 2017 22:24:55 GMT

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This doesn't fix issues with IndividualMilia.cpp entirely. I am working to resolve the following additional issues:

- * A +1 array/vector counting issue whereby at least one array item is miscounted
 - * Disbanding militia does not remove their profiles. Either from the +1 error or due to wrong classname usage.
 - * MoveIndividualMilitia() trips over bad/corrupt profiles resulting in duplication. Even after their contract has been terminated. A clean-up method should be written to detect this.
-

Subject: Re: New feature: individual militia

Posted by [RunAwayScientist](#) on Mon, 18 Sep 2017 08:11:47 GMT

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Hello Flugente,

Just to clarify: the errors and issues being encountered are with PMC and turned prisoner militia, where their profiles are being incorrectly created. Not sure if you tested with these functions, as I've yet to compile and play the latest trunk.

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Thu, 21 Sep 2017 18:40:23 GMT
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Hmm. As you've discovered, there was a mix up between soldier class and militia level. I'm not sure why, because at some point I was aware of that exact issue and used conversion functions. Weird.

Anyway, fixed in r8477. This also fixes any ranks when loading an older savegames, of course.

Subject: Re: New feature: individual militia
Posted by [GiantBasher](#) on Mon, 02 Oct 2017 02:29:44 GMT
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1. Bug Report: I trained militia in Chitzena. When viewing the Militia Overview website, it says that I have militia in Drassen (B13 & C13). I have not yet taken over Drassen, so that can't be possible. I also interrogated a prisoner and he defected to me. I disbanded him and the possible error message appeared ("POSSIBLE ERROR: NOT ENOUGH INDIVIDUAL MILITIA FOUND IN DISBANDINDIVIDUALMILITIA"). After disbanding all militia and dismissing all mercs, I confirmed that I am still paying for the militia which don't exist.

2. The saved game, screenshot, and JA 2 Options.ini, have been uploaded to drop box:
<https://www.dropbox.com/sh/0a3o59qc8xhvwqs/AADxzHNfV9uWzGVF86qKLnP0a?dl=0>

3. Advance time until 09:45. Read Enrico's email and open the Militia Overview Website. Sort by location and note the militia in Drassen. Close the laptop and go to the Strategic view. Enable the militia filter. Click on Chitzena and disband all militia. Note the error message. Dismiss Spike. Note the Daily Expenses remain above 0.

4. Running Windows 10, JA 2 1.13 build 8488 game directory 2391 (01 Oct 2017)

5. No Mods

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Thu, 05 Oct 2017 20:01:34 GMT
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I've fixed the appearance of that error message in r8493. But the militia profiles in Drassen already exist when one loads the savegame (it says they were trained in Drassen on Day 1, 16:00). I'm not sure where they come from though. As we completely wipe our individual militia

every time we load a savegame, I don't think this could be some sort of saving/loading issue. Do you have another savegame from, like, a different campaign where these guys existed?

Subject: Re: New feature: individual militia
Posted by [GiantBasher](#) on Sat, 07 Oct 2017 00:05:32 GMT
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Flugente wrote on Thu, 05 October 2017 15:01 But the militia profiles in Drassen already exist when one loads the savegame (it says they were trained in Drassen on Day 1, 16:00). I'm not sure where they come from though. As we completely wipe our individual militia every time we load a savegame, I don't think this could be some sort of saving/loading issue. Do you have another savegame from, like, a different campaign where these guys existed?

I started a new campaign using 8488 game dir 2391. However, I saved over a previous saved game from an older campaign. I did not realize that overwriting a previous save would somehow mix up the individual militia profiles. How does that work exactly?

If it helps with your analysis I have uploaded that other saved game to dropbox along with the INI (I happened to back up files prior to overwriting the save). Note that this saved game is from 8473 using game dir 2385.

<https://www.dropbox.com/sh/5e03m3kksqlv8ya/AAApNjNxyNnmzRbgbmDR5Glna?dl=0>

Subject: Re: New feature: individual militia
Posted by [RunAwayScientist](#) on Mon, 13 Nov 2017 19:57:06 GMT
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Dev Build - 8506

Hey Flug, bug report time:

So it appears the militia issue is almost fixed. The 'Individual Profile Duplication' bug and error message will still occur when you move a squad of militia or mobile militia into a sector that is currently loaded. It can be any sector. It happens with Kerberos or regular militia.

I have not tried reloading a bugged save to see if wiping the individual militia resolves duplicated profiles.

As long as you unload the sector from game memory by loading another sector before moving militia into it, you can avoid this bug in the current build (for now).

This is a C++ vector or variable scope issue, which is beyond my ability to fix or track down.

A very frustrating bug to figure out, for sure. Perhaps it would be better to not create a profile for a militia if it isn't found? For those with old saves, that means that only their new Kerberus or newly trained or defected militia would have profiles, but it might avoid the duplication bug. Thoughts?

Subject: Re: New feature: individual militia
Posted by [Shadow](#) on Fri, 12 Jan 2018 21:59:29 GMT
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Is there any way to use the origin name generator system for regular enemies? The current profile system is rather rigid, and it'd be much better if Deidranna's goons could benefit from randomly generated, culturally-appropriate names.

The admin and army troops could follow the Arulcan standard by default, while blackshirts would have a high percentage of foreign members and therefore names (and appearance, perhaps). They are hired mercenaries, after all.

