
Subject: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Wed, 28 Dec 2016 06:01:14 GMT
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Is this gonna be a stand up fight, Sir? or another BUG HUNT?

This will be the thread to post any (lots! of) bugs players come across while playing.

We already have a select few beta testers that got access to the mod before the public release, but reports have been quiet.

Please keep on topic and if possible keep a game save handy if it's a critical bug. Also in consideration of other players please refrain from revealing any quest or major plotline spoilers, if they have to be discussed put them in a spoiler box like this:

Toggle Spoiler
Spoilers, Dagnammy!

Also note that Vengeance runs it's own exe and suggested ini options and features, if you mess with the code or decide to tack on other mod features that didn't originally come with V:R we may well not be able to help you.

Finally be aware Vengeance: Reloaded has a very small dev team (but it does often get help from the broader 1.13 community) so bugs can only be looked at when time and real life permits.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [az75](#) on Sat, 31 Dec 2016 11:35:30 GMT
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I can't fight the extreme fighting at the club in San Mona, all goes well until you want to enter the ring and it says "path blocked".

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 31 Dec 2016 23:52:06 GMT
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We haven't edited any of the fighting interactions with Darren and the fighters so not sure what the go is there, will have to investigate.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Sun, 01 Jan 2017 01:23:23 GMT

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Hawkeye wrote on Sun, 01 January 2017 04:52 We haven't edited any of the fighting interactions with Darren and the fighters so not sure what the go is there, will have to investigate. Maybe he is trying to fight with backpack, which prevents mercs from jumping over fence?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [az75](#) on Sun, 01 Jan 2017 13:24:21 GMT
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sevenfm wrote on Sun, 01 January 2017 03:23 Hawkeye wrote on Sun, 01 January 2017 04:52 We haven't edited any of the fighting interactions with Darren and the fighters so not sure what the go is there, will have to investigate. Maybe he is trying to fight with backpack, which prevents mercs from jumping over fence?

Yes, that was it, the backpacks.

I'm in Alma now, those reinforcements coming out of nowhere are making my life hell. Haven't seen any bugs so far, started with Wolf, Fox, Grizzly and Jaguar, my sniping IMP... all goes well, now with 11 mercs and 80 days of contracts(didn't hire the miners, Skyrider, etc).

The only problem I have is that in spite of 100% loyalty in Oronegro and Drassen I get only 50% of the possible income from the oil rig and mine - but I guess that's just another 1.13 gizmo I don't know about.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [m_snark](#) on Sun, 01 Jan 2017 19:31:15 GMT
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Hello guys

I have a problem with VR: installed 7609+VR package over clean JA 2 1.12, everything launches just fine but crashes in sector maps. On my first attempt I was crashing immediately or soon after landing in Omerta A9. Gave it another run and was able to sweep through A9, B9 & B10. But when I try to enter A10 game crashes either on sector loading screen or couple of seconds after map loaded. No exceptions or anything, just CTD with standard Windows error message.

ps: caught me surprise tbh, I have some experience running 1.13 7609, couple of unstable builds and Arulco Vacations without much trouble.

Thanks in advance
Mikhail

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Scheinworld](#) on Mon, 02 Jan 2017 03:52:43 GMT

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Hello Mikhail,

that's weird about your crashes. If you click 'V' which game/EXE version it shows?

Did you extract the full 704 MB 7-Zip package

"Vengeance_Reloaded_First_Beta_30.12.2016_v7609_English_Full" over your clean JA2 v1.12 Gold game install?

Are you Windows 8 or Windows 10 user?

Maybe this link will help you then:

http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=22771&goto=341906&#msg_341906

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [m_snark](#) on Mon, 02 Jan 2017 08:55:19 GMT

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On V it shows: 1.13 7609+ build 16.12.27

And yeah, I've extracted that package over clean 1.12 install I keep for various 1.13 versions. Also, I have both Win8 (on laptop) and Win10 (on laptop-tablet hybrid). Have no problem running 1.13 on both in general, except for initial sluggish animation (fixed with Win8 DLL pack fix) and seldom hang-ups (mostly after lots of similar actions, like sorting huge inventories etc).

TLDR: I have 1.13.8345 and 1.13.7609+Vactions 1.08 (both in separated folders) running mostly fine. That's probably a bit offtopic related to VR though :)

Thanks for advice anyway ^^

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [LatZee](#) on Mon, 02 Jan 2017 10:38:44 GMT

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az75 wrote on Sun, 01 January 2017 14:24

The only problem I have is that in spite of 100% loyalty in Oronegro and Drassen I get only 50% of the possible income from the oil rig and mine - but I guess that's just another 1.13 gizmo I don't know about.

Noticed the same thing in Drassen, so took a look through ini, seems to be the 50% income penalty for no foreman, as i recruited Fred. That is probably the reason, would have made a quick test save taking Drassen from zero and not recruiting him, but dont feel like doing it without cheats

:p

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Mon, 02 Jan 2017 13:31:04 GMT
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Hello,

@Mikhail: Sorry, I wish I could help you, but I can't :(I have no idea why you have such problems with VR Mod only? The EXE version is right too. You are also trusted with Win 8 and 10 fixes. I don't know?

Maybe another member here who has/had similar problems and found a solution for that can help you? Maybe you get an idea yet and find the reason for your problem. Then it would be kind and helpful if you would write this here to help other members who have similar problems eventually. Good luck!

LatZee wrote on Mon, 02 January 2017 11:38az75 wrote on Sun, 01 January 2017 14:24The only problem I have is that in spite of 100% loyalty in Oronegro and Drassen I get only 50% of the possible income from the oil rig and mine - but I guess that's just another 1.13 gizmo I don't know about.

Noticed the same thing in Drassen, so took a look through ini, seems to be the 50% income penalty for no foreman, as i recruited Fred. That is probably the reason, would have made a quick test save taking Drassen from zero and not recruiting him, but dont feel like doing it without cheats :p

@LatZee: Exactly! As you already know in VR the head miners (Fred, Matt) and oil rig workers (Oswald, Carl, Calvin) belong to the list of PCM characters who are recruitable if you want, but recruiting them has consequences (as everything in life) for the mines and oil rigs (income).

Team members Anv and Edmortimer were working on this and implemented/modified a Background Mine/Oil Rig Income Modifier and Mining/Drilling Foreman Assignment to reflect this.

In case you want the surprise and find out yourself I write these internal VR Mod information/settings in a spoiler box.

Toggle Spoiler anv wrote on Tue, 24 November 2015 23:36Introducing
Background Mine/Oil Rig Income Modifier and Mining/Drilling Foreman Assignment

New facility assignment
Mining Foreman/Drilling Foreman
Reqs: 70 Wisdom, 70 Leadership, 70 Town Loyalty OR having foreman background (NPC head miners, any non-zero mine income modifier)

Backgrounds.xml new tags:

```
<mine_income>20</mine_income>
```

```
<oil_rig_income>20</oil_rig_income>
```

If assigned as foreman override normal facility bonus. Added to all miners/rig workers backgrounds.

Exception - Calvin is so incompetent (negative income mod) that with him as a foreman modifier is 70% - recruiting him and replacing him with anyone else INCREASES income. Room for adjustment if you think that's TOO MUCH of hot air.

That should be a good start toward making miners stand out from other RPCs. Now just to make them vary more between each other.

anv wrote on Wed, 25 November 2015 19:56OK, added to Ja2_Options.ini new setting: Financial Settings > MINE_NO_FOREMAN_PENALTY. Set it to 50, upped foreman assignment bonus to 25 and miners background bonuses to 50. You can now adjust it freely without messing with code. For best effect make sure penalty is close to miners background bonus.

1. Head miner not recruited, alive and well in mine sector = 100% income
2. Head miner recruited/dead, no replacement assigned = 50% income
3. Head miner recruited/dead, replacement assigned = 75% income
4. Head miner recruited, assigned as head miner to facility = 100% income

Also didn't mention clearly enough, oil rig and mines are separate entities with separate bonuses - we have 2 miners and 3 oil rig foremans, you cannot assign miner to rig and vice versa (well, you can, but only as normal merc with high reqs and for 75% income).

Another thing, since Calvin doesn't get bonus you're effectively one foreman short for oil rigs, Player might want to shuffle availabl oil rig foremans/replacement around to maximize income.

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Jean Luc Picard](#) on Mon, 02 Jan 2017 17:44:58 GMT

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Hello everyone,

the game itself works fine. No crashes or something, but the performance in comparison to other mods or standard 1.13 is not really great. Even with WineDLL compatibility fix the game runs laggy.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [m_snark](#) on Mon, 02 Jan 2017 18:06:13 GMT
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@Scheinworld: a bit of update: I've tried to reinstall VR over 1.13 7609 build (using that smaller package). Still running highly unstable, but managed to get one exception among CTDs. Error message was saying "assertion failure (line 7604 in file vobject_blitter.cpp)". Not sure I didn't messed the name (game finally crashed to desktop after few seconds), but that's atleast some details I hope :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Mon, 02 Jan 2017 18:18:09 GMT
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Hello,

@Jean Luc Picard: This sounds more than a Windows 8 or 10 compatibility problem for me than a VR Mod problem, but I'm still using Windows XP and Windows 7 to say the truth and don't have any problems you described. Can you be a little bit more specific? (Gerne auch in Deutsch ;))

Edit:

If your game runs slow please also check this thread(!):

<http://thepit.ja-galaxy-forum.com/index.php?&t=msg&th=23212>

@Mikhail: Thank you for your update.
Eventually our VR coder and team members Sevenfm (or DepressivesBrot?) can do anything with it?
I'm not a coder you know. :)
I hope you finally get the game/mod running and can play it of course!

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [LatZee](#) on Tue, 03 Jan 2017 01:07:46 GMT
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Scheinworld wrote on Mon, 02 January 2017 14:31

@LatZee: Exactly! As you already know in VR the head miners (Fred, Matt) and oil rig workers (Oswald, Carl, Calvin) belong to the list of PCM characters who are recruitable if you want, but recruiting them has consequences (as everything in life) for the mines and oil rigs (income).

Team members Anv and Edmortimer were working on this and implemented/modified a Background Mine/Oil Rig Income Modifier and Mining/Drilling Foreman Assignment to reflect this.

In case you want the surprise and find out yourself I write these internal VR Mod information/settings in a spoiler box.

Well, in the end, I did get off my lazy ass and did a proper test :p and it seems that the part in spoiler isn't exactly correct (or the way it works in game isn't :p). I'll put results in spoiler too :d

Toggle Spoiler

The way it seems to work is that if you leave head miner not recruited (tested it just on Drassen with Fred), he takes up a foreman position, so you can't assign someone else, but doesn't do anything, you still get 50% income. If you recruit him and put him to work, it works all right, you get full income. Didn't have anyone with leadership 70 handy to test out what does putting someone else as foreman works :d

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [LatZee](#) on Tue, 03 Jan 2017 02:42:56 GMT
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Eh, and one more thing, somewhat related. Drassen mine sector seems to be a magical place where people never get tired. While that kinda helps with mine income as foremans never sleep on the job, it also makes it super efficient place to do repairs, doctoring, training militia or skills and stuff like that, as you can literally do it 24 hours a day with no sleep and still be constantly ready for battle with full energy. Don't know if that is working as intended, or something got screwed in my save or what :d

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Tue, 03 Jan 2017 03:12:44 GMT
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Hmm, seems a little odd, I was taking Drassen mine last night and Joey was getting severely knackered climbing roof tops, was your unlimited energy happening during combat or only afterward?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [LatZee](#) on Tue, 03 Jan 2017 03:20:00 GMT
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If it was happening during combat, I didn't notice it, so probably afterwards only :d

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Tue, 03 Jan 2017 03:37:42 GMT
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LatZee wrote on Tue, 03 January 2017 07:42Eh, and one more thing, somewhat related. Drassen mine sector seems to be a magical place where people never get tired. While that kinda helps with mine income as foremans never sleep on the job, it also makes it super efficient place to do repairs, doctoring, training militia or skills and stuff like that, as you can literally do it 24 hours a day with no sleep and still be constantly ready for battle with full energy. Don't know if that is working as intended, or something got screwed in my save or what :d

This may be related to ambient facilities modifying need to sleep/fatigue counters.

For Drassen, we have hidden facility 34

Quote: <FACILITYTYPE>

<ubIndex>34</ubIndex>

<szFacilityName>Occupied Territory</szFacilityName>

<szFacilityShortName>Occupied</szFacilityShortName>

<ubTotalStaffLimit>32</ubTotalStaffLimit>

<ASSIGNMENT>

<ubAssignmentType>STAFF</ubAssignmentType>

<szTooltipText>The people here overwhelmingly believe you can defeat the Queen. Basic comforts are readily available to you if you spend some time mingling. Eat, sleep, and be merry for tomorrow you may die.</szTooltipText>

<ubStaffLimit>32</ubStaffLimit>

<usFatigue>80</usFatigue>

<usSleep>120</usSleep>

<CONDITIONS>

<ubMinimumLoyaltyHere>86</ubMinimumLoyaltyHere>

</CONDITIONS>

</ASSIGNMENT>

</FACILITYTYPE>

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [edmortimer](#) on Tue, 03 Jan 2017 05:51:37 GMT
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Quote: This may be related to ambient facilities modifying need to sleep/fatigue counters.

For Drassen, we have hidden facility 34

That's not an ambient facility -- that has an Assignment. It is Hidden only as long as you never enter the sector.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Tue, 03 Jan 2017 06:07:13 GMT
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edmortimer wrote on Tue, 03 January 2017 10:51That's not an ambient facility -- that has an Assignment. It is Hidden only as long as you never enter the sector.

According to Facilities.xml

Quote: ubHidden = Does this facility appear in the sector info popup?

0 = Yes, always.

1 = Yes, but only once the sector's been explored.

2 = No, never.

Quote:<FACILITY>

<SectorGrid>B13</SectorGrid>

<FacilityType>34</FacilityType>

<ubHidden>2</ubHidden>

</FACILITY>

<FACILITY>

<SectorGrid>C13</SectorGrid>

<FacilityType>34</FacilityType>

<ubHidden>2</ubHidden>

</FACILITY>

<FACILITY>

<SectorGrid>D13</SectorGrid>

<FacilityType>34</FacilityType>

<ubHidden>2</ubHidden>

</FACILITY>

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [LatZee](#) on Tue, 03 Jan 2017 08:14:59 GMT
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sevenfm wrote on Tue, 03 January 2017 07:07edmortimer wrote on Tue, 03 January 2017 10:51That's not an ambient facility -- that has an Assignment. It is Hidden only as long as you never enter the sector.

According to Facilities.xml

Quote: ubHidden = Does this facility appear in the sector info popup?

0 = Yes, always.

1 = Yes, but only once the sector's been explored.