Subject: Re: New feature: individual militia
Posted by [Elvis_A](#) on Mon, 05 Feb 2018 06:35:58 GMT
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silversurfer wrote on Sat, 03 September 2016 11:14 I'd say that we should keep the names that aren't wrong (don't exist or are written incorrectly). For the sake of variety we should have as many names as we can and I don't mind if some are a short form of an other name. Most people probably don't know that anyway (including me) especially since certain names have been adopted to other countries in their short form as a regular name. If I'd call the Katja's I know "Ekaterina" they'd probably give me a strange look. ;-)

Some players probably remember the time where we still had only a handful of names for enemy/militia profiles and on every encounter we got some "Lachlan "Sir" Botticchio" or another which made me turn the feature off. So instead of removing names which aren't wrong I'd propose to correct the ones that have been written incorrectly and add your new names to increase the number of names.

Enneagon wrote on Sat, 03 September 2016 13:47 silversurfer wrote on Sat, 03 September 2016 11:14 So instead of removing names which aren't wrong I'd propose to correct the ones that have been written incorrectly and add your new names to increase the number of names.

I also don't think we should worry about obsolete names, short forms or any exact etnical conformity at all as long there no screaming typos.

Flugente wrote on Fri, 06 May 2016 17:32 PMC mercenary are russian-like. While the description I made for Kerberus potentially allows any nationality, I feel that having them immediately stand out

from the locals would be good. Additionally, this lets me show off how men and women can also have different surnames.

As I understand the only goal here is to create 3 recognisably different naming lists. "Hispanic", "Russian" and "German" therefore are just very broad labels.

"Latin" and "Slavic" would probably be more appropriate labels.
Or even revert to functional labels as "local", "hired", "army" or some such.

But well, tangential discussion about labels is in itself quite... stupid (for lack of better word).

Boojum wrote on Sat, 03 September 2016 19:48Quote:Some players probably remember the time where we still had only a handful of names for enemy/militia profiles and on every encounter we got some "Lachlan "Sir" Botticchio" or another which made me turn the feature off.

"Sir", "tty" and so on? Yes, I remember this time too (I play 1.13 since 2011).

Quote:Especially since certain names have been adopted to other countries in their short form as a regular name.

I didn't know how wide is it. You are right. "My name is Petya Ivanov" sounds weird to me, but if this is in use in any country, why not.

If so, how about adding more short forms for more accordance (by now, some names have their alternative forms, and some haven't, which is a bit selectively)?

Quote:I also don't think we should worry about obsolete names, short forms or any exact etnical conformity at all as long there no screaming typos.

Oh... If no one will complain, you are right. But these old "Osip", "Lukyan" and so on sound just like Ealdgyth (en.wikipedia.org/wiki/Ealdgyth) or Aescwine.

Sorry for necroposting here, I missed the discussion.

I intentionally left old names, well because they are sometimes used. The name "Osip" actually was used in XX century. You might heard the famous russian poet Osip Mandelstam

https://en.wikipedia.org/wiki/Osip_Mandelstam

I actually explained hypocorisms and as Silversurfer said I left them intentionally so non-Russian community could recognize these names.

Elvis_A wrote on Wed, 06 July 2016 21:16most of the fore/surnames are good to use. Some of the names are not Russian however they are Slavik:

<male_forename>Borislav</male_forename>

<male_forename>Lubomir</male_forename>

etc.

Other (sur)names are non Slavik for example:

male_surname>Engelgardt</male_surname> Jewish/German

following names are the same(Hypocorisms):

<male_forename>Grigory</male_forename>
<male_forename>Grischa</male_forename> short form of Grigory (like Rob/Bob - Robert)
<male_forename>Petya</male_forename> short name for Pyotr
<male_forename>Pyotr</male_forename>
<female_forename>Maria</female_forename>
<female_forename>Masha</female_forename> short form of Maria
<female_forename>Nastja</female_forename> short form of Anastasiya
<female_forename>Natalia</female_forename>
<female_forename>Natasha</female_forename> Short form of Natalia
<female_forename>Tanya</female_forename> short form of Tatiana
<female_forename>Tatiana</female_forename>

Russia is multinational country, so it is ok to have mentioned names above since you can often see those (Georgian, Azeri, Slovenian, etc sur/names), BUT i would remove names below:

<male_forename>Abid</male_forename> never heard
<male_forename>Abily</male_forename> same as above
<male_forename>Aburom</male_forename> //-//
<male_forename>Avda</male_forename>
<male_forename>Avim</male_forename>
<male_forename>Avit</male_forename>
<male_forename>Avksily</male_forename>
<male_forename>Darko</male_forename> i would change it to Danko, which may be used both as name and surname
<male_forename>Inal</male_forename>
<male_forename>Avtonom</male_forename>
<male_surname>Rodriguez</male_surname> I will definitely remove 3 of these
<male_surname>Rodriguez</male_surname>
<male_surname>Rodriguez</male_surname>

<female_forename>Abijah</female_forename>
<female_forename>Leda</female_forename>
<female_forename>Zenalda</female_forename> replace with Zinaida
<female_forename>Zora</female_forename>
<female_surname>Osborn</female_surname> Ozzie? ;)
<female_forename>Rachel</female_forename>

There few typos left though, if somebody interested:

<male_forename>Amrovtsy</male_forename>
replace with
<male_forename>Amvrotsy</male_forename>
<female_forename>Ansastasia</female_forename>
replace with
<female_forename>Anastasia</female_forename>
<male_forename>Zoinoviy</male_forename>
replace with
<male_forename>Zinoviy</male_forename>

I can add more commonly used Russian names - just let me know if they are needed.