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Quote:<FACILITY>

<SectorGrid>B13</SectorGrid>

<FacilityType>34</FacilityType>

<ubHidden>2</ubHidden>

</FACILITY>

```
<FACILITY>
<SectorGrid>C13</SectorGrid>
<FacilityType>34</FacilityType>
<ubHidden>2</ubHidden>
</FACILITY>
```

```
<FACILITY>
<SectorGrid>D13</SectorGrid>
<FacilityType>34</FacilityType>
<ubHidden>2</ubHidden>
</FACILITY>
```

I think that only means that you'll never see it in sector info popup you get when you right click the sector on map. Definetely saw that assignement as an option in facilities menu.

Anyways, the way i noticed it first is because i had teams in both C13 and D13 trying to fill up Drassen with militia and C13 was working normally, D13 was working overtime. So it's not Drassen, it's just Drassen mine. Now, the first time i noticed was soon after a weird crash which might be a complete coincidence, or might be something went boink with my game at that moment, so it would be nice if someone reproduced it first :p

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Tue, 03 Jan 2017 10:44:06 GMT
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Wow! Just want to say I love all the changes ;) Unfortunately I've found a problem playing at the 1920x 1080 resolution. It seems to squish all the statistics in the bottom right-hand side of the screen.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Tue, 03 Jan 2017 10:52:27 GMT
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Cerhio wrote on Tue, 03 January 2017 12:44Wow! Just want to say I love all the changes ;) Unfortunately I've found a problem playing at the 1920x 1080 resolution. It seems to squish all the statistics in the bottom right-hand side of the screen.

I've never check 6 merc per team option, but have similar issue with 10 mercec per team (same

resolution). 8 mercs per team works fine for me (the first part of statistics is showed where is place for the 9th and the 10th mercs).

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [edmortimer](#) on Tue, 03 Jan 2017 14:02:29 GMT
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Don't know why it is hidden -- shouldn't be.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [az75](#) on Tue, 03 Jan 2017 16:18:46 GMT
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I must be getting too old for this: the game is too difficult for my taste... on novice.
Should be played without allowing reinforcements.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Tue, 03 Jan 2017 19:16:51 GMT
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@all: Sorry guys, the member Fan reported a bug that in current beta you are not able to meet and rescue Miguel, because he was accidently set to wrong sector. This will be solved in the next beta release. It is not necessary for playing through VR Mod, but shouldn't be of course. Well, this is a beta and we are happy about your bug reports and try to solve them to make the mod better in future. Thank you!

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Tue, 03 Jan 2017 19:22:49 GMT
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Damn, is there any way to fix that ourselves in the meantime?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Tue, 03 Jan 2017 19:43:26 GMT
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Cerhio wrote on Tue, 03 January 2017 20:22Damn, is there any way to fix that ourselves in the meantime?

Yes, but unfortunately this requires a new game, because Miguel's Sector Coordinates in MercProfiles.xml in \Data-Vengeance\TableData needs to be changed to this:

```
Toggle Spoiler <uiIndex>57</uiIndex>
<Type>3</Type>
<zName>Miguel Cordona</zName>
<zNickname>Miguel</zNickname>
...
<sSectorX>11</sSectorX>
<sSectorY>11</sSectorY>
<sSectorZ>0</sSectorZ>
```

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Tue, 03 Jan 2017 19:46:07 GMT
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Scheinworld wrote on Tue, 03 January 2017 21:43Cerhio wrote on Tue, 03 January 2017 20:22Damn, is there any way to fix that ourselves in the meantime?

Yes, but unfortunately this requires a new game, because Miguel's Sector Coordinates in MercProfiles.xml in \Data-Vengeance\TableData needs to be changed to this:

```
Toggle Spoiler <uiIndex>57</uiIndex>
<Type>3</Type>
<zName>Miguel Cordona</zName>
<zNickname>Miguel</zNickname>
...
<sSectorX>11</sSectorX>
<sSectorY>11</sSectorY>
<sSectorZ>0</sSectorZ>
```

Wow scheinworld, thank you for the insanely fast response! I'll give it a try right now! :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Tue, 03 Jan 2017 19:51:56 GMT
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No problem Cerhio! ;-) This won't be the last bug for sure, but we are happy about your (bug)reports, feedback and critique to make VR Mod even better in future!

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Tue, 03 Jan 2017 23:24:31 GMT
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Hey, just a couple more things I've noticed:

1) Still getting bugged UI for the statistics when I'm using 8-member parties and 1920x1080. Haven't tried other resolutions yet.

2) None of the AIM guys have radio operator as a trait. Not sure if this was overlooked or intentional.

3) Seems like some of the sandbags are allowing you to shoot from behind them while prone yet nobody the enemy can't do it to you. Not sure if intention or not.

4) This is completely anecdotal and just something I've noticed but all my high agility mercs seem to run out of energy the fastest. I have Dr. Q and Joey both running on fumes without doing very much while Steroid and my IMP who is at ~70 agility are both running all over the place. I'm honestly thinking its all in my head but I figure its safer just to bring it up anyways ;)

edit: I didn't go into the code or anything but there has to be something fishy going on. I could watch their energy drain like sand in an hourglass while my other guys were running the distance and opening stuff up without getting hit with anything. I even had Dr. Q pass out just running to heal people after battle. I just had my whole squad run across a map and these are how my highest agility guys reacted:

Even stranger, I tried letting Dr Q drink out of his canteen and it restored his energy completely while wasting almost no water.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Wed, 04 Jan 2017 09:00:40 GMT
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Not sure if it is a bug. I cannot find "improve gear" function. Very useful one, but it seems to be

missing.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Wed, 04 Jan 2017 09:07:19 GMT
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Xafloz wrote on Wed, 04 January 2017 14:00 Not sure if it is a bug. I cannot find "improve gear" function. Very useful one, but it seems to be missing.
No improving gear, dynamic merc relations, moving tanks or other features from unstable releases in stable 7609.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Godspeed](#) on Wed, 04 Jan 2017 10:54:43 GMT
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I am using your full download link that includes stable 7609; on top of a fresh JA2 install. Using win8 fix as usual. I have not changed anything in any .ini apart from change MERC website availability to False.

1.
I have Barry as my tech and to open locks. Atm, I don't have a lockpick yet, so I use crowbars and feet :d

Crowbars seem to be practically useless. Kicking opens everything within 2-3 kicks (Barry has 80 Strength), but with the crowbar, I can completely deplete his stamina 3 times before the same locks open. I have only been able to see this in Omerta sectors and Drassen so far (because that's as far as I got... slow player, I like to check every little detail :d).

2.
Also, the Drassen Airport sector; when "attacking" from the Northern sector, I feel it is unfair that I get to 'spawn' within the Airports fences. (A little bit like Alma in basic Vanilla or 1.13, you cannot spawn within the protected fenced area unless you manually change maps from within the fenced area in Tactical). Not a bug really, more a suggestion.

3.
While I'm at it, I was wondering if the OCTH in this mod may not be affected by the NCTH in a way?
I'm getting a lot of point-blank misses with the CTH bar Full, like my merc ADJACENT to knocked-out soldier; I miss my aimed shot.. or ..Soldier appears from corner next to me, takes a full burst at me and doesn't hit me once. The CTH seems to act a lot more like the NCTH since 7609 or newer unstable versions. Firefights take MUCH MUCH longer than I'm used to with the OCTH. The are like the NCTH, require lot's of spray & pray.

But where are my manners? I am really enjoying this new experience. It is extremely "atmospheric".. the music, sounds, etc.. really have my attention! Thank you for the awesome work!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Wed, 04 Jan 2017 11:23:05 GMT
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godspeed.7 wrote on Wed, 04 January 2017 15:543.

While I'm at it, I was wondering if the OCTH in this mod may not be affected by the NCTH in a way?

I'm getting a lot of point-blank misses with the CTH bar Full, like my merc ADJACENT to knocked-out soldier; I miss my aimed shot.. or ..Soldier appears from corner next to me, takes a full burst at me and doesn't hit me once. The CTH seems to act a lot more like the NCTH since 7609 or newer unstable versions. Firefights take MUCH MUCH longer than I'm used to with the OCTH. They are like the NCTH, require lots of spray & pray.

If you disable INACCURATE_CTH_READOUT option, you will see exact CTH values instead of what your merc is guessing.

I always play with this option disabled, and if CTH bar is full, it means 99% hit.

CTH balance is slightly different than in stock 1.13, but in general it's the same OCTH, the code is not changed.

Once you get better rifles, scopes and lasers, it will be much easier to hit enemy (and the same for enemy shooting at you as the game will progress).

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Thu, 05 Jan 2017 03:39:47 GMT
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godspeed.7 wrote on Wed, 04 January 2017 21:54I am using your full download link that includes stable 7609; on top of a fresh JA2 install. Using win8 fix as usual. I have not changed anything in any .ini apart from change MERC website availability to False.

1.
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Crowbars seem to be practically useless. Kicking opens everything within 2-3 kicks (Barry has 80 Strength), but with the crowbar, I can completely deplete his stamina 3 times before the same locks open. I have only been able to see this in Omerta sectors and Drassen so far (because that's as far as I got... slow player, I like to check every little detail :d).

2.
Also, the Drassen Airport sector; when "attacking" from the Northern sector, I feel it is unfair that I get to 'spawn' within the Airports fences. (A little bit like Alma in basic Vanilla or 1.13, you cannot spawn within the protected fenced area unless you manually change maps from within the fenced

area in Tactical). Not a bug really, more a suggestion.

But where are my manners? I am really enjoying this new experience. It is extremely "atmospheric".. the music, sounds, etc.. really have my attention! Thank you for the awesome work!

Thanks for the info and the compliments, and good to hear you are using all of the suggested settings for now. (+)

1) I'm not sure what the go is with the crowbars but we did have some data corruption on some items in the past, though I doubt vanilla items like this would have been affected.

2) Drassen airport does have a north entry point to the NW away from the fences, but I have moved it even more NW and added an isolated point just in case. Will have to test if that fixes things in the next update or grab it from here in the meantime...

<http://www.mediafire.com/file/6nndd4qpljw1y7il/b13.dat> put this is the Data-Maps-Tiles folder and overwrite the existing file there.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Jean Luc Picard](#) on Thu, 05 Jan 2017 10:32:44 GMT
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@Scheinworld:

Das Problem mit dem ruckelden Spielablauf hat sich eigenartigerweise von selbst gelöst. Nachdem ichs einen Tag später gestartet habe. Hing bestimmt mit Windows 10 zusammen. Das einzige was mir jetzt nach längerem auffällt ist, dass das Spiel manchmal einfriert. Muss es dann über den Task - Manager beenden und neu starten. Das passiert unwillkürlich. Manchmal fliege ich auch raus, Mit einem Windows Dialog "Unhandled Exception, Unable to Restore". Das wars aber auch.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [az75](#) on Thu, 05 Jan 2017 12:03:42 GMT
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Guys, the crepitus quest can't be completed. Toggle Spoiler The maps from the Drassen undergrounds lead not to the crepitus queen but to a Hale&Burton compound.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Fri, 06 Jan 2017 01:41:00 GMT
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Az, the sci-fi mode is not heavily supported in this mod, and a number of the underground network has changed in Arulco since Vanilla. Crepitus should still be present, but not like it was in Vanilla.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Fri, 06 Jan 2017 15:41:17 GMT
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Hey just wanted to give another update on the fast depleting energy bug: Dr Q loses all his energy whenever he takes a bullet. He drops down to the ground like 3x a battle.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Fri, 06 Jan 2017 16:01:21 GMT
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Cerhio wrote on Fri, 06 January 2017 20:41 Hey just wanted to give another update on the fast depleting energy bug: Dr Q loses all his energy whenever he takes a bullet. He drops down to the ground like 3x a battle.

This may be related to his background changed if compared to stock 1.13:

VR

<!-- Dr. Q -->

<BACKGROUND>

<uiIndex>33</uiIndex>

<szName>Chinese Doctor/Martial Arts Expert</szName>

<szShortName>TCM/Martial Arts</szShortName>

<szDescription>Dr. Q is trained in Traditional Chinese Medicine (TCM) and martial arts. Not the fastest way to cure a patient, but it works.</szDescription>

<agility>5</agility>

<strength>5</strength>

<dexterity>5</dexterity>

<medical>5</medical>

<wisdom>5</wisdom>

<leadership>5</leadership>

<speed_bandaging>-25</speed_bandaging>

<resistance_fear>15</resistance_fear>

<resistance_suppression>15</resistance_suppression>

<resistance_alcohol>-20</resistance_alcohol>

<meleedamage>10</meleedamage>

<cth_blades>10</cth_blades>

<stealth>10</stealth>

<drink_energyregen>300</drink_energyregen>

<food>-50</food>

<water>-50</water>

```
<no_male>1</no_male>
<no_female>1</no_female>
</BACKGROUND>
```

1.13

```
<!-- Dr. Q -->
```

```
<BACKGROUND>
```

```
<uiIndex>33</uiIndex>
```

```
<szName>Chinese Doctor</szName>
```

```
<szShortName>Chinese Doctor</szShortName>
```

```
<szDescription>Dr. Q is trained in the arts of ancient Chinese medicine.
```

```
Not the fastest way to cure a patient, but it works.</szDescription>
```

```
<medical>8</medical>
```

```
<speed_bandaging>-25</speed_bandaging>
```

```
<resistance_alcohol>-20</resistance_alcohol>
```

```
<meleedamage>6</meleedamage>
```

```
<no_male>1</no_male>
```

```
<no_female>1</no_female>
```

```
</BACKGROUND>
```

Maybe the game cannot work correctly with some new values.

<drink_energyregen> defines BG_PERC_REGEN_ENERGY value which is used in DeductPoints function, modifying every BP loss by this value:

```
// Flugente: backgrounds
```

```
iBPCost = (INT32) (iBPCost * (100 +
```

```
pSoldier->GetBackgroundValue(BG_PERC_REGEN_ENERGY)) / 100);
```

So every time merc loses BP, lost value is increased by BG_PERC_REGEN_ENERGY percent, in this case effectively multiplying BP loss by 4.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Greyfoot](#) on Fri, 06 Jan 2017 16:47:09 GMT

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Hey guys, thanks for the mod, fantastic new years present. Been playing for an hour or two on Die Hard Expert, Ironman OFF and encountered a couple of bugs:

-Canteens seem to have infinite water @1% merc can keep drinking indefinitely.

-Encountered a game breaking bug a couple of times, always near boxes, couldn't make screenshots as I had to log off, task manager would not display after alt+ctrl+del. Playing with a clean "copied" Steam Gold version on Windows 10. (I know, I know.. (-))

It looked like the cursor became a mess, it showed an unresponsive orangish square cursor, none of the buttons worked but could move it around. Right click resulted in a blackish-reddish crosshair.

After relaunching the game the previous save loaded fine.