Small Bug

If the list is empty, Sector Names and Militia names get stacked on top of each other

Subject: Re: New feature: individual militia

Posted by [Flugente](#) on Sun, 04 Mar 2018 21:16:46 GMT

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As of r8537 & GameDir r2409, we can do more things with individual militia. First things first, all militia-related assignments are now in their own sub-menu:

The first option does what militia training does: train new militia (or promote existing ones if no more room or volunteers). The second option is new: drill militia trains existing green or regular militia until they are promoted, but does not train new ones. We basically increase their internal promotion points (made up from kills and assists in battle). Once we reach `INDIVIDUAL_MILITIA_PROMOTIONPOINTS_TO_REGULAR` or `INDIVIDUAL_MILITIA_PROMOTIONPOINTS_TO_ELITE`, we promote the militia (if we play with militia resources, we put the promotion on hold until we have enough resources. This is as effective as promotions via training new militia is:

a normal militia training session requires 10000 points (when training, you see a merc's training points / 10 /maximum training points / 10 on their face). a training session would allow promoting `NUM_MILITIA_TRAINED_PER_SESSION` militia a green militia requires `INDIVIDUAL_MILITIA_PROMOTIONPOINTS_TO_REGULAR` to promote it thus follows that one point of militia experience is worth $10000 / (\text{NUM_MILITIA_TRAINED_PER_SESSION} * \text{INDIVIDUAL_MILITIA_PROMOTIONPOINTS_TO_REGULAR})$ training points, so we apply that to our training points

Similar, it follows that

a normal training session costs $\$ \text{MILITIA_BASE_TRAINING_COST} * \text{MILITIA_COST_MULTIPLIER_REGULAR}$ it promotes `NUM_MILITIA_TRAINED_PER_SESSION` militia with `INDIVIDUAL_MILITIA_PROMOTIONPOINTS_TO_REGULAR` points each thus a point costs $\$ \text{MILITIA_BASE_TRAINING_COST} * \text{MILITIA_COST_MULTIPLIER_REGULAR} / (\text{NUM_MILITIA_TRAINED_PER_SESSION} * \text{INDIVIDUAL_MILITIA_PROMOTIONPOINTS_TO_REGULAR})$

, so we always deduct that money. Can't have one assignment be free while the other costs something, no?

Experience is awarded in similar manner for training provided (trainig empty air does not award experience).

One important part: This works in any sector, regardless of whether training new militia is possible there, as long as militia that can be trained are present.

This only works with individual militia.

The third option is new: doctor militia allows restoring militia HP similar to how the regular doctor assignment works. This obviously requires `INDIVIDUAL_MILITIA_MANAGE_HEALTH` to be `TRUE`.

As you may or may not be aware, individual militia data doesn't directly store militia health points (that would be useless, as militia stats depend on class, game progress and sector). We store their health ratio instead. They already heal

`INDIVIDUAL_MILITIA_HOURLYHEALTHPERCENTAGEGAIN` % each hour, now you can speed that up by doctoring.

Of course, given the huge number of militia and their... tactics, that would be a lot of wounds to treat... a daunting task for your doctors. For that reason, you can increase the effectivity of a doctor on that task: `INDIVIDUAL_MILITIA_DOCTORHEALMODIFIER` determines how many percent one doctoring point heals (for example, stock Spider has 362 points, each normally heals 1/100 of a merc's HP). I set it to 0.2 in stock. To achieve near parity with merc healing (and likely keep all the doctors on the roster busy)use 0.01. Values from 0.01 to 1.0. That value is already applied to a merc's image on that assignment - in the above picture, Spider can heal 72.4% of a militia's HP.

This also works in any sector as long as militia in somewhat ruffled condition are present.

I hope that this will be quite helpful in making individual militia more useful. One could, say, pack a platoon of FNGs, a few trainers and medics to represent military advisors and LTs, and go to battle with that.

This is savegame compatible.

Subject: Re: New feature: individual militia

Posted by [LatZee](#) on Thu, 22 Mar 2018 08:41:08 GMT

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Just to mention two small problems that happen when Individual militia is on, they are far from gamebreaking or anything and even in a way balance each other out, but still :p

- 1) militia upkeep is always the default value, so ini settings are ignored when individual militia is on (lowering it a bit is my favourite way of balancing out maps with more city sectors, like WF or AR maps, where e.g. 4 sector Chitzena barely pays for itself otherwise :p)
- 2) Kerberus guys get a lot cheaper, in fact way cheaper than training your own militia

Subject: Individual Militia Bug Fix (DEV - 8551)

Posted by [RunAwayScientist](#) on Wed, 11 Apr 2018 04:53:14 GMT

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Hello everyone & Flugente,

I've tracked down the issue with mobile militia entering loaded sectors and will be submitting this to the BugFixes thread in addition to here. It took about 30 minutes of working through the MoveIndividualMilitia functions but it appears to be a missing MoveIndividualMilitiaProfiles(); func call in a if/elseif/else chain, that's all.