-Similar thing happened near a crate, this time the game did not stuck but changed my portrait to Skyriders. I could make a screenshot, save the game then quit. Reloading reverted back everything to normal.

-Stats are off as seen on the picture, been playing on God knows what resolution, I think

1280x768.

File Attachments

1) [jav1.png](#), downloaded 769 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [edmortimer](#) on Fri, 06 Jan 2017 17:17:30 GMT
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Quote:So every time merc loses BP, lost value is increased by BG_PERC_REGEN_ENERGY percent, in this case effectively multiplying BP loss by 4.

Ah, so, <drink_energyregen> doesn't reflect the energy gain from drinking water! Well. The desired effect here (and in other Backgrounds) was to reflect faster energy gain upon drinking. Which it does seem to do. Evidence Dr. Q regaining all (or most) of his energy back with a single drink. But it also increases every energy loss -- THAT I didn't know when I did that.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Fri, 06 Jan 2017 17:32:52 GMT
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edmortimer wrote on Fri, 06 January 2017 22:17But it also increases every energy loss -- THAT I didn't know when I did that.

I think it's a bug as description clearly says it's BP regain from drinking. But the way it's implemented it will affect BP regain from any source, including restoring BP from unused APs at the start of new turn in UnusedAPsToBreath.

There should be probably a check added for BP > 0 in the code, or another quick solution is to remove this tag from backgrounds.xml

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [edmortimer](#) on Fri, 06 Jan 2017 18:26:47 GMT
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Quote:There should be probably a check added for BP > 0 in the code, or another quick solution is to remove this tag from backgrounds.xml

That's basically your decision because, I think, you're the only one working on the code. I'd like to have it work as described, but I can't write the code.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Sat, 07 Jan 2017 06:26:28 GMT
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Wow, well I'm glad to know I wasn't just going crazy! Unfortunately I don't know anything about coding or I'd try and help you out. I'm more than happy to try and find bugs though since I can't stop playing this ;)

All the little things that have been added are so indistinguishable from the original developers assets that I don't think I'll ever be able to go back to normal 1.13!

Edit: Is there any way for me to possible fix this mid-game by changing the appropriate values? If not I'll just keep going and see how far I can get ;) So much fun!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Godspeed](#) on Sun, 08 Jan 2017 00:45:48 GMT
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So I decided to start a new game to play the Die Hard mode, so far I like the challenge of only using stuff I find and ppl who want to join the cause!

sevenfm wrote on Wed, 04 January 2017 06:23godspeed.7 wrote on Wed, 04 January 2017 15:543.

While I'm at it, I was wondering if the OCTH in this mod may not be affected by the NCTH in a way?

I'm getting a lot of point-blank misses with the CTH bar Full, like my merc ADJACENT to knocked-out soldier; I miss my aimed shot.. or ..Soldier appears from corner next to me, takes a full burst at me and doesn't hit me once. The CTH seems to act a lot more like the NCTH since 7609 or newer unstable versions. Firefights take MUCH MUCH longer than I'm used to with the OCTH. The are like the NCTH, require lot's of spray & pray.

If you disable INACCURATE_CTH_READOUT option, you will see exact CTH values instead of what your merc is guessing.

I always play with this option disabled, and if CTH bar is full, it means 99% hit.

CTH balance is slightly different than in stock 1.13, but in general it's the same OCTH, the code is not changed.

Once you get better rifles, scopes and lasers, it will be much easier to hit enemy (and the same for enemy shooting at you as the game will progress).

Yeah, I'm getting used to it a little bit more now. Thanks for the tip! I like the uncertainty more. Ha!

Hawkeye wrote on Wed, 04 January 2017 22:39godspeed.7 wrote on Wed, 04 January 2017 21:54I am using your full download link that includes stable 7609; on top of a fresh JA2 install. Using win8 fix as usual. I have not changed anything in any .ini apart from change MERC website availability to False.

1.
I have Barry as my tech and to open locks. Atm, I don't have a lockpick yet, so I use crowbars and feet :d

Crowbars seem to be practically useless. Kicking opens everything within 2-3 kicks (Barry has 80 Strength), but with the crowbar, I can completely deplete his stamina 3 times before the same locks open. I have only been able to see this in Omerta sectors and Drassen so far (because that's as far as I got... slow player, I like to check every little detail :d).

2.
Also, the Drassen Airport sector; when "attacking" from the Northern sector, I feel it is unfair that I get to 'spawn' within the Airports fences. (A little bit like Alma in basic Vanilla or 1.13, you cannot spawn within the protected fenced area unless you manually change maps from within the fenced area in Tactical). Not a bug really, more a suggestion.

But where are my manners? I am really enjoying this new experience. It is extremely "atmospheric".. the music, sounds, etc.. really have my attention! Thank you for the awesome work!

Thanks for the info and the compliments, and good to hear you are using all of the suggested settings for now. (+)

1) I'm not sure what the go is with the crowbars but we did have some data corruption on some items in the past, though I doubt vanilla items like this would have been affected.

2) Drassen airport does have a north entry point to the NW away from the fences, but I have moved it even more NW and added an isolated point just in case. Will have to test if that fixes things in the next update or grab it from here in the meantime...

1) What I seem to have noticed more with further "testing" (playing... really) is that the crowbar or any item that can be used as a crowbar to open doors/locks, as soon as their condition degrades, they become much much worse at it. For example, when the crowbar is let's say 90% it is fine to open doors and locks, but the same crowbar, once it get's to let's say 40%, 30% it becomes almost impossible to open locks and doors, and every use degrades it much quicker as well. Kicking is more useful. Maybe there is a way to reduce degradation rate of items like crowbars, I mean those would be pretty hard to break in real life, especially against a wooden door.

2) I will wait for the next update, for now I have already captured Drassen and don't have a save from before that. And I don't want to mess up my game either. But I will keep this in mind for the future.

Now my issue, is Morale.

I came in from the sector North of Drassen Mine with all my mercs Stable and Good. I start Battle in Drassen Mine sector.. I take a shot at an enemy, hit him, and my morale goes down. Happens with all the mercs. It didn't do that on other sectors so far.
If it could help anyone check this in detail, I could upload the save game..

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Sun, 08 Jan 2017 18:51:07 GMT
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Hey guys, just wanted to update on the fast stamina drain bug. I went into Data-Vengeance>TableData and then edited Backgrounds.xml by removing <drink_energyregen> completely. I've been playing for 20 minutes so far and haven't experienced any problems with stamina loss but don't know how this could possibly affect any other mechanisms in the game. It wasn't too bad!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Sun, 08 Jan 2017 20:17:32 GMT
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Well I encountered a game-ending bug. I put Skyrider in the heli but left him at Drassen. Apparently the game thought he was flying because I couldn't assign him to a group and got a message saying the helicopter was hovering. As soon as I clicked on the helicopter in order to fly it somewhere, I got a message saying Skyrider crashed the helicopter and died because he was too tired. There is literally nothing you can do to free Skyrider from the helicopter and he instantly dies the second you try and move him somewhere. I tried firing him and it just made the game freeze. I'm just lucky I have a save from two days before this happened.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Greyfoot](#) on Sun, 08 Jan 2017 21:33:31 GMT
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Just had an assertion failure bug, game freeze then gave me an error.

Quick feedback: -AI is awesome, they rarely make mistakes even on experienced, they patiently wait for opportunities and effectively flank. The game is a nightmare even on experienced. I had to give up a die hard game within 2hrs already. My mercs are getting slaughtered if I am not careful enough. Ammo is scarce to the point that I am using guns I never had before. :bl

EDIT: To godspeed.7 are you sure that your mercs aren't getting suppressed? Morale drops quickly while bullets whizzing by.

File Attachments

1) [jav2.png](#), downloaded 700 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Mon, 09 Jan 2017 05:42:15 GMT
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Hey guys, I got a Runtime Error message:

It happened whenever I try to leave that tile both from the north and east from the strategic. I managed to eventually get north by returning back into the sector and then going north through the tactical screen.

File Attachments

1) [error1.jpg](#), downloaded 672 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Mon, 09 Jan 2017 05:47:43 GMT
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Ran into another error when trying to attach a foregrip onto this fully-loaded AKMS. It's normally compatible with the AKM.

It might just be a random fluke because I was unable to reproduce it.

File Attachments

1) [error2.jpg](#), downloaded 663 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Mon, 09 Jan 2017 07:53:34 GMT
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Looks like some of the assets in this sector aren't loading correctly:

File Attachments

1) [error3.jpg](#), downloaded 1474 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [ratpaz](#) on Mon, 09 Jan 2017 19:12:13 GMT
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My IMP lose stamina much faster than normal, maybe this is related to his background? (extreme athlete)

Edit: sorry i had to read the thread before ask,
Yes, it seems related to drink_energyregen in the extreme athlete background
now i have to remove that line and start over, or just use another background
thanks god wasn't very far in the game.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Mon, 09 Jan 2017 21:10:59 GMT
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Quote:My IMP lose stamina much faster than normal, maybe this is related to his background?
(extreme athlete)

Edit: sorry i had to read the thread before ask,
Yes, it seems related to drink_energyregen in the extreme athlete background
now i have to remove that line and start over, or just use another background
thanks god wasn't very far in the game.

No, you don't have to start again. It will work fine after you change the value.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [ratpaz](#) on Mon, 09 Jan 2017 22:43:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:No, you don't have to start again. It will work fine after you change the value.

Weird i removed completly the line and the bug still happened, maybe i just had to change the value to 0 or something
anyway, too late i alredy restarted the game, in the meantime i have taken advantage of the restart adjusting Miguel Cordona location since i hear it was wrong, so hopefully all will go fine with him :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Tue, 10 Jan 2017 02:21:40 GMT
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Hmm strange, I deleted the line completely from backgrounds and it was fine right away. Not sure

why it isn't working on yours.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Tue, 10 Jan 2017 06:59:06 GMT
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Hey, Sparky's voice has a very high pitched whine in the background. Love the voices otherwise!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [ratpaz](#) on Tue, 10 Jan 2017 17:31:56 GMT
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Just noticed binoculars don't work, unless you have the scout skill, but even so the extra vision is very limited and without tunnel vision.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Tue, 10 Jan 2017 17:51:54 GMT
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ratpaz wrote on Tue, 10 January 2017 22:31 Just noticed binoculars don't work, unless you have the scout skill, but even so the extra vision is very limited and without tunnel vision. Binocs work well, but you need to activate them - similar to how you raise weapon.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [ratpaz](#) on Tue, 10 Jan 2017 18:12:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

sevenfm wrote on Tue, 10 January 2017 18:51 ratpaz wrote on Tue, 10 January 2017 22:31 Just noticed binoculars don't work, unless you have the scout skill, but even so the extra vision is very limited and without tunnel vision.

Binocs work well, but you need to activate them - similar to how you raise weapon.

That's cool! btw great work so far
i like the new maps, taunts, balance and all.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [massive](#) on Tue, 10 Jan 2017 20:36:46 GMT
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I just want to say that I really love the mod thus far! It's hard getting anything done in my life nowadays...

I have some questions or bugs though, and first I want to state that I'm not that used to recent mods, only played 1.13 basically.

I find Skyrider but as soon as I get him to Drassen airport he doesn't "act" like he used to and the dialog where he used to declare that he now will fly my mercs doesn't kick in. I can see him in the tactical section where I can "unescort" him, and I can also place him in the heli but he won't fly it. Am I doing something wrong?

It seems like there's no item progression in Bobby's gun sortiment. Same guns as the first day and I'm now in day 44 atleast.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Flugente](#) on Tue, 10 Jan 2017 21:24:12 GMT
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Small info: I've fixed the issue with the <drink_energyregen> tag sevenfm described above in the trunk r8358. It was only intended to alter breath regeneration, not breath loss. While Vengeance doesn't directly use that exe, I am sure this fix will eventually find its way ^^

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Wed, 11 Jan 2017 04:31:54 GMT
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massiive wrote on Wed, 11 January 2017 01:36

I find Skyrider but as soon as I get him to Drassen airport he doesn't "act" like he used to and the dialog where he used to declare that he now will fly my mercs doesn't kick in. I can see him in the tactical section where I can "unescort" him, and I can also place him in the heli but he won't fly it. Am I doing something wrong?

The same bug happens for me - escorted Skyrider to helicopter in Drassen but he doesn't do anything, just stops.

I can unescort him or put into helicopter but he refuses to fly.

Quote:It seems like there's no item progression in Bobby's gun sortiment. Same guns as the first day and I'm now in day 44 atleast.

What is your current game progress? (press [v] in tactical screen)

How many towns you have captured?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Giffel](#) on Wed, 11 Jan 2017 08:53:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

massive wrote on Tue, 10 January 2017 21:36It seems like there's no item progression in Bobby's gun sortiment. Same guns as the first day and I'm now in day 44 atleast.

I have the same issue. Game progression is 19/19.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Wed, 11 Jan 2017 09:08:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cerhio wrote on Tue, 10 January 2017 17:59Hey, Sparky's voice has a very high pitched whine in the background. Love the voices otherwise!

Our voice files come in all shapes, sizes and quality from professional studio recording (Frazzler, Sandman) to some guys recording in what sounds like an oil drum! Sparky was a particularly demanding voice set because there's so much of it, as she also narrates sector descriptions too. Even Sparky's speech alone had a few different recording sessions, and some are sadly overmodulated.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Wed, 11 Jan 2017 11:52:54 GMT
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Giffel wrote on Wed, 11 January 2017 13:53I have the same issue. Game progression is 19/19. How many cities do you control?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [LatZee](#) on Wed, 11 Jan 2017 12:44:35 GMT
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Tinkering with bobby ray settings and/or progress, I so far have seen basically nothing but pistols and rifles on BR. BR settings or progress make "better" pistols and rifles available (and more types of ammo, various scopes, other attachments and all that), but the rest of weapon categories never do (with the exception of exactly 1 assault rifle that seems to apear at some point). I've never seen any machine pistols, smgs and so on. So far, the same seems to hold for Tony.

That said, my testing of that has so far been very limited as I've spent most of the time on a die hard save so far, so don't take my "findings" as anywhere near definitive :d i might just be an idiot :p

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Wed, 11 Jan 2017 12:46:21 GMT

Hi,

sevenfm wrote on Wed, 11 January 2017 05:31massiive wrote on Wed, 11 January 2017 01:36
I find Skyrider but as soon as I get him to Drassen airport he doesn't "act" like he used to and the dialog where he used to declare that he now will fly my mercs doesn't kick in. I can see him in the tactical section where I can "unescort" him, and I can also place him in the heli but he won't fly it. Am I doing something wrong?

The same bug happens for me - escorted Skyrider to helicopter in Drassen but he doesn't do anything, just stops.

I can unescort him or put into helicopter but he refuses to fly.

Worrying. In older VR versions Skyrider works. In older VR versions where Skyrider is working his name lettering is white (as all other mercenaries), but in current VR install Skyrider's name lettering is yellow.