Corrected code below:

[[Strategic Movement.cpp]] { BUGGED CODE } :

Toggle Spoiler

```
// Flugente: if a militia group has reached its final destination, add them to the current sector
if ( pGroup && pGroup->usGroupTeam == MILITIA_TEAM )
{
    // if they arrive in the sector we have currently loaded, let them join from the edge
    // this will always remove them from the group - if you want them to continue moving, issue a
new order
    if ( pGroup->ubSectorX == gWorldSectorX && pGroup->ubSectorY == gWorldSectorY &&
pGroup->ubSectorZ == gbWorldSectorZ )
    {
        MilitiaGroupEntersCurrentSector( pGroup->ubGroupID, pGroup->ubSectorX,
pGroup->ubSectorY );

        if ( !fBattlePending && GroupAtFinalDestination( pGroup ) )
        {
            // once militia have arrived, move them from the group to the sector
            DissolveMilitiaGroup( pGroup->ubGroupID );
        }
    }
}
```

[[Strategic Movement.cpp]] { CORRECTED CODE } :

Toggle Spoiler

```
// Flugente: if a militia group has reached its final destination, add them to the current sector
if ( pGroup && pGroup->usGroupTeam == MILITIA_TEAM )
{
```

```

// if they arrive in the sector we have currently loaded, let them join from the edge
// this will always remove them from the group - if you want them to continue moving, issue a
new order
// RunAwayScientist fix on 4/10/2018: The below condition needs to have the other functions
applied (MoveMilitiaEquipment, MoveMilitiaProfiles, reset)
// because the other if-else sections do NOT trigger if milita move into currently loaded
sector.
// This should be done before dissolving the group.
// Currently only MoveMilitiaProfiles is needed, equipment is moved without being called from
another func.
if ( pGroup->ubSectorX == gWorldSectorX && pGroup->ubSectorY == gWorldSectorY &&
pGroup->ubSectorZ == gbWorldSectorZ )
{
    ScreenMsg( FONT_MCOLOR_LTYELLOW, MSG_INTERFACE, L"CONDITION
CHECKING LOADED SECTOR ACTIVATED" );
    MilitiaGroupEntersCurrentSector( pGroup->ubGroupID, pGroup->ubSectorX,
pGroup->ubSectorY );

    // Flugente: move along individual militia data
    MoveIndividualMilitiaProfiles( SECTOR( pGroup->ubPrevX, pGroup->ubPrevY ),
SECTOR( pGroup->ubSectorX, pGroup->ubSectorY ), pGroup->pEnemyGroup->ubNumAdmins,
pGroup->pEnemyGroup->ubNumTroops, pGroup->pEnemyGroup->ubNumElites );

    if ( !fBattlePending && GroupAtFinalDestination( pGroup ) )
    {
        // once militia have arrived, move them from the group to the sector
        DissolveMilitiaGroup( pGroup->ubGroupID );
        // for safety, reset if necessary
        ResetMilitia( );
    }
}
}

```

((This is optional, but I commented out the redunant 'Catch-All' feature that creates new militia profiles if none are detected in the sector. This caused more problems than it solved, and most people start new games or have updated their old game already. I highly recommend disabling the redunant 'Catch-All'.

There's a second 'Catch-All' in the FOR loop, which has only a 'return;', which may cause problems if it's ever triggered. That has also been commented out.))

[[Militia Individual.cpp]] { BUGGED CODE } :

Toggle Spoiler

```
// search for a individual militia that is alive and not currently in use in this sector, and return its id
```

```

// if none is found, create new and return that one
UINT32 GetIdOfUnusedIndividualMilitia( UINT8 aSoldierClass, UINT8 aSector )
{
    if ( !gGameExternalOptions.fIndividualMilitia )
        return 0;

    UINT8 militialevel = SoldierClassToMilitiaRank( aSoldierClass );

    std::vector<MILITIA>::iterator itend = gIndividualMilitiaVector.end();
    for ( std::vector<MILITIA>::iterator it = gIndividualMilitiaVector.begin( ); it != itend; ++it )
    {
        if ( !((*it).flagmask & (MILITIAFLAG_DEAD | MILITIAFLAG_FIRED |
MILITIAFLAG_DESERTION )) && (*it).sector == aSector && (*it).militiarank == militialevel )
        {
            // fitting data found - now we have to make sure this one isn't already in use
            BOOLEAN found = FALSE;

            SOLDIERTYPE* pSoldier;

            INT32 cnt = gTacticalStatus.Team[MILITIA_TEAM].bFirstID;
            INT32 lastid = gTacticalStatus.Team[MILITIA_TEAM].bLastID;
            for (pSoldier = MercPtrs[cnt]; cnt < lastid; ++cnt, ++pSoldier)
            {
                if (pSoldier && pSoldier->bActive && (*it).id == pSoldier->usIndividualMilitiaID &&
IsLegalMilitiaID(pSoldier->usIndividualMilitiaID) )
                {
                    found = TRUE;
                    break;
                }
            }

            if ( !found && IndividualMilitiaInUse_AutoResolve((*it).id))
            {
                found = TRUE;
            }

            if (!found)
            {
                return (*it).id;
            }
        }
    }
}

```

// if this feature is on and we get to this point, then there aren't enough individual militia. This is odd, the player should be informed

```

// if ( gGameExternalOptions.fIndividualMilitia )
    ScreenMsg( FONT_MCOLOR_RED, MSG_INTERFACE, L"Possible error: Not enough
individual militia found in GetIdOfUnusedindividualMilitia" );

```

```

// nobody found. That shouldn't really happen, as we are supposed to create data whenever
new militia is created. Create new data and use that
return CreateNewIndividualMilitia( militialevel, MO_ARULCO, aSector );
}

```

```

void MoveIndividualMilitiaProfiles( UINT8 aSourceSector, UINT8 aTargetSector, UINT8
usGreens, UINT8 usRegulars, UINT8 usElites )
{
    std::vector<MILITIA>::iterator itend = gIndividualMilitiaVector.end( );
    for ( std::vector<MILITIA>::iterator it = gIndividualMilitiaVector.begin( ); it != itend; ++it )
    {
        if ( !usGreens && !usRegulars && !usElites )
            return;

        if ( !((*it).flagmask & (MILITIAFLAG_DEAD | MILITIAFLAG_FIRED |
MILITIAFLAG_DESERTION )) && (*it).sector == aSourceSector )
        {
            if ( usGreens && ( *it ).militiarank == GREEN_MILITIA)
            {
                (*it).sector = aTargetSector;
                --usGreens;
            }
            else if ( usRegulars && (*it).militiarank == REGULAR_MILITIA)
            {
                (*it).sector = aTargetSector;
                --usRegulars;
            }
            else if ( usElites && (*it).militiarank == ELITE_MILITIA)
            {
                (*it).sector = aTargetSector;
                --usElites;
            }
        }
    }
}

```

```

// if this feature is on and we get to this point, then there aren't enough individual militia. This is
odd, the player should be informed
if ( (usGreens + usRegulars + usElites) && gGameExternalOptions.fIndividualMilitia )
    ScreenMsg( FONT_MCOLOR_RED, MSG_INTERFACE, L"Possible error: Not enough
individual militia found in MoveIndividualMilitiaProfiles" );
}
}

```

[[Militia Individual.cpp]] { CORRECTED CODE } :

Toggle Spoiler

```
// search for a individual militia that is alive and not currently in use in this sector, and return its id
// if none is found, create new and return that one
UINT32 GetIdOfUnusedIndividualMilitia( UINT8 aSoldierClass, UINT8 aSector )
{
    if ( !gGameExternalOptions.fIndividualMilitia )
        return 0;

    UINT8 militialevel = SoldierClassToMilitiaRank( aSoldierClass );

    std::vector<MILITIA>::iterator itend = gIndividualMilitiaVector.end();
    for ( std::vector<MILITIA>::iterator it = gIndividualMilitiaVector.begin( ); it != itend; ++it )
    {
        if ( !( (*it).flagmask & (MILITIAFLAG_DEAD | MILITIAFLAG_FIRED |
MILITIAFLAG_DESERTION ) ) && (*it).sector == aSector && (*it).militiarank == militialevel )
        {
            // fitting data found - now we have to make sure this one isn't already in use
            BOOLEAN found = FALSE;

            SOLDIERTYPE* pSoldier;

            INT32 cnt = gTacticalStatus.Team[MILITIA_TEAM].bFirstID;
            INT32 lastid = gTacticalStatus.Team[MILITIA_TEAM].bLastID;
            for ( pSoldier = MercPtrs[cnt]; cnt < lastid; ++cnt, ++pSoldier )
            {
                if ( pSoldier && pSoldier->bActive && (*it).id == pSoldier->usIndividualMilitiaID &&
IsLegalMilitiaId(pSoldier->usIndividualMilitiaID )
                {
                    found = TRUE;
                    break;
                }
            }

            if ( !found && IndividualMilitiaInUse_AutoResolve((*it).id) )
            {
                found = TRUE;
            }

            if (!found)
```

```

    {
        return (*it).id;
    }
}

```

// if this feature is on and we get to this point, then there aren't enough individual militia. This is odd, the player should be informed

```
// if ( gGameExternalOptions.fIndividualMilitia )
```

```
ScreenMsg( FONT_MCOLOR_RED, MSG_INTERFACE, L"Possible error: Not enough individual militia found in GetIdOfUnusedIndividualMilitia" );
```

// RunAwayScientist fix on 4/11/2018 - Creating new profiles when there's a bug duplicates orphaned militia that cannot be disbanded. We either need a clean-up method or the player can just move his militia back to the sector where they were orphaned to fix.

// nobody found. That shouldn't really happen, as we are supposed to create data whenever new militia is created. Create new data and use that

```
// return CreateNewIndividualMilitia( militialevel, MO_ARULCO, aSector );
```

```
}
```

```
void MoveIndividualMilitiaProfiles( UINT8 aSourceSector, UINT8 aTargetSector, UINT8 usGreens, UINT8 usRegulars, UINT8 usElites )
```

```
{
    std::vector<MILITIA>::iterator itend = gIndividualMilitiaVector.end( );
    for ( std::vector<MILITIA>::iterator it = gIndividualMilitiaVector.begin( ); it != itend; ++it )
    {
```

// RunAwayScientist on 4/11/2018 - Redundant, the FOR loop should already catch end of vector. This may also cause a premature termination of the loop if 0's are fed to this function.

```
// if ( !usGreens && !usRegulars && !usElites )
```

```
// return;
```

```
    if ( !((*it).flagmask & (MILITIAFLAG_DEAD | MILITIAFLAG_FIRED | MILITIAFLAG_DESERTION )) && (*it).sector == aSourceSector )
```

```
    {
        if ( usGreens && ( *it ).militiarank == GREEN_MILITIA)
```

```
        {
            (*it).sector = aTargetSector;
            --usGreens;
        }
```

```
    }
    else if ( usRegulars && (*it).militiarank == REGULAR_MILITIA)
```

```
    {
        (*it).sector = aTargetSector;
```

```

        --usRegulars;
    }
    else if ( usElites && (*it).militiarank == ELITE_MILITIA)
    {
        (*it).sector = aTargetSector;
        --usElites;
    }
}
}