Skyrider with white name lettering works (Skyrider and Hitman have both white names):

Skyrider with yellow name lettering doesn't work (Hitman's name is white, Skyrider's yellow):

Seems with the "yellow" Skyrider the Trigger #43 "Skyrider is close to his chopper in Drassen" can not be activated and Skyrider is not recruitable and working as pilot.
Any idea what the yellow name lettering means?

@all: Thank you very much for your positive comments and your bug reports! We are happy about every single message, but of course it will take time to fix all this and sometimes we can not answer all messages directly, but we don't forget and we are happy about your feedback and support!

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Wed, 11 Jan 2017 13:11:31 GMT
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Scheinworld wrote on Wed, 11 January 2017 17:46Seems with the "yellow" Skyrider the Trigger #43 "Skyrider is close to his chopper in Drassen" can not be activated and Skyrider is not recruitable and working as pilot.
Any idea what the yellow name lettering means?
It's not related to any quests, it shows that a merc has flag SOLDIER_COVERT_NPC_SPECIAL which is always added for new recruited NPC's since stable 7609.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Wed, 11 Jan 2017 13:13:36 GMT
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LatZee wrote on Wed, 11 January 2017 17:44 Tinkering with bobby ray settings and/or progress, I so far have seen basically nothing but pistols and rifles on BR. BR settings or progress make "better" pistols and rifles available (and more types of ammo, various scopes, other attachments and all that), but the rest of weapon categories never do (with the exception of exactly 1 assault rifle that seems to appear at some point). I've never seen any machine pistols, smgs and so on. So far, the same seems to hold for Tony.

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What is your current game progress? (press [v] in tactical screen)
How many towns you have captured?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Giffel](#) on Wed, 11 Jan 2017 13:14:14 GMT
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sevenfm wrote on Wed, 11 January 2017 12:52 How many cities do you control?

I control Drassen and Oronegro and its now up to 27/27 progress.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [LatZee](#) on Wed, 11 Jan 2017 13:28:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

sevenfm wrote on Wed, 11 January 2017 14:13
What is your current game progress? (press [v] in tactical screen)
How many towns you have captured?

Don't actually have that savegame any more (and as mentioned, the one I actually play is die hard, so no BR), but i captured whole of drassen, all but 1 sector of oronegro, both SAMs, so probably high 20s or low 30s.

Does it matter at all? Is progress really different than pushing starting BR settings up? I just gave it a try, starting with BR on 10/10 produces the same thing. All pistols available, all rifles, all shotguns all attachments, all armors, all kinds of ammo.... 0 machine pistols, 0 smgs, 0-1 assault rifles, 0 sniper rifles.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Wed, 11 Jan 2017 13:37:27 GMT

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Scheinworld wrote on Wed, 11 January 2017 17:46

Worrying. In older VR versions Skyrider works. In older VR versions where Skyrider is working his name lettering is white (as all other mercenaries), but in current VR install Skyrider's name lettering is yellow.

Changing merc type back to 4 for Skyrider in MercProfiles.xml fixes the problem. It was changed to wrong value in r1144.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [sevenfm](#) on Wed, 11 Jan 2017 13:48:42 GMT

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LatZee wrote on Wed, 11 January 2017 18:28

Does it matter at all? Is progress really different than pushing starting BR settings up? I just gave it a try, starting with BR on 10/10 produces the same thing. All pistols available, all rifles, all shotguns all attachments, all armors, all kinds of ammo.... 0 machine pistols, 0 smgs, 0-1 assault rifles, 0 sniper rifles.

Then someone probably was too tired when committing r1362 at night on 27.12.2016

This means you only can buy pistols, revolvers, hunting and sport rifles and some old WWII rifles from BR, so no automatic weapons or heavy weapons or sniper rifles from internet.

You should be able to buy good weapons from Tony and mortars/grenade launchers from TNT.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [LatZee](#) on Wed, 11 Jan 2017 13:52:12 GMT

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sevenfm wrote on Wed, 11 January 2017 14:48

Then someone probably was too tired when committing r1362 at night on 27.12.2016

This means you only can buy pistols, revolvers, hunting and sport rifles and some old WWII rifles from BR, so no automatic weapons or heavy weapons or sniper rifles from internet.

You should be able to buy good weapons from Tony and mortars/grenade launchers from TNT.

Cursory look through Items.xml would suggest that everything works as it should, now whether the intention was that all those things to have no BR quantity set is another question :p

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Scheinworld](#) on Wed, 11 Jan 2017 13:57:14 GMT

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sevenfm wrote on Wed, 11 January 2017 14:37Scheinworld wrote on Wed, 11 January 2017 17:46

Worrying. In older VR versions Skyrider works. In older VR versions where Skyrider is working his name lettering is white (as all other mercenaries), but in current VR install Skyrider's name lettering is yellow.

Changing merc type back to 4 for Skyrider in MercProfiles.xml fixes the problem. It was changed to wrong value in r1144.

Yep. The mistake was made in the MercProfiles.xml. That was the reason for the wrong Miguel sector coordinates too.

Thank you Seven. I will check and correct this. Need to check the other PCM characters too I think.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Wed, 11 Jan 2017 14:00:36 GMT
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LatZee wrote on Wed, 11 January 2017 18:52

Cursory look through Items.xml would suggest that everything works as it should, now whether the intention was that all those things to have no BR quantity set is another question :p Yes, the original idea was to turn BR into civilian shop that sells not guns but only non lethal equipment as this makes game balance more interesting because you need to explore sectors and take weapons from enemy instead of just buying everything online.

After discussion this idea was rejected as too restrictive so some weapons (mostly available on civilian gun market) were added to BR, more guns were planned to be added in next revision including auto rifles, machneguns and such but committing failed for unknown reason.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [edmortimer](#) on Wed, 11 Jan 2017 15:18:13 GMT
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Quote:

Changing merc type back to 4 for Skyrider in MercProfiles.xml fixes the problem. It was changed to wrong value in r1144.

Yep. The mistake was made in the MercProfiles.xml. That was the reason for the wrong Miguel sector coordinates too.

Thank you Seven. I will check and correct this. Need to check the other PCM characters too I think.

Wait. "4" is NPC, "3" is RPC. Am I missing something here, or will this change from 3 to 4 mean Skyrider is no longer recruitable?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Wed, 11 Jan 2017 16:02:43 GMT
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edmortimer wrote on Wed, 11 January 2017 16:18 Wait. "4" is NPC, "3" is RPC. Am I missing something here, or will this change from 3 to 4 mean Skyrider is no longer recruitable?

@Ed: From my test I can confirm that Skyrider is only correctly working with Type 4. He is still recruitable, he will fly the helicopter and if needed he can fight in battle:

Type 4 mercs like Skyrider, Carmen, John & Mary should not be used for talking/interacting with other RPC's/NPC's!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [massiive](#) on Wed, 11 Jan 2017 17:54:03 GMT
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Thank you! I will start a new save now that I've changed his profile.

Quote: It seems like there's no item progression in Bobby's gun sortiment. Same guns as the first day and I'm now in day 44 atleast.

What is your current game progress? (press [v] in tactical screen)
How many towns you have captured?[/quote]

I've captured four towns and two SAM-sites. Progression shows 54/53(?). Is there anything to do to unlock more weapons in the game? I play on "drop every item" setting also and so far I only encounter FN FALs and I'm getting a bit bored of those :d

It seems that I can't recruit all the miners in the different towns. I couldn't recruit either Matt or Calvin, but it says that there's already a headminer when I try to put others to the task. I've tried with mercs with really good leadership and wisdom to try and recruit them but nothing.

I would love to read any kind of hint and tricks for the game, don't really mind any spoilers. If anyone want to help me out! :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Wed, 11 Jan 2017 18:27:11 GMT
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Hi,

massiive wrote on Wed, 11 January 2017 18:54It seems that I can't recruit all the miners in the different towns. I couldn't recruit either Matt or Calvin, but it says that there's already a headminer when I try to put others to the task. I've tried with mercs with really good leadership and wisdom to try and recruit them but nothing.

I would love to read any kind of hint and tricks for the game, don't really mind any spoilers. If anyone want to help me out! :)

Take a look at PCM_Readme.TXT in \Data-PCM folder if you don't want to find out needed condition for Matt ;)

Well, normally Calvin should be recruitable simply by clicking on Recruit? Do you have a save game? Anyone else has this problem?

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Wed, 11 Jan 2017 18:45:56 GMT
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massiive wrote on Wed, 11 January 2017 22:54I've captured four towns and two SAM-sites. Progression shows 54/53(?). Is there anything to do to unlock more weapons in the game? I play on "drop every item" setting also and so far I only encounter FN FALs and I'm getting a bit bored of those :d

Army weapons are more or less standard, but different types of enemies use different weapons, regulars use more 7.62x39 and 7.62x51, elites use more 5.56x45, admins use older weapons. There will be more modern weapons from enemy on higher game progress when you capture more towns.

You should be able also to buy some more rare weapons from Tony.

Playing with drop all is not recommended as it mostly ruins game economical and weapon balance, but it's always player's choice.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [massiive](#) on Wed, 11 Jan 2017 20:22:18 GMT
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Sorry I don't have any save from that. If I encounter the same problem in my new save I will let you know Scheinworld, thanks for the quick feedback!

I know it might ruin economical and weapon balance, but I'm a gun freak and useless (and a bit lazy) when it comes to the economics :d I even would like to tweak the starting money, but it seems it doesn't work by using the ini editor? Any other place to boost the \$\$\$? :)

/Lazy player.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Thu, 12 Jan 2017 03:47:46 GMT
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Quote:I know it might ruin economical and weapon balance, but I'm a gun freak and useless (and a bit lazy) when it comes to the economics

I'm the same ;P I worry about not having enough ammo or not having good enough guns to use.

So what you're saying is FN Fals and such should be the norm and you can't ever get any better stuff from Bobby Ray's? What if I turned BR's quality up?

Also been super super addicted to this game. Haven't run into any more bugs otherwise you'd see them posted here already ;) I think its more stable that most other mods!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [ratpaz](#) on Thu, 12 Jan 2017 12:32:39 GMT
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For some reason my mercs can't train other mercs in drassen mine, they also never get tired while assigned to tasks, it's some sort of hidden facility feature there?

Quote:

I'm the same ;P I worry about not having enough ammo or not having good enough guns to use.

So what you're saying is FN Fals and such should be the norm and you can't ever get any better stuff from Bobby Ray's? What if I turned BR's quality up?

Also been super super addicted to this game. Haven't run into any more bugs otherwise you'd see them posted here already ;) I think its more stable that most other mods!

I'm the exact opposite, i always set item progression on very slow, as i like to find stuff progressively, it make the game more entertaining in the long run, so also i like BR don't sell all the best stuff, and i have to find it on the field, for the same reason, otherwise i will probably get bored as soon as i can't improve my equip. Well, this may be not the case of vengeance, since the new content will make you entertained for atleast the first run, but still...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [az75](#) on Thu, 12 Jan 2017 17:32:25 GMT
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Hey, there's a very annoying bug when mounting on roofs, encountered it in Salinas (G9) and in Doran. And this happens:

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [LatZee](#) on Fri, 13 Jan 2017 10:40:55 GMT
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ratpaz wrote on Thu, 12 January 2017 13:32 For some reason my mercs can't train other mercs in drassen mine, they also never get tired while assigned to tasks, it's some sort of hidden facility feature there?

Ok, found the reason why this happens, problem is in FacilityTypes.xml, </FACILITYTYPE> tag that should close up the Mine type facility on line 305 seems to have wandered to line 387, in the middle of Boxing club entry. Putting it in the right place seems to correct the endless energy problem.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Fri, 13 Jan 2017 12:17:44 GMT
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Hi,

Thank you LatZee for your bugreport and at the same time for the possible solution! :-)
This will be surely fixed in the next beta.

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [LatZee](#) on Fri, 13 Jan 2017 15:05:27 GMT
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Purely for completeness sake, let's add two small problems that don't really have any influence on gameplay:

1) Carlo seems to be stuck on first part of his speech (I believe you know of us....), just repeating it endlessly :d

2) Tabuk DMR rifle takes only one attachment, the ON-M99 scope. If that is intentional, than the scope goes into the wrong slot (the stock one, not that one that scopes usually go into). Or maybe it is just an artifact of bigger error with the rifle, and it should accept more attachments, wouldn't know :d

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [ratpaz](#) on Sat, 14 Jan 2017 11:18:46 GMT
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I encountered Skyrider bug
Is there a way to fix it without restarting the game?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Sat, 14 Jan 2017 21:34:38 GMT
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ratpaz wrote on Sat, 14 January 2017 13:18 I encountered Skyrider bug
Is there a way to fix it without restarting the game?

Nope, you just have to restart or go to an old save. Sorry man.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [ratpaz](#) on Sat, 14 Jan 2017 22:16:53 GMT
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Cerhio wrote on Sat, 14 January 2017 22:34 ratpaz wrote on Sat, 14 January 2017 13:18 I encountered Skyrider bug
Is there a way to fix it without restarting the game?

Nope, you just have to restart or go to an old save. Sorry man.

I got an old save just before meet Skyrider it's ok? or before start the quest?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Sun, 15 Jan 2017 05:50:38 GMT
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Quote: I got an old save just before meet Skyrider it's ok? or before start the quest?

Yes, I believe that it should work but any save without him in the helicopter should work as well in case you have more recent saves. As long as you haven't put him in the helicopter, the save should be fine. I don't remember how long he had been in that position but I had to get a save that

was 6 (in-game) days back.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [ratpaz](#) on Sun, 15 Jan 2017 13:58:21 GMT
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It wasn't working even with a previous savegame
i got rid of the problem escorting him to Drassen airport and unescort him right in front of the helicopter
immediatly after, talking with him again triggered his dialog and he acted normally like always used to be....well except he joined my team without even asking him =)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [grim](#) on Sun, 15 Jan 2017 18:00:31 GMT
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ratpaz wrote on Sun, 15 January 2017 14:58It wasn't working even with a previous savegame
i got rid of the problem escorting him to Drassen airport and unescort him right in front of the helicopter
immediatly after, talking with him again triggered his dialog and he acted normally like always used to be....well except he joined my team without even asking him =)

Exactly that for me too.

To be more precise :
Type "4" didn't work with an existing savegame, even before meeting him. His name is still yellow and he bugs in front of the chopper.
You have to go on strategic screen and change his status to "unescort". Beware ! Do not dismiss him (clicking on contract), the game will crash.
Then on tactical screen, talk to him and he will resume the monologue.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Mon, 16 Jan 2017 08:14:42 GMT
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Steyer AUG A1 and Noveske Leonidas cannot accept any attachments (they looks like have old 4 slot inventory systems). Tabuk has merely one, but at leats useable. Also Tony doesn't want to buy Stayers AUG A1. BUGs or WADs?

BTW Noveske Leonidas looks awesome but without add-ons is subpar in comparison to other similar weapons.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [ratpaz](#) on Mon, 16 Jan 2017 11:34:57 GMT
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I think there is a problem with covert ops/spy skill when my merc disguise and the equip is too advanced or there is another problem with the disguise there are messages spam that goes in loop and will not stop until my disuise become OK.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [grim](#) on Mon, 16 Jan 2017 11:48:32 GMT
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Same thing happened with Elroy in my game.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [massiive](#) on Mon, 16 Jan 2017 19:03:37 GMT
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I managed to save up some money and treat myself with a SEAL upper reciever for the M4A1 but I can't merge them together? I open the inventory but nothing happens when I try and put them together. Bug or am I a bit dumb? :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Mon, 16 Jan 2017 21:26:49 GMT
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Hey Massiive, more than likely an attachment bug, we had a number of items and attachments broken with xml editor, and some migration issues. Thanks for flagging it though, so we can add that to the list to investigate.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [massiive](#) on Tue, 17 Jan 2017 06:23:20 GMT
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Bummer :/ I was really curious of it. Will other "kits" be the same? I can't seem to change barrels either.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Tue, 17 Jan 2017 07:48:22 GMT

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I'm guessing it might be the gun itself rather than the attachments you're trying to add to them unfortunately.

Actually looking at the attachments now that gun has heaps of options, but unfortunately attachment 2804: the Upper SRR Barrel Kit is not one of them at the moment. I'm not sure if I give you and updated items xml if this will fix things with your current save, a coder will be able to advise.

It might be wise to just wait for the next build, as we have a number of bugs that are being fixed.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [LatZee](#) on Tue, 17 Jan 2017 11:58:05 GMT
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Hawkeye wrote on Tue, 17 January 2017 08:48 I'm not sure if I give you and updated items xml if this will fix things with your current save, a coder will be able to advise.

Items.xml should be "updateable" without starting new game or something like that, it is not one of those things that are read once and then kept in the savegame or whatever, so changing it should work at any point :d

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Tue, 17 Jan 2017 12:18:26 GMT
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The updated items xml could be usfule for me too ;)

Alcohol-Oil Mix seems to not working for me. Precisely I cannot combine those two things into the one. Fixed by Scheinworld in Beta 2 release

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [massiive](#) on Tue, 17 Jan 2017 18:37:41 GMT
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LatZee wrote on Tue, 17 January 2017 13:58 Hawkeye wrote on Tue, 17 January 2017 08:48 I'm not sure if I give you and updated items xml if this will fix things with your current save, a coder will be able to advise.

Items.xml should be "updateable" without starting new game or something like that, it is not one of those things that are read once and then kept in the savegame or whatever, so changing it should

work at any point :d

That sure sounds interesting :) could we possibly get a updated items.xml file where we could try this? It would be pretty easy to just copy a backup if it doesnt work? Don't want to sound to eager, it's just that I not really in a mood to start over again at this point :)

LatZee wrote on Tue, 17 January 2017 15:16The only problem is that it should be in a different xml, Merges.xml :p so all in all, it's probably best to wait for a complete new version rather than throwing around dozens of different xml files piecemeal :p

is it possible for someone to check if it's any "easier" task to fix? If it's possible for a donkey like me to do the changes myself if someone tells me how? :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [grim](#) on Wed, 18 Jan 2017 10:39:34 GMT
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Among other attachment problems, the .50 beowulf rifle cannot be transformed into the C-MAG version with its proper adatper.
The C-MAG version has no attachments defined, by the way.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Thu, 19 Jan 2017 23:11:54 GMT
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massiive wrote on Wed, 18 January 2017 05:37LatZee wrote on Tue, 17 January 2017 13:58Hawkeye wrote on Tue, 17 January 2017 08:48I'm not sure if I give you and updated items xml if this will fix things with your current save, a coder will be able to advise.

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is it possible for someone to check if it's any "easier" task to fix? If it's possible for a donkey like me to do the changes myself if someone tells me how? :)

PM sent massiive, you'll need an updated merges.xml for your issues though.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Fri, 20 Jan 2017 07:36:08 GMT
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Quote:Also with VR having more than a few extra features, we also needed a few extra keyboard shortcuts, listed below:

- Ctrl+D - skip interrupts for this merc only (original interrupt system)
- Ctrl+Alt+D - skip interrupts for player team (original interrupt system)
- use [u] key to manually unjam gun*

Ctrl+D and Ctrl+Alt+D don't work at my end when the Zombies fight with the Army and my mercs are only able to hear ongoing fight behind the building/wall/out of los. Despite pressing the first and the second combination of keys and despite the game displays the proper information of skipping further interrupts, the information is in orange, almost every few burst or scream there are interrupts. Although I haven't tried this keyboard shortcuts without zombies.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Fri, 20 Jan 2017 08:39:29 GMT
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grim wrote on Wed, 18 January 2017 21:39Among other attachment problems, the .50 beowulf rifle cannot be transformed into the C-MAG version with its proper adatper.
The C-MAG version has no attachments defined, by the way.

Grab the latest merges xml and attachments xml below and overwrite the ones you already have in your DataAIMv53/TableData/Items folder. This should fix the Beowulf and Massiive's Seal rifle. These are untested so maybe back up your current files first, before overwriting them.

<http://www.mediafire.com/file/us897b54fgbbnun/Attachments.xml>

<http://www.mediafire.com/file/6sysl13jsyni5oi/Merges.xml>

Items are muckin fess at the moment, so keep your reports coming in, though they will take time to fix.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [grim](#) on Fri, 20 Jan 2017 10:48:10 GMT
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Thank you for the updated files. They "work" for me, and yes, the .50 Beowulf rifle problems are gone.

A few bug reports (warning, a few spoilers ahead) :

- I start with a small one : Frazzler has bad eyes locations i guess, his goggles are too high on the portrait

Done - Hawkeye

- Weapons without attachments (old slots only, i don't know if it's intended for all of them) :
+Crossbow
+M2 Carbine
+Steyr Aug A1

- When entering I15 from the west (I14), enemy turn started immediately, and locked up very early with and infinite clock cursor and the progress bar not moving.
Coming from the north (H14), i didn't have this problem. The only difference (i guess) was that bloodcats couldn't see me when coming from the west and tried to attack Joey, while from the north i had immediate contact and they came to my mercs.

- This one i'm really unsure it's from the mod. I quite regularly have a game lockup on strategic map. It's noticeable because the music tracks don't follow up, and when i come back on tactical, the mercs can't move. I think it's win 10 related (i use the wine files fix).

More will come.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Fri, 20 Jan 2017 11:38:55 GMT
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Steyer Para unlike Steyer Aug A1 accepts lots of attachments. The other weapon without any attachment is BAR LMG, but it is wwII weapon so as opposed to Aug A1 I guess it is quite intentional.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Fri, 20 Jan 2017 11:54:29 GMT
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Imagine the BAR should be able to attach a few basics like a bipod, but again probably broken attachments. I'll have to add these to the pile.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Fri, 20 Jan 2017 12:18:58 GMT
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BAR M1918A1 had bipod and the img in the picture looks like it has got it as integral part.
However haven't look at stats to check if it is reflected.

BTW I do love the sound of the mg.

BAR like Steyer Aug A1 and Leonidas Noveske is not a buyable weapon by Tony (those three don't accept any attachments, if it does matter). Also SKS PU which accepts a few attachments and Tabuk are not accepted by Tony. Normal SKS could be sold to him.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Fri, 20 Jan 2017 14:27:40 GMT
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List of VR guns to check/add attachments

Toggle Spoiler
2002 Precision Crossbow - Done
2003 SEAL Recon Rifle - Done
2004 Colt M16A4 SAM-R - Done
2005 SKS Tactical - Done - Grenade launcher attachment?
2006 KRISS Super V - Done
2007 PP-90 M1 - Only has silencer
2008 AA-12 CQB - Done
2009 Whisper Kitty - Done
2010 Metalstorm Launcher System
2012 S&W Model 64 Done
2013 Steyr AUG-A2 CQB - Done integral foregrip
2014 Steyr AUG-A2 RAS CQB - Done integral foregrip
2015 Steyr AUG-A2 RAS - Done integral foregrip
2016 Steyr AUG Para RAS - Done
2017 Steyr AUG HBAR RAS - Done
2018 FN P90 RAS - Done
2019 HK UMP9 - Done integral folding stock
2020 HK G11 RAS - Done
2021 HK CAWS RAS -Done
2022 McMillan TAC-50 - Done
2023 Dragunov SVU-A - Done
2024 Dart Rifle - Done
2028 Noveske N4 XPR - Done
2029 Noveske N4 Leonidas - Done -removed some bizarre default attachments
2030 Noveske N4 Diplomat - Done -removed some bizarre default attachments
2031 Noveske N4 Complete - Done
2032 HK MP7 PDW - Done integral foregrip, integral telescopic stock
2033 Ruger Mini-30 - Done

2034 V-94 - Done default x10 scope
2035 Steyr AUG-A1 Done integral scope x2?
2036 Simonov AVS-36 - Done
2037 PP-19-01 Vityaz - Done
2038 HK MP5A4 C-Mag - Done
2039 HK MP5N C-Mag - Done
2040 HK MP5SD5 C-Mag - Done
2041 Colt 9mm SMG C-Mag - Done
2050 Colt M16A1 C-Mag - Done
2051 Colt M16A4 C-Mag - Done
2052 Colt M4 Commando C-Mag - Done
2053 Colt M4A1 C-Mag - Done
2054 Colt XM177-E1 C-Mag - Done
2055 Diemaco C7A2 C-Mag - Done
2056 SIG SG540 C-Mag - Done
2057 SIG SG550 C-Mag - Done
2058 SIG SG551 SWAT C-Mag - Done
2059 SIG SG552 C-Mag - Done
2060 HK 53A3 C-Mag - Done
2061 HK G41A2 C-Mag - Done
2062 Colt PDW 10mm - Done
2063 S&W M&P15R - Done
2064 MPA .45 Carbine - Done
2065 AEK-973S - Done
2066 Barrett M82A1M - Done
2067 HK 417 16" - Done
2068 HK 417 20" - Done
2069 AR57 16" - Done
2070 AR57 11" - Done
2071 AR57 6" Silenced - Done
2072 DeLisle Carbine - Done
2073 Remington Model 710 - Done
2074 M1918A2 BAR - Done
2075 Gepard M6 Lynx - Done
2076 HK G11 ACOG - Done
2077 HK CAWS ACOG - Done
2078 Browning BAR Mk. II - Done
2079 Bren Ten - Done a while ago
2081 Carl-Gustaf M3 - Done - added optional small scope not sure if this works with heavy
weapons
2082 Blaser R93 7.62 - Done a while ago
2083 Blaser R93 .30-06 - Done a while ago
2084 OTs 33 Pernach - Done
2085 L86A2 - Done
2086 FN SCAR-WP Sniper - Done
2087 Springfield M1903A4 - Done
2088 Tabuk DMR - Done
2089 Colt SMG .45 - Done

2091 Molot Vepr - Done
2092 HK 33KE - Done
2093 HK 33KE C-MAG - Done
2095 .50 Beowulf Rifle C-Mag - Done recently
2102 Desert Tactical Arms SRS - Done
2106 Hi-Standard HDM - Done
2107 American-180 - Done
2108 Armalite AR-7 Survival Rifle - Done
2109 Ruger 10/22 - Done a while ago
2110 Bizon PP-19 - Done a while ago
2111 IMI Magal - Done
2112 IMI Negev - Done
2113 OTs 48K - Done
2114 CheyTac Intervention M200 - Done
2115 Vepr 12 Tactical - Done
2116 Owen .38 - Done
2117 M2 Carbine - Done recently
2118 Ruger AC-556 - Done
2119 Ruger AC-762 - Done - very little ref on this one same as SR-762?
2120 Calico M-900A - Done a while ago
2122 Calico M-100 - Done a while ago
2123 HK AG3 F1 MOD - Done
2124 Colt M16A2 M203 - Done
2125 Winchester 1300 Defender - Done
2126 Barrett M107 - Done
2127 Custom MAC-10 - Done

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 21 Jan 2017 00:43:08 GMT
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The latest items and their attachments is available here.

<http://www.mediafire.com/file/jpy439l248y1p4e/litems.xml>

I think we may need to look at getting them fixed another way as this is limiting my time on other stuff I should be doing like art and map updates. These attachments are also basic, and not heavily researched so there still may be some inaccuracies.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [grim](#) on Sat, 21 Jan 2017 00:54:12 GMT
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- In F10, the direct approach with Dick ends badly, as the dialogue get stuck in place and it's impossible to exit it. Here is the sentence when it happens :

Toggle Spoiler

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Sat, 21 Jan 2017 03:45:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi grim,

grim wrote on Sat, 21 January 2017 01:54- In F10, the direct approach with Dick ends badly, as the dialogue get stuck in place and it's impossible to exit it.

Good find. Thank you for your bug report! Dick's script will be fixed in the next beta release.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [massiive](#) on Sat, 21 Jan 2017 18:38:51 GMT
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It seems like the items duplicate in some sectors, for example in b13 and in the sector where Tony has his business. I have an AK-103, syringe and a NVG 1 get duplicated each time i open the item menu.

I can't put on different uppers to the HK417 nor the M4A1. I can put on the SEAL upper to the M4A1, but I can't put on any scopes or such. The bushmaster upper can't be put on at all.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [ratpaz](#) on Sat, 21 Jan 2017 19:29:35 GMT
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Just few things i found out:

- Sometime it's impossible to hit the target even with 99% CTH, i can't replicate the bug, but often happen the first time a merc see a enemy.
 - Another strange behavior, sometime there are weapons drops with 0% maximum durability but their status is around 70-99% so they are usable they just can't be repaired when they get damaged.
 - I don't know if this is a feature or not, but when a merc wear a backpack all enemies will see him much further like he get a camo penalty, if this is a feature it should atleast be stated in the advances properties page of the backpack.
 - If one of your cities/sams with militia get attached while you are in tactical screen the game will CTD.
-
-

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Sat, 21 Jan 2017 19:45:19 GMT
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Quote:Another strange behavior, sometime there are weapons drops with 0% maximum durability but their status is around 70-99% so they are usable they just can't be repaired when they get damaged.

Most likely weapons that were given to enemy in map editor before 7609, so they don't have max repair level set correctly.

You can use local mechanics to repair such weapons.

Quote:I don't know if this is a feature or not, but when a merc wear a backpack all enemies will see him much further like he get a camo penalty, if this is a feature it should atleast be stated in the advances properties page of the backpack.

It's not a feature of backpack but feature of 1.13 sight system.