```

// if this feature is on and we get to this point, then there aren't enough individual militia. This is odd, the player should be informed

```

if ( (usGreens + usRegulars + usElites) && gGameExternalOptions.fIndividualMilitia )
    ScreenMsg( FONT_MCOLOR_RED, MSG_INTERFACE, L"Possible error: Not enough individual militia found in MoveIndividualMilitiaProfiles" );
}

```

Thank you Flug or whoever who corrected the scope issues relating to recruiting militia. This combined with the above bug fixes should effectively fix 90% of mobile militia issues.

Disbanding militia seems to work just fine. So far.

@GiantBasher: Your issue was related to the bug above. As some point you moved militia into a sector you had loaded and it duplicated the profiles and orphaned others. The only fix is to load a point BEFORE it happened or restart your game or hex your save file and remove them. You can also set 'Individual Militia' to FALSE in your JA2_Options.ini and then turn it back to TRUE, but they will still be there most likely.

There's some optional changes I'd like to recommend as well, such as disabling the 'Militia could not find gun to use, uses harsh language instead!' chat spam that happens whenever unarmed militia are moving around the map. This occurs in every sector movement, resulting in 180 messages for a stack of 60 unarmed militia over three sectors (for example).

[[Militia Individual.cpp]] { ORIGINAL CODE } :

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```
    ScreenMsg( FONT_MCOLOR_LTYELLOW, MSG_INTERFACE, L"Militia found no gun to
equip, uses harsh language instead!" );
    }
}
// we didn't find any gun at all. Now what?
else
{
    si[SI_GUN].done = TRUE;
    ScreenMsg( FONT_MCOLOR_LTYELLOW, MSG_INTERFACE, L"Militia found no gun to
equip, uses harsh language instead!" );
}
```

[[Militia Individual.cpp]] { CHANGED CODE } :

Toggle Spoiler

```
// RunAwayScientist on 4/11/2018 - Disabled no gun messages.
//    ScreenMsg( FONT_MCOLOR_LTYELLOW, MSG_INTERFACE, L"Militia found no gun to
equip, uses harsh language instead!" );
    }
}
// we didn't find any gun at all. Now what?
else
{
    si[SI_GUN].done = TRUE;
//    ScreenMsg( FONT_MCOLOR_LTYELLOW, MSG_INTERFACE, L"Militia found no gun to
equip, uses harsh language instead!" );
}
```

One more problem remains: There is one more bug to fix and it's related to militia in a group traveling into the same sector in which mercs arrived and the sector is occupied by enemies. If this occurs, the militia DO NOT equip any inventory they had with them and will be unarmed for combat when they arrive at the sector edge. I assume this is also a very easy fix, anyone who knows what function call or method directly affects this please check it out or submit to trunk. I'd love you long time.

Subject: Re: New feature: individual militia

Posted by [RunAwayScientist](#) on Wed, 11 Apr 2018 05:00:06 GMT

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LatZee wrote on Thu, 22 March 2018 08:41

2) Kerberus guys get a lot cheaper, in fact way cheaper than training your own militia

@LatZee:

I modified the payment values in the MilitiaIndividual.ini to make Kerberus and other imported troops significantly more expensive to import and maintain. I recommend you do the same, or you can use mine below:

Toggle Spoiler

```
<ORIGINDATA>
```

```
<!-- Arulcan locals: militia trained from the civilian population -->
```

```
.  
. .  
. .  
. .
```

```
<chance_bodytype_REGMALE>20</chance_bodytype_REGMALE>  
<chance_bodytype_BIGMALE>5</chance_bodytype_BIGMALE>  
<chance_bodytype_STOCKYMALE>5</chance_bodytype_STOCKYMALE>  
<chance_bodytype_REGFEMALE>70</chance_bodytype_REGFEMALE>  
<chance_skin_PINKSKIN>0</chance_skin_PINKSKIN>  
<chance_skin_TANSKIN>15</chance_skin_TANSKIN>  
<chance_skin_DARKSKIN>60</chance_skin_DARKSKIN>  
<chance_skin_BLACKSKIN>25</chance_skin_BLACKSKIN>  
<dailycost_green>20</dailycost_green>  
<dailycost_regular>35</dailycost_regular>  
<dailycost_elite>140</dailycost_elite>  
</ORIGINDATA>
```

```
<ORIGINDATA>
```

```
<!-- PMC mercenaries. These guys could come from anywhere, for now, we use russian names
```

-->

.
. .
. .

```
<chance_bodytype_REGMALE>50</chance_bodytype_REGMALE>
<chance_bodytype_BIGMALE>25</chance_bodytype_BIGMALE>
<chance_bodytype_STOCKYMALE>20</chance_bodytype_STOCKYMALE>
<chance_bodytype_REGFEMALE>5</chance_bodytype_REGFEMALE>
<chance_skin_PINKSKIN>80</chance_skin_PINKSKIN>
<chance_skin_TANSKIN>10</chance_skin_TANSKIN>
<chance_skin_DARKSKIN>5</chance_skin_DARKSKIN>
<chance_skin_BLACKSKIN>5</chance_skin_BLACKSKIN>
<dailycost_green>150</dailycost_green>
<dailycost_regular>250</dailycost_regular>
<dailycost_elite>768</dailycost_elite>
</ORIGINDATA>
```

<ORIGINDATA>

<!-- Defectors: militia created by interrogating prisoners. We assume these are not of Arulcan origin for more flavour

For now, we have them be german -->

.
. .
. .

```
<chance_bodytype_REGMALE>50</chance_bodytype_REGMALE>
<chance_bodytype_BIGMALE>20</chance_bodytype_BIGMALE>
<chance_bodytype_STOCKYMALE>20</chance_bodytype_STOCKYMALE>
<chance_bodytype_REGFEMALE>10</chance_bodytype_REGFEMALE>
<chance_skin_PINKSKIN>25</chance_skin_PINKSKIN>
<chance_skin_TANSKIN>25</chance_skin_TANSKIN>
<chance_skin_DARKSKIN>40</chance_skin_DARKSKIN>
<chance_skin_BLACKSKIN>10</chance_skin_BLACKSKIN>
<dailycost_green>12</dailycost_green>
<dailycost_regular>20</dailycost_regular>
<dailycost_elite>205</dailycost_elite>
</ORIGINDATA>
</MILITIAORIGINDATA>
```



Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Thu, 12 Apr 2018 18:44:45 GMT
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@LatZee: I'm not entirely sure how Kerberus gets cheaper. What?

@RunAwayScientist: First of, thanks for taking the time to look into issues. I hope I can check it out at the weekend latest.

Now, it seems your GetIdOfUnusedIndividualMilitia(...) does not return an ID if the profile does not exist. Does that compile? Second, if we do not have a profile, we need to create one, otherwise militia would be without it. So...

The idea in MoveIndividualMilitiaProfiles(...) was to speed up the loop (we could have hundreds or thousands of profiles and don't want to always loop over all of them). I originally planned to have a separate vectors for each sector, but that seemed excessive.

As to the warnings... the idea is to warn the player if something goes wrong (classic sirtech code solves that problem by simply crashing the game with Assert(0);, which is excessive). I mean, if militia somehow have no guns, that is... bad. Hmmm. I'd rather have those warnings at least in debug mode.

Subject: Re: New feature: individual militia
Posted by [LatZee](#) on Thu, 12 Apr 2018 23:50:00 GMT
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Flugente wrote on Thu, 12 April 2018 20:44 @LatZee: I'm not entirely sure how Kerberus gets cheaper. What?

Well, to demonstrate, latest SCI, fresh install, started a game with INDIVIDUAL_MILITIA set to FALSE, hired Raider, ALT-O to Drassen, train a batch of militia to trigger Kerberus email, and the prices are:

Save, exit game, toggle INDIVIDUAL_MILITIA to TRUE, no other changes, start game, reload that same save, and prices are now:

If I had to guess how, I'd guess that hire price somehow gets mixed up with upkeep when the individual militia is on :p but as I said, it is really a microissue, to use the Calvin Barkmore vocabulary :p so probably not very important, just reporting it for completeness sake :p

Subject: Re: New feature: individual militia

Posted by [RunAwayScientist](#) on Thu, 12 Apr 2018 23:56:16 GMT

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>does not return an ID if the profile does not exist. Does that compile?

Yes. It compiles and runs correctly. This is not good practice, I know, so perhaps you'd prefer a return null or 0? This function does not apparently require a return and terminates normally if no returned ID is provided. Your code is very robust.

> Second, if we do not have a profile, we need to create one, otherwise militia would be without it. So...

Nope, this is not required. What ends up happening is that if there is a problem or bug, it *will* create a new militia. This new militia ID orphans the old militia ID. This is how we get duplicated militia with orphan militia IDs that cannot be removed from savegames or dismissed. They are 'ghost' or 'phantom' IDs sitting in a vector. The game counts their salaries and results in a doubling of daily expenses. They *can* be dismissed manually, but this is annoying for the end user. They also *cannot* be dismissed after their linked actual militia dies or disbands, resulting in stuck 'phantom' militia IDs in the save file that cannot be removed no matter what you do.

> As to the warnings...

Yes, I agree. This is good practice. However, a new variable should be used to measure the current computer clock time so that only **1** single debug message should be displayed every 30 minutes, or use in-game time for every day. This would cut back on the spam and still be a useful reminder to the player that they have unarmed militia.

For my games: I commonly smuggle in Kerberos militia into ports and docks and move them completely unarmed to reinforce current combat locations where I can give them equipment. This is how I encountered this issue.

@LatZee: If I understand the Kerberos code correctly, purchase prices are directly related to the settings in MilitiaIndividual.xml ; have you tried modifying those values and then going back to it? After I changed those values, I noticed that the purchase price for my Kerbs went up. I believe it's a hardcoded percentage or multiplier, but this can definitely be modified in the code or through the .xml to match the default prices.

I will pay.... a fair price.

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Fri, 13 Apr 2018 00:39:35 GMT
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@LatZee: Ah. That's intended. If we play without Individual militia, there is no way to later differentiate between Kerberos and locally trained militia, so I add a markup that's the equivalent of training cost of a militia of this type times some arbitrary time period.

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Sat, 14 Apr 2018 14:32:01 GMT
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RunAwayScientist wrote on Thu, 12 April 2018 23:56>does not return an ID if the profile does not exist. Does that compile?

Yes. It compiles and runs correctly. This is not good practice, I know, so perhaps you'd prefer a return null or 0? This function does not apparently require a return and terminates normally if no returned ID is provided. Your code is very robust.

This is bad. If we create an existing militia soldier by, say, loading tactical, we use