Ja2_options.ini

```
; Dual welding the longest sniper rifles with full attachments, having a third backup sniper rifle,  
; one combat pack and one backpack will give a 50% (default) sight penalty with the default  
settings.
```

```
COVER_SYSTEM_LBE_EFFECTIVENESS = 50
```

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [massiive](#) on Sat, 21 Jan 2017 20:11:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can't really seem to understand the camo either. I had one of my IMP mercs wear guillie on head and chest but still only got 5% camo. When I first applied it to him he reached 70% or something but it then decreased to 5% for some reason I can't understand :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [ratpaz](#) on Sat, 21 Jan 2017 20:59:11 GMT
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Quote:

Most likely weapons that were given to enemy in map editor before 7609, so they don't have max repair level set correctly.

You can use local mechanics to repair such weapons.

Yes, that's what i'm doing.

Quote:

It's not a feature of backpack but feature of 1.13 sight system.

Ja2_options.ini

```
; Dual welding the longest sniper rifles with full attachments, having a third backup sniper rifle,  
; one combat pack and one backpack will give a 50% (default) sight penalty with the default
```


settings.

COVER_SYSTEM_LBE_EFFECTIVENESS = 50

Never noticed this feature, good to know, thank you.

massiive wrote on Sat, 21 January 2017 21:11 I can't really seem to understand the camo either. I had one of my IMP mercs wear guillie on head and chest but still only got 5% camo. When I first applied it to him he reached 70% or something but it then decreased to 5% for some reason I can't understand :)

Still my game progression don't give me access to guillie suits
the only complain with camo is that the displayed bonus is cumulative rather than display the higher camo like it happen on the latest 1.13 builds, but even so terrain camo seem to be applied correctly.

So let's say your camo is 60% you may have 20% wood, 20% desert and 20% urban so your real camo on every surface is 20% rather than 60%

But if you have 60% wood then your camo is 60% only on wood terrain and none on desert/urban.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [sevenfm](#) on Sat, 21 Jan 2017 21:18:30 GMT

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ratpaz wrote on Sun, 22 January 2017 01:59

the only complain with camo is that the displayed bonus is cumulative rather than display the higher camo like it happen on the latest 1.13 builds, but even so terrain camo seem to be applied correctly.

So let's say your camo is 60% you may have 20% wood, 20% desert and 20% urban so your real camo on every surface is 20% rather than 60%

But if you have 60% wood then your camo is 60% only on wood terrain and none on desert/urban. In the next VR.exe release there will be patch that shows more information on camo, maybe it will help:

Quote:r7791: Enhancement: It is now possible to view detailed camo information on the map screen (mouse-over popup at the camo value) (by silversurfer)

Also, it's important to know that some items like lasers can reduce effective camo level, though in VR it should apply only when weapon is raised.

Also camo limit works different from stock 1.13 - only camo from kits is limited to 20% (representing that it's only applied to face and hands), so you can still get max camo (more than 80%) from full ghillie suit.

Another change is that camo from kits will slowly be removed when merc is crawling.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [KBfore](#) on Mon, 23 Jan 2017 02:05:28 GMT

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I am really enjoying this mod. I'm having a couple small issues. Sometimes when adding attachments and gear using the mouse click instead of drag and drop, I get a game breaking "NADA" in red letters. Works fine however if I just drag and drop items. I'm also having a hard time finding missions to do. I've searched everywhere for the agency rebel hideout with no luck. Is it the same area where Carlos is in 1.13 (found that), Or am I looking for something different? Lastly, I have taken Drassen and Onegro, and BobbyRays still hasn't changed their inventory. As in earlier posts, no smg, sniper, heavy..... I had put in awesome quality/quantity with super fast progression. And to the guys making these mods, you are doing GODs work, you are awesome!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [grim](#) on Tue, 24 Jan 2017 06:10:38 GMT
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- Training militia is not possible in C1, although you can assign militia to the sector via the city planning.

Toggle Spoiler

- Unless he's transvestite in secret, Jerry seems to have a wrong small activity portrait

Toggle Spoiler

Note by Schein: Fixed in VR Second Beta. Thank you for your report Grim!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Tue, 24 Jan 2017 06:21:45 GMT
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Quote:Training militia is not possible in...

Also in B1 and D3 (Doran)

Also at least in one more sector in Doran, but don't remeber in which atm.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [edmortimer](#) on Tue, 24 Jan 2017 06:29:49 GMT
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Quote:- Training militia is not possible in C1, although you can assign militia to the sector via the city planning.

Quote:Also in B1 and D3 (Doran)

Got it. Thank you. My bad. The Legacy Militia Training Facility is absent from Facilities.xml.
@Scheinworld -- I'll get this updated and off to you soonest. Will check all locations.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Tue, 24 Jan 2017 07:31:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi,

edmortimer wrote on Tue, 24 January 2017 07:29@Scheinworld -- I'll get this updated and off to you soonest. Will check all locations.

Thank you for your continuing work on this Ed! (+)
Thanks @grim & Xafloz for your report as well!

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Tue, 24 Jan 2017 10:25:15 GMT
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BTW having possibility to train militia in Omerta would be more then welcomed. From strategic perspective the city is important in terms of northern communication axis, which is regularly disrupted and in order to re-establish it over and over I need resend there my mercs or to prevent it a team of mercs must station in the city. Is the second option deliberated? In fact in 2 of 4 for sectors of Omerta in tactic mode there are rebels which in fact is a kind of militia, but not available from strategic level. So why not to train militia and avoid this boring repeating tactical battles in southern part of Omerta?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [massiive](#) on Tue, 24 Jan 2017 19:46:26 GMT
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I found a merc willing to join me and his uniform is causing problems. I'm not sure it's a bug or not. Putting it in a spoiler if you don't want to know who.

Toggle Spoiler I found a relative to Ivan (lovely touch btw and nice stats!) Iliiev. I recruited him but his uniform is freaking out. I get the notification that he is wearing a dishonorable uniform and it starts spamming to the left of the screen. I did change his uniform but get the same thing anyway. His name is red also and not white as the other mercs.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [ratpaz](#) on Tue, 24 Jan 2017 21:06:29 GMT
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It look to me something like the bug getting all disguised mercs when their disguise will not hold.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Infinet](#) on Thu, 26 Jan 2017 06:06:54 GMT
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Hey, great mod testing it right now.

It seems like the Militia, which were spawned due the campaign getting respawned. Friendly & Bad ones. Seen in A10 & B10 with friendly ones and in H13 in Alma Headquarters. If you have no MERCS in there and go from strategical into tactical they start to fight with your recruited militia and take instant the sector so your loyalty & income drops. If you go with MERCS into tactical in H13 they start to fight with my militia and end up getting crushed. Of course i cleaned the sector from them but they getting respawned.

Im also getting random energy drops.

Thank you for your great work, keep it up!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [grim](#) on Thu, 26 Jan 2017 15:35:25 GMT
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Trying to put a .50 beowulf ammo box onto the beowulf rifle with C-mag results in this :
Toggle Spoiler

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Fri, 27 Jan 2017 03:16:33 GMT
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Don't you have to 'break open' boxes into magazines before loading them? Either way it's not good it's causing that crash.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [CrimsOmNomNom](#) on Fri, 27 Jan 2017 05:05:46 GMT
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Hey, just to confirm quickly that there being NO Smgs/MGs/AR/Sn etc in Bobby Rays is a bug and not a feature, this is at like 25/50/75 and 100 progress i've tested?

If it is a bug, is there a easy fix or wait on next release?

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [silversurfer](#) on Fri, 27 Jan 2017 08:21:19 GMT

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Hawkeye wrote on Fri, 27 January 2017 04:16 Don't you have to 'break open' boxes into magazines before loading them? Either way it's not good it's causing that crash.

You can take a box and apply it to a gun and the game will automatically create magazines of the appropriate size and place them in the merc's inventory. Maybe Sevenfm hasn't incorporated a fix for magazines yet that Flugente implemented in the 1.13 dev code. IIRC there was a problem that the game couldn't figure out the correct mag size and crashed.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Infinet](#) on Fri, 27 Jan 2017 12:04:49 GMT

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If you are trying to take the clothes of the enemy you get only his army trousers, cant disguise myself as a soldier but as a civilian.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [sevenfm](#) on Fri, 27 Jan 2017 12:12:25 GMT

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Infinet wrote on Fri, 27 January 2017 17:04 If you are trying to take the clothes of the enemy you get only his army trousers, cant disguise myself as a soldier but as a civilian.

You cannot take vest/pants from enemy if this part of clothes was damaged by bullet or hit.

To disguise as a soldier you need to wear clothes of the colors that enemy soldiers use.

To disguise as civilian you can wear any colors that soldiers don't use.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [grim](#) on Sat, 28 Jan 2017 09:09:31 GMT

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A feedback rather than a bug report :

Toggle Spoiler The mod includes several tanks all over the map, on the roads, in cities and at least at a Sam site (south of Salinas). You can avoid them to some extent, but fighting them is quite tedious at this time, as they are very deadly, and (here is my point) you don't loot antitank stuff on the maps and on the bodies. After taking the upper half of the map and visiting every sector, i found only one LAW. With BR not selling any heavy weapon, dealing with tanks is a chore.

The player should have more weapons to deal with that menace.

This issue is causing me to stand down a bit, i don't have the will to loose too much of my men on the last tank i met or savescum and use tricks to get it down.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [ratpaz](#) on Sun, 29 Jan 2017 07:30:48 GMT
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Talking about covert ops the people on that complex (hale and burton) will get mad if mouse go there at night, but will not attack her.
here is a small example:

&feature=youtu.be

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Sun, 29 Jan 2017 11:10:59 GMT
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ratpaz wrote on Sun, 29 January 2017 12:30 Talking about covert ops the people on that complex (hale and burton) will get mad if mouse go there at night, but will not attack her.

here is a small example:

As far as I understand this feature, covert operations should work only with enemy team, and H&B are civ team so something doesn't work correctly.

This looks like stock 1.13 bug of how hostile civilians see covert mercs, not related to VR.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Mon, 30 Jan 2017 09:38:54 GMT
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60mm illumination shell gives no light, however there is proper initial animation like 40mm illumination grenade.

LARK and Sporting Clay vests have nothing slots.

SG Holster looks like MP holster.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Wed, 01 Feb 2017 07:03:11 GMT
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In H9 (Salinas) I found "creature cocktail" described as "AXED". Haven't used this grenade so far...

In K4-1 (Orta basement) I found interesting weapon called "creatures queen spit" I'm afraid it had only 7 rounds of 50 and so far haven't found more ammo ;)

In other sector in Salinas there is entrance to a mine. The mine had entrance to creatures queen lair, but despite a few items in the caves there were no single monster or queen. Just boring trip for a team.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Thu, 02 Feb 2017 07:22:53 GMT
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Changing TNT into TNT sticks in turn based mode with backpack (all items in the backpack are unavailable because of turn base mode) causes all items in the backup to be dropped to the ground.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Thu, 02 Feb 2017 09:30:28 GMT
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Xafloz wrote on Thu, 02 February 2017 12:22 Changing TNT into TNT sticks in turn based mode with backpack (all items in the backpack are unavailable because of turn base mode) causes all items in the backup to be dropped to the ground.
Old transformation bug that will never be fixed :-)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Sat, 04 Feb 2017 08:33:25 GMT
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I've had a few issues with latest files above - Noveske Leonidas - accepts 5.56mm adapter - I guess instead of trigger group (90mag doesn't exist which lead to crash while trying to make ammo from boxes). Also rifle sling disappears after attaching to the gun (this might be caused by the first issue).

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 04 Feb 2017 09:40:29 GMT
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Sorry that'll be my mistake trying to rush out attachments with little ref.

Grab the latest items again below.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Sat, 04 Feb 2017 10:45:57 GMT
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Hawkeye wrote on Sat, 04 February 2017 11:40 Sorry that'll be my mistake trying to rush out attachments with little ref.

Thanks for you efforts. No need to be sorry ;)

BTW KRISS Vector accepts Acog x4, previously only Scope x2, intended?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 04 Feb 2017 11:00:22 GMT
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Acogs should be fine

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Mon, 06 Feb 2017 07:22:35 GMT
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x4 scope suprised me as many other SMGs accepts only x2. Just thinking in terms of cohesion.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Mon, 06 Feb 2017 13:07:26 GMT
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Feedback: Miguel is back!

Changing TableData/MercProfiles.xml as explained above.
:w

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Mon, 06 Feb 2017 21:26:56 GMT
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What's the matter with VR?

The situation:

1. day; A 9 erobert.
2. 13 Mercs (incl. 6 AE)

I would like to engage other Mercs. But I'm not able to engage anybody: ESC-Error!!! (-)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Wed, 08 Feb 2017 10:40:37 GMT
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In many sectors after merging ammo appear boxes with 5k rounds of them especially 5.45mm.
In Orta after merging ammo I happen to have above 1000 rounds of CAWS AP ammo.

In sector inventory rejecting ammo from pepper gas creates 10mm HP Box.

Despite the description of one item bought in the BR shop AUG HBAR cannot be changed to AUG CQB version by it. Fixed after Beta 2, watch this space

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Fri, 10 Feb 2017 19:42:58 GMT
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MOLLE items with more then 4 slots are fully functional only in tactical view at a merc inventory. In the sector inventory only 4 attachments are possible. Figured it out by accident after many days of playing...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Fri, 10 Feb 2017 20:08:51 GMT
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Sector F3 freezes the game regularly in the tactical mode due to bloodcat ambush on trespassing mercs. Maybe it is somehow connected with presence of strong partisans force in the sector.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [adim](#) on Fri, 10 Feb 2017 22:16:41 GMT
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Hi all there..

I. Thanks a lot for the great mod!

II. Report of my testing (while highly enjoying) so far:

1. settings: Expert; Tons of guns; BR normal/normal; Item choices = very slow
 2. Day 6; Progress 35/32; all mines at 50%; Doran in process of liberation (some heavy weapons there, as usual)
- Decided to go to Doran, because its clearly seen - Salinas has no income+lot of sectors to defend

= not a target at this stage

3. Didn't notice TNT is a merchant, so his is now a team member :)

4. Bugs (or features) noticed (so far):

A. In San Mona (C5) got a hot "welcome" from unknown fraction and Kyle is not there, so after completing Maria's quest got the deed, but nobody ask for it. Kyle's no longer around we may try and remove the deed element altogether in future builds - Hawkeye

B. D5 - prepared for the first fight, gave the money for a bet and... fight started, but gunfight :))
(C5 was cleared from KP's people before that, so I expected to battle when I enter the sector)

C. When I was in army, my "military jeep" (UAZ-469B, actually) was capable to transport 7 man without problems (and some more if it's a must) :))

D. This one is a pain in the .. - Cobra!
more than 80% of the time when saying something in a battle, there is CTD. Checked all the logs - nothing suspicious...

(also a minor problem with camo picture - Hamous+wrong eyes placement) Fixed, thanks to Anv - Hawkeye

Will report back, if not already posted, of course.