```
Soldier.usIndividualMilitiaID = GetIdOfUnusedIndividualMilitia( pCreateStruct->ubSoldierClass,  
SECTOR( pCreateStruct->sSectorX, pCreateStruct->sSectorY ) );
```

So if we do not find a profile, this militia now has usIndividualMilitiaID 0 which means no ID. This means that this guy has no profile, thus no data will be stored etc.. As a result the feature now only works partially. I get that creating additional profiles is bad, but not creating ones for those missing them is at least equally bad.

RunAwayScientist wrote on Thu, 12 April 2018 23:56

> Second, if we do not have a profile, we need to create one, otherwise militia would be without it. So...

Nope, this is not required. What ends up happening is that if there is a problem or bug, it *will* create a new militia. This new militia ID orphans the old militia ID. This is how we get duplicated militia with orphan militia IDs that cannot be removed from savegames or dismissed. They are 'ghost' or 'phantom' IDs sitting in a vector. The game counts their salaries and results in a doubling of daily expenses. They *can* be dismissed manually, but this is annoying for the end user. They also *cannot* be dismissed after their linked actual militia dies or disbands, resulting in stuck 'phantom' militia IDs in the save file that cannot be removed no matter what you do.

I guess the easiest (while not satisfactory) solution would be to write a function that loops over all sectors, counts militia, compares that to the 'alive' profiles existing for that sector, and creates new ones where required or culls excessive ones (newest first). Not satisfactory at that doesn't cure the root of the problem, which is new profiles not always being created properly for whatever reason.

RunAwayScientist wrote on Thu, 12 April 2018 23:56

> As to the warnings...

Yes, I agree. This is good practice. However, a new variable should be used to measure the current computer clock time so that only *1* single debug message should be displayed every 30 minutes, or use in-game time for every day. This would cut back on the spam and still be a useful reminder to the player that they have unarmed militia.

For my games: I commonly smuggle in Kerberos militia into ports and docks and move them completely unarmed to reinforce current combat locations where I can give them equipment. This is how I encountered this issue.

Eh. You kinda want that warning instantly. Knowing that something went wrong in the battle I've just started is good. Knowing that something went wrong at some point today is not useful. I'll think of something.

Subject: Re: New feature: individual militia
Posted by [RunAwayScientist](#) on Mon, 16 Apr 2018 15:49:07 GMT
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Flugente wrote on Sat, 14 April 2018 14:32So if we do not find a profile, this militia now has usIndividualMilitiaID 0 which means no ID. This means that this guy has no profile, thus no data will be stored etc.. As a result the feature now only works partially.

Yes, this is correct only for people who are updating their existing savegame from dev build <=r8202 where their existing militia must be given profiles, or from when they switch the feature on. (You know this, I'm just clarifying to anyone reading)

It's a safer alternative to leaving it on. If all root causes cannot be addressed, this might be a half-measure solution. Otherwise, yes, this is not an ideal workaround.

Quote:Not satisfactory at that doesn't cure the root of the problem

I'm crossing my fingers, but I believe with the missing moveMilitiaProfiles call added in the if/elseif/else chain, this will cure all errors and writing a 'Clean-Up' method will not be required.

Is there any way we can check for a duplicate ID or reference during profile creation?

Or check for profiles in a sector where there are no corresponding militia? (This will catch orphaned IDs, since orphaned IDs do not have their sector X, Y coords changed)

Subject: Re: New feature: individual militia
Posted by [Flugente](#) on Thu, 19 Apr 2018 19:27:25 GMT
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I've committed some things in r8558.
The argument in Strategic Movement.cpp was wrong though (we have to move the profiles first). ResetMilitia() would be rather bad in this case though, as this function causes militia to drop all guns and creates them anew, in new positions, and then arms them. We absolutely don't want that in case they arrive in combat (and it looks a lot better if they arrive on the sector border, the reset would cause them to be all over the sector).

MoveIndividualMilitiaProfiles(...) is a bit more effective now, and the relevant warnings only show up once in that file. Not the harsh language thing though. That's kinda important methinks.

Currently the only way outside of the code to know what profiles exist is the website.

Subject: Re: New feature: individual militia
Posted by [Jolly_Reaper](#) on Fri, 20 Apr 2018 23:09:24 GMT
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I've disabled this feature (before starting a new game), but Enrico is still sending me emails. If I read one of the emails, I'll get a useless website link, a white page. If I right-click his email to delete it without reading, I just get another one. And another. And another. And another. Mr. Chivaldori turns out to be a spam bot.

Is there any way to disable his emails if you're not using this feature? It seems pointless to me that this website is forced upon players that do not use this feature, and I'd like to assume that this wasn't intended.

I'm using version 8548.

Subject: Re: New feature: individual militia
Posted by [RunAwayScientist](#) on Sat, 21 Apr 2018 12:13:07 GMT
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Sweet. Good to go Flug, glad this got fixed.