Thanks again and have fun!

File Attachments

1) [2017-02-10 23_17_31 VengeanceR.jpg](#), downloaded 670 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 11 Feb 2017 01:35:36 GMT
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Thanks for the down low, adim, Cobra's facegear and camo needs fixing as do a number of Deadly Game Mercs and RPC's.

The Angel Maria quest has changed since Vanilla, and Kyle has moved on, actually the whole deeds thing shouldn't be available anymore but Maria can be recruitable if you reunite her with Angel once more.

The Jeep's capacity is currently 4 as there's not a whole lot of room in a 70's Wrangler especially with the kind of kit out JA mercs carry. Perhaps your UAZ is a bit more roomier with a more luggage space at the back, or maybe you never shared it with dudes as big as Grizzly or Bull.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Sat, 11 Feb 2017 07:30:07 GMT
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MOLLE items triple grenade and triple cylinder grenades (flashbang) accepts only two grenades.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Sat, 11 Feb 2017 14:15:21 GMT
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@Hawkeye,

no idea about my ESC-Error above?

I made a fresh installation (Ja2Gold1.12 + VR full), but the same if I tried to engage new mercs during the game.

Because of this I load a savegame in the version bevore and tried to engage mercs from AIM or MERC during the game for the first time in the test: ESC-Error!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [LatZee](#) on Sat, 11 Feb 2017 18:50:32 GMT
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Taurus CT-30 is a bit weird. It is classed as a SMG, but has only single fire mode. It should probably either have full auto or be reclassified as some kind of carbine rifle (probably has full auto capability from 10 seconds spent on google :d). Also it has damage value of 36 while other .30car weapons have damage value of 29, so that should probably be same-ish.

Edit: CT-40 seems similar, single fire only SMG with damage 31 which is also probably too high. So might be more of those Taurus SMGs.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sun, 12 Feb 2017 00:44:37 GMT
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Fan wrote on Sun, 12 February 2017 01:15@Hawkeye,

no idea about my ESC-Error above?

I made a fresh installation (Ja2Gold1.12 + VR full), but the same if I tried to engage new mercs during the game.

Because of this I load a savegame in the version bevore and tried to engage mercs from AIM or

MERC during the game for the first time in the test: ESC-Error!

Hey Fan, I can't quite make out what your problem is? Was is the Esc-Error? Or is it you can't employ more than 13 mercs? I take it you've also included + v7609 stable release installation as well as VR?

If something is getting lost in translation, try PM'ing Scheinworld, thanks.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sun, 12 Feb 2017 00:46:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

LatZee wrote on Sun, 12 February 2017 05:50Taurus CT-30 is a bit weird. It is classed as a SMG, but has only single fire mode. It should probably either have full auto or be reclassified as some kind of carbine rifle (probably has full auto capability from 10 seconds spent on google :d). Also it has damage value of 36 while other .30car weapons have damage value of 29, so that should probably be same-ish.

Edit: CT-40 seems similar, single fire only SMG with damage 31 which is also probably too high. So might be more of those Taurus SMGs.

We'll look into it, they'll be a number of weapons needing tweaks and fixes, especially those created by others who then disappear from development.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Sun, 12 Feb 2017 07:00:47 GMT
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The J9 sector (Tixa prison?) has invisible obstacles on roof on outer wall. Also BUBBA don't have all dialogue options. Exit from underground is outside the wall (old location?), entrance is inside.

The 09 sector also has invisible obstacles on roof. Also the joint of door next to see and wall is leaking, I mean all hostiles leak out of the palace (also the one with the item...) instead of defending inside. The leak works only in one direction - you may go out but cannot enter. Intended? Anyway I killed almost all of enemy and could gain possession of the item with out entering the palace. I did it of course.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sun, 12 Feb 2017 07:28:53 GMT
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Get us a screenie of the leak location of 09 if you can.

J9 may have issues as an entry point is too small to re-enter, the map editor also seems to like ignoring next entry grid no's for some reason. Whereabouts does your re-entry point come in?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Sun, 12 Feb 2017 10:55:02 GMT
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Cannot get there even cannot see what was dropped by the killed sniper...

Boss has his path showed, but doors are closed. It can go left or right just next to the door. Monk to reach Boss would have to go all around the walls. I'm afraid all 3 marked gates have the same issue.
Also statistic are show where 8th and 10th mercs normal should have their faces. That's why only 8 mercs per team is ok now.

Monk is out for fresh air...but wait how come he has shown itself out of walls...

Cannot there again...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Mon, 13 Feb 2017 07:48:46 GMT
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HK 416 doesn't accept different barrels (10, 14 20 inches). Fixed - Hawkeye
M16A4 not working with M16A4 SAM-R KIT. Fixed - Hawkeye
AR57 6" S Upper Receiver + M16A1 no effect, but works with M4 Commando. Not S AR57 Upper Receiver the same story. M16 A1 Fixed - Hawkeye

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Mon, 13 Feb 2017 11:54:57 GMT

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Molot Vepr rifle in BB shop has description: "Not for sale". Done - Hawkeye

(the third post in a row I feel like a spammer...)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Mon, 13 Feb 2017 22:00:18 GMT
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@Hawkeye,

sorry. In my opinion "ESC-Error": You look at the Screen and you read: Runtime-Error; push <ESC>.

My installation had been after reading for the download "full" and I thought Ja2 + VR-"full" is enough.

Now I have a new installation, the 5th since 1.01.:

Ja2 + "7609" + "VR-full: the same: Runtime-Error at the moment I would like to engage only one merc after making some sectors on my way to Drassen!

The engagement of Joey, Fred or so: no Problem!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [adim](#) on Mon, 13 Feb 2017 22:06:01 GMT
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Hi again

I realize that that someone is trying to write to JA2_Settings.ini.
So, I made the file read-only. This is what I get next :)

```
*** Mon Feb 13 23:34:08 2017 ***  
[ 0LCUT-DZ012-ZJ4XF-MJ0L9-A2YBE ]
```

```
[16.4273] : WARNING : ===== Mon Feb 13 23:34:08 2017 =====  
File   : ..\src\Core\vfs_file_raii.cpp  
Line   : 106  
Location : vfs::COpenWriteFile::COpenWriteFile
```

File "Ja2_Settings.INI" could not be opened for writing

Some (possibly wrong) programme code is trying to WRITE to that file when a CTD happened :)

sound.log:

*** Mon Feb 13 23:33:54 2017 ***

[0LCUT-DZ012-ZJ4XF-MJ0L9-A2YBE]

[2.22966] : Initialising JA2 sound manager
[2.22969] : Using 16 channels
[2.2297] : Init hardware...
[2.23586] : Using DirectSound driver: Primary Sound Driver
[2.23588] : Driver capabilities:
[2.28433] : FMOD started
[2.28437] : Mixing rate: 44100
[2.28438] : Init cache...
[2.28438] : Using 128 cache slots
[2.28439] : Sound memory limit = 8241152
[2.2844] : Cache threshold = 2054144

vfs.log:

*** Mon Feb 13 23:33:54 2017 ***

[0LCUT-DZ012-ZJ4XF-MJ0L9-A2YBE]

[0.636705] : Processing VFS configuration
[0.637225] : Initializing Virtual File System
[0.637243] : Reading profile : SLF Libs
[0.637258] : library : "Data\Ambient.slf"
[0.639596] : library : "Data\Anims.slf"
[0.648767] : library : "Data\BattleSNDS.slf"
[0.669251] : library : "Data\BigItems.slf"
[0.673565] : library : "Data\Binarydata.slf"
[0.675203] : library : "Data\Cursors.slf"
[0.678736] : library : "Data\Data.slf"
[0.680851] : library : "Data\Faces.slf"
[0.689603] : library : "Data\Fonts.slf"
[0.691193] : library : "Data\Interface.slf"
[0.694678] : library : "Data\Intro.slf"
[0.695963] : library : "Data\Laptop.slf"
[0.700127] : library : "Data\Loadscreens.slf"
[0.702859] : library : "Data\Maps.slf"
[0.705983] : library : "Data\Mercedt.slf"
[0.707601] : library : "Data\Music.slf"
[0.709031] : library : "Data\Npc_speech.slf"
[0.761394] : library : "Data\Npcdata.slf"
[0.764348] : library : "Data\Radarmaps.slf"
[0.76758] : library : "Data\Sounds.slf"
[0.771318] : library : "Data\Speech.slf"
[0.858956] : library : "Data\Tilesets.slf"
[0.907106] : Reading profile : Vanilla Dirs
[0.907126] : directory : "Data"
[1.35296] : Reading profile : v1.13
[1.35298] : directory : "Data-1.13"

[1.61907] : Reading profile : Vengeance Core
[1.61909] : directory : "Data-Vengeance"
[1.72974] : directory : "Data-Maps-Tiles"
[1.79205] : Another location is already mapped to " [keeping old location]
[1.79207] : Another location is already mapped to 'BinaryData' [keeping old location]
[1.79768] : directory : "Data-AIMv53"
[1.92632] : Another location is already mapped to " [keeping old location]
[1.92635] : Another location is already mapped to 'Interface' [keeping old location]
[1.92636] : Another location is already mapped to 'TableData' [keeping old location]
[1.92637] : Another location is already mapped to 'TableData\Lookup' [keeping old location]
[1.92637] : Another location is already mapped to 'TableData\Sounds' [keeping old location]
[1.92638] : Another location is already mapped to 'TILECACHE' [keeping old location]
[1.92639] : Another location is already mapped to 'tilesets' [keeping old location]
[1.92639] : Another location is already mapped to 'tilesets\0' [keeping old location]
[1.93694] : Reading profile : PCM
[1.93696] : directory : "Data-PCM"
[1.9591] : Reading profile : Kaerars UI
[1.95913] : directory : "Data-UI"
[1.96126] : Reading profile : Weapon Sounds
[1.96127] : directory : "Data-Weapon-Sounds"
[2.13558] : Reading profile : Voice Taunts
[2.13561] : directory : "Data-Voice-Taunts"
[2.1727] : Reading profile : Music
[2.17272] : directory : "Data-Music"
[2.17398] : Reading profile : Player Profile
[2.17399] : directory : "Profiles\UserProfile_Vengeance"

first several battles Cobra did OK - no crashes at all :(
and then - this (very annoying) thing again - so I'll have to give up of Cobra...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Mon, 13 Feb 2017 22:11:45 GMT
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I'll look at Cobra, if he crashes when trying to say something it's likely a speech or edt issue.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Tue, 14 Feb 2017 08:30:50 GMT
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Maybe it is not a bug per se, but my kid asked why Miguel has a rifle while he is imprisoned?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Tue, 14 Feb 2017 22:49:02 GMT
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Xafloz wrote on Tue, 14 February 2017 19:30 Maybe it is not a bug per se, but my kid asked why Miguel has a rifle while he is imprisoned?

It shouldn't be there, though Miguel was missing altogether earlier, maybe he's inherited his vanilla kit again. I have a feeling that's fixed already in the SVN.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Wed, 15 Feb 2017 07:21:32 GMT
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Hi,

Hawkeye wrote on Tue, 14 February 2017 23:49 I have a feeling that's fixed already in the SVN.

Yes. It is fixed in the next beta. Miguel accidentally got his vanilla kit. A prisoner normally has no gun that's true. :-)

@Xafloz: Thanks for your report!

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Infinet](#) on Wed, 15 Feb 2017 18:51:48 GMT
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Hey
me again :d
Thanks for ur responses last time.

1. I got the Robot and he got drunk in a City (Alma) and now he is still drunken (after two weeks ingame progression) he continuously is tripping and falling and cant be reloaded anymore.
2. Tried to get Maria like the .txt is saying but i cant speak with angel. If i try to friendly or direct approach nothing is happening. Maria dont want to come along with me (tried with 95+ Leadership). Tried before and after killing KingPing
3. Manuels Quest to find Pacos. I found him in San Mona speaking with Pacos dont help cant escort him.

Again many thanks to your great work i really enjoy playing ur mod :)
May i ask when we got some updates?

EDIT: Found a second video camera in L12 in the big building in north west. I think it was only obtainable by Toggle Spoilergiving this japanese woman in drassen her tape back and any other locations were not intended right?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Wed, 15 Feb 2017 20:05:30 GMT
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Check J7 for NADA items. Found 3 there. Done - Hawkeye
Also white vans in the sector are passable trough the middle. Haven't tried it in other sectors so dunno whether it is the sector issue or van model thing.
Done - Hawkeye oh how I love working with JSD's o.o

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Wed, 15 Feb 2017 22:52:23 GMT
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Thanks Xafloz, will more than likely be on all of Kingpin's vans. I'll look at the JSD's.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Thu, 16 Feb 2017 07:36:14 GMT
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I must say that abundance of Kingpins facilities make the mod so juicy. In the mentioned sector initially were 12 solders. Around 20 came as reinforcements from adjacent sectors and the sector happened to have around 10 kingpin outlaws. The battle was very engrossing.

BTW in Kingpins home sector I placed a prisoner. Forget about him and he rioted so I sent one merc to take care of him. To my surprise Darren (? ,if I misspelled his name, I mean the npc who organise fist fights) was there AGAIN. I`m sure I did killed him at same time when I removed Kingpin. Is it possible that the game respawned him?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Fri, 17 Feb 2017 07:56:19 GMT
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Xafloz wrote on Sun, 12 February 2017 21:55

Cannot there again...

Can you still walk to the left so you are rubbing up against the tower wall? It's been a while since I looked at those tiles, and I think those in particular are from the original Vengeance. The balustrades are a bit of a compromise as we can't have both shelter/structure information in them without making them unpassable, if I make them passable then the sprite just draws over them and kills the effect. The only major issue when I tested (apart from limiting your pathways) was occasionally items can fall between them and there's no way of picking them up which I found in particular on the dam wall.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Fri, 17 Feb 2017 08:42:25 GMT
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I'm away atm, but single unavailble title woudn`t have been a problem if area B and A had been connected/passable from one to another.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Fri, 17 Feb 2017 11:54:47 GMT
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Looks like a number of these roofs were set to tall roof instead of normal roof, not sure if that was a vanilla setting or an original Vengeance setting. Now balustrades can be walked over, but will look at those again, or I think may make them like the Dam ones and prevent mercs walking on them, will still mean the flat tiles can be traversed though.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Infinet](#) on Fri, 17 Feb 2017 15:20:24 GMT
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-RPK-74s seems to be dropped always with 30 Rounds instead 45. (If you unload them you also get the 30rds 5.45 Mag)
-M13 Sector Dropping only HP rnds weapons are loaded all with AP. Intended?

EDIT: NADA Item in N10 fixed - Hawkeye

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Fri, 17 Feb 2017 16:59:48 GMT
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M5 Burton - have found a video camera (I believe it was my number 4th or smt in the whole campinng) and 4 "Creature cocktails" desribed as "AXED".

removed creature cocktails - Hawkeye

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Fri, 17 Feb 2017 19:02:02 GMT
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@Hawkeye,

as to my problem above: Perhaps this will help to resolve?

I played now inventory/attachment old/old,

Ja2_options.ini: READ_PROFILE_DATA_FROM_XML = TRUE (Henning etc. are now mercs.)

No problem!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 18 Feb 2017 00:54:39 GMT
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Fan wrote on Sat, 18 February 2017 06:02@Hawkeye,

as to my problem above: Perhaps this will help to resolve?

I played now inventory/attachment old/old,

Ja2_options.ini: READ_PROFILE_DATA_FROM_XML = TRUE (Henning etc. are now mercs.)

No problem!

So you can assign a single merc to a squad that way and no crash?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Sat, 18 Feb 2017 15:29:21 GMT
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@Hawkeye,

yes, every further merc without any problem!

I am testing VR from the very beginning, most with only 6 AE and then with Joye, Fred etc.
Ever new inventory.
And at no time engaging mercs after the beginning of the game.

Now for the first time, because I needed a merc with a medkit. And I noticed this problem with the
RUNETIME-ERROR.

After this I loaded savegames from former Versions of VR. And ever this problem! Only in my
installations?! Sorry!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sun, 19 Feb 2017 04:01:17 GMT
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Xafloz wrote on Fri, 17 February 2017 19:42

Bit of a fudge this one, have now made Balustrades wall type structures, meaning you can't walk
over them now, but at least path ways on the other roof sections are passable. Similar technique's
been used on Dam and other sectors using overlaid/compound tiles but should work and these
being on a single tile should avoid objects getting trapped on/in them.

This may not make much sense to you but I'm noting this here for reference should I need it later.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [omegakill](#) on Sun, 19 Feb 2017 21:16:56 GMT
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Sorry if this has been mentioned before but I did both a forum search and google search and
couldn't find it.

It appears as though weapons aren't being delivered by BR, i've got my settings so that shipments
won't be stolen, and I get things like attachments, armour and ammo but I've ordered a couple of
guns but they haven't turned up, is there a setting anyone is aware of to change this so I can get
my weapons as I'm not playing on drop all and a certain someone in my team would be real happy
with the shorty shotgun.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Sun, 19 Feb 2017 21:22:47 GMT
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omegakill wrote on Mon, 20 February 2017 02:16Sorry if this has been mentioned before but I did both a forum search and google search and couldn't find it.

It appears as though weapons aren't being delivered by BR, i've got my settings so that shipments won't be stolen, and I get things like attachments, armour and ammo but I've ordered a couple of guns but they haven't turned up, is there a setting anyone is aware of to change this so I can get my weapons as I'm not playing on drop all and a certain someone in my team would be real happy with the shorty shotgun.

; Should the stealing from shipments (in Drassen this is Pablo) be disabled?
STEALING_FROM_SHIPMENTS_DISABLED = TRUE

; Set the chance in percentage of whole shipment lost from Bobby Ray
CHANCE_OF_SHIPMENT_LOSS = 0
Set these options before ordering.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [omegakill](#) on Sun, 19 Feb 2017 21:25:37 GMT
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Thanks Sevenfm, but as I said I already have my settings set to TRUE and 0% chance of shipment loss.

Edit: I figured out that by using control V and doing the move function and then closing the create (then ordering the stuff) it would show the guns afterwards, strange.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Sun, 19 Feb 2017 21:33:03 GMT
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omegakill wrote on Mon, 20 February 2017 02:25Thanks Sevenfm, but as I said I already have my settings set to TRUE and 0% chance of shipment loss.

I don't know the code mechanics of shipment stealing so maybe it's just one of the numerous 1.13 bugs.

In my games with these settings shipments worked correctly.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [omegakill](#) on Mon, 20 Feb 2017 12:25:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

sevenfm wrote on Sun, 19 February 2017 22:33omegakill wrote on Mon, 20 February 2017

02:25Thanks Sevenfm, but as I said I already have my settings set to TRUE and 0% chance of shipment loss.

I don't know the code mechanics of shipment stealing so maybe it's just one of the numerous 1.13 bugs.

In my games with these settings shipments worked correctly.

I suspect it is some kind of bug, I did some testing and found that if I use control V and move stuff to my merc (standing next to the crates) and then close the crates before ordering more my things appeared as normal, very strange :s

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Infinet](#) on Tue, 21 Feb 2017 20:27:17 GMT

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I better put it in here, item choices get really wonky. Im now at 86/86 Progression and attacking an sector with elite guys and i noticed that the guys not wearing any armor.. ???

Heres a picture of a sector i assaulted before with unselled loot:

Toggle Spoiler

As you can see the Equipment is pretty crap. The weapons are crap too.

And now here too:

Toggle Spoiler

This cant be intended right? In this rate i never will find any AEKs or ANs.

—

Is this only with my game? Do i have something to check? Camo is not working, i had it since the beginning but never mentioned it:

Before

Toggle Spoiler

After

Toggle Spoiler

:d

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [sevenfm](#) on Tue, 21 Feb 2017 20:58:47 GMT

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

Infinet wrote on Wed, 22 February 2017 01:27I better put it in here, item choices get really wonky.

Im now at 86/86 Progression and attacking an sector with elite guys and i noticed that the guys not wearing any armor.. ???

Heres a picture of a sector i assaulted before with unselled loot:

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As you can see the Equipment is pretty crap. The weapons are crap too.

And now here too:

Toggle Spoiler

This cant be intended right? In this rate i never will find any AEKs or ANs.

I see on your picture several NVG's, spectra armour and high level weapons.

Have no idea what are you talking about.

If soldier has no armour, someone should check his settings on the map.

Enemy soldiers have all kinds of armour and other equipment in their inventory tables.

Enemy gun progression is based on real world, so there will be no AEKs or ANs, it's not stock 1.13.

In the next release you will be able to buy AEK guns from BR and you should be able to buy many rare guns from Tony in actual release, including AEKs and ANs.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [sevenfm](#) on Tue, 21 Feb 2017 21:15:10 GMT

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Infinet wrote on Wed, 22 February 2017 01:27: Is this only with my game? Do i have something to check? Camo is not working, i had it since the beginning but never mentioned it
Camo is working but the level to change palette was too high, also it used different levels for soldier animation and corpse.

Fixed in r1500

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Infinet](#) on Tue, 21 Feb 2017 21:55:36 GMT

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sevenfm wrote on Tue, 21 February 2017 22:58: Infinet wrote on Wed, 22 February 2017 01:27: better put it in here, item choices get really wonky. Im now at 86/86 Progression and attacking an sector with elite guys and i noticed that the guys not wearing any armor.. ???

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Toggle Spoiler

As you can see the Equipment is pretty crap. The weapons are crap too.

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In the next release you will be able to buy AEK guns from BR and you should be able to buy many rare guns from Tony in actual release, including AEKs and ANs.

Pictures above in Sector Toggle SpoilerO15 & N15

Well the problem is that i have the feeling that the enemys dont even try to stop me. 24 Guys in a hidden Army Outpost with 2 tanks this is the loot:

Toggle Spoiler

1 Spectra Vest? 4 NVGs? 6 ExEars? For 24 Elites? Shouldnt Elite guys at least wear Kevlar Vests? They are clearly underequipped...

NADA found in Fixed -Hawkeye Toggle SpoilerN15

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [sevenfm](#) on Tue, 21 Feb 2017 22:02:37 GMT

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Infinet wrote on Wed, 22 February 2017 02:55

1 Spectra Vest? 4 NVGs? 6 ExEars? For 24 Elites? Shouldnt Elite guys at least wear Kevlar Vests? They are clearly underequipped...

Most likely a map problem - bad soldier settings or equipment. Have to wait for Hawkeye to review soldiers at map.

Option SOLDIERS_ALWAYS_WEAR_ANY_ARMOR is enabled in VR, so any enemy should have at least some helmet/vest/pants.

As for NVG numbers, the game decides randomly when to give NVG to soldier unless the soldier is manually given equipment by map maker.

Quote:Well the problem is that i have the feeling that the enemys dont even try to stop me.

Why do you have that feeling? Enemy is not shooting at you?

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Infinet](#) on Tue, 21 Feb 2017 23:10:36 GMT

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sevenfm wrote on Wed, 22 February 2017 00:02Infinet wrote on Wed, 22 February 2017 02:55

1 Spectra Vest? 4 NVGs? 6 ExEars? For 24 Elites? Shouldnt Elite guys at least wear Kevlar Vests? They are clearly underequipped...

Most likely a map problem - bad soldier settings or equipment. Have to wait for Hawkeye to review

soldier's at map.

Option SOLDIERS_ALWAYS_WEAR_ANY_ARMOR is enabled in VR, so any enemy should have at least some helmet/vest/pants.

As for NVG numbers, the game decides randomly when to give NVG to soldier unless the soldier is manually given equipment by map maker.

Quote:Well the problem is that i have the feeling that the enemys dont even try to stop me. Why do you have that feeling? Enemy is not shooting at you?

Well i guess you can put it like that :d they dont wear armor and i one shoot them with purple ammo and silenced p90 :d Its easy that way because only a few soldiers have ExEars & NVGs, so they dont see each other in the night.

—

I looked now into the sector inventory and found something interesting it seems like the following sectors have no armor / only a few:

Toggle SpoilerThe whole Malino Town,

O11,12,14,15

P11,12,13

N15,16

About the secret sectors:

Toggle SpoilerN16 was pretty surprising though as i scouted this sector with my Spy :) In those 4 sectors all soldiers should be equipped with top tier gear (NVGs, Headset etc..). I killed 1 Elite in N16 to get his uniform, he had a rocket rifle (Finally some "Higher Tier Weapons" :a) but also no armor, so i guess the whole sector is also like the others

Heres a screenshot of the whole Malino Town Loot: (AK-74 was sadly dropped by a terrorist on my list of Carmen)

Toggle Spoiler1:

2:

I sorted the items so the item count dropped from 1392 to 1271

And now in the Malino Baracks:

Toggle Spoiler

ARMOR! :d But the guys here only dropped HP Ammo and FINALLY some RPKs and 5.45 (HP;) (All weapons were loaded with AP, but i mentioned already few posts in the past ^.^ :d

Guess im going to camp tony everyday :)

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [sevenfm](#) on Tue, 21 Feb 2017 23:30:08 GMT

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@Infinet

I still don't see the problem. Enemy has all kinds of weapons - sniper rifles, machineguns, assault rifles, grenade launchers and even mortars.

Ammo drop from enemy is limited in this mod, but there should be enough ammo to fight unless you like to use suppression too much, in this case you can always buy more ammo from BR or Tony.

P90 has coolness 8

MGL-140 - coolness 8

Mortar - coolness 8

SSG-P1 - coolness 9

It looks like enemy inventory is reasonable for this progress with the exception of enemy armour that needs map checking.

Quote:Well i guess you can put it like that big grin they dont wear armor and i one shoot them with purple ammo and silenced p90 big grin Its easy that way because only a few soldiers have ExEars & NVGs, so they dont see each other in the night.

The solution I see is to manually give enemies at key sectors high level undroppable NVG's and Extended Ears, this should solve the problem with night battles.

It should be possible to change NVG/Extended Ear probability in the code also but that will require some time and can possibly break the balance.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Infinet](#) on Tue, 21 Feb 2017 23:50:41 GMT

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The last screenshots were to just show you that the enemys dont wear armor in the sectors i mentioned in the spoiler :)

Toggle SpoilerIm just curious why the soldiers in the last sectors (O14,15,N15,16 Toggle SpoilerThose are hidden and should protect the Queen...) are pretty bad equipped compared to the sectors im visiting now(O9 in example).

im advancing now to the last town lets see what i find there :d

—

Sector O9 Seems to be ok with armor. I found GAS_EXPLOSION (NADA) in the inventory in this soldier: Fixed- Hawkeye - This map is one of the few with detailed placements/equipment.

Toggle Spoiler

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Xafloz](#) on Wed, 22 Feb 2017 09:57:00 GMT

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A bug. After I put a grenade into a hand of a merc and the merc is moving or at least turns into a new direction and in efect the merc spots a new enemy, not seen by anyone else, the granade is teleported back to the inventory.

If an option "inventory manipulation AP cost" is on, this may spoil you turn...otherwise it is clickwise annoying thing. Not sure whether it is more general issue or only V:R thing.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Infinet](#) on Wed, 22 Feb 2017 20:04:22 GMT
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N8, N7 is armorless, only one guy had spectra vest.

Toggle Spoiler

Can someone confirm this or is this only in my client?

@Xafloz were you in my mentioned sectors and the enemys were armorless?

Btw, How can i activate Cheats? It seems to be deactivated. Would make a new game and test this on my own but i wouldve to play hours to get there again...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Wed, 22 Feb 2017 23:30:07 GMT
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sevenfm wrote on Wed, 22 February 2017 09:02Infinet wrote on Wed, 22 February 2017 02:55
1 Spectra Vest? 4 NVGs? 6 ExEars? For 24 Elites? Shouldnt Elite guys at least wear Kevlar Vests? They are clearly underequipped...

Most likely a map problem - bad soldier settings or equipment. Have to wait for Hawkeye to review soldiers at map.

Option SOLDIERS_ALWAYS_WEAR_ANY_ARMOR is enabled in VR, so any enemy should have at least some helmet/vest/pants.

I'll take a look, but I generally haven't messed with many Queen's army enemy loadouts in the maps, the only detailed placements I've worked on is usually civilian's and some Hale & Burton, Kingpin staff. The others will be using data from the original Vengeance mod or externally from the maps.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Thu, 23 Feb 2017 08:10:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

sevenfm wrote on Thu, 23 February 2017 07:52Fan wrote on Wed, 22 February 2017 19:03@all
Try to engage a merc during the game and you will see!

RUNTIME ERROR or not?

I don't understand what "engage a merc during the game" means, sorry.

Can you explain how to reproduce the bug?

I did not replicate this bug earlier in the game, but have assigned a single merc to squad three later on and then set movement orders, with no esc crash happening in my testing.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Thu, 23 Feb 2017 13:33:22 GMT

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

Hi, ich stelle fest, dass die, die mir helfen wollen, Deutsch "können". Deshalb hier ausnahmsweise in Deutsch.

Danke erst mal für die Antworten.

Den von mir geschilderten Bug gibt es bei allen Versionen von VR, mindestens mit "7609". Mein System: Win 8.1.

Ich beginne das Spiel mit einer Party.

Und schon auf dem Weg nach Drassen, also innerhalb einer ganz kurzen Zeitspanne seit Beginn des Spieles,

passiert der Bug:

Ich will einen (zu mehr komme ich gar nicht) zusätzlichen Söldner engagieren.

Dann: Egal, ob eine Woche oder zwei, egal ob mit oder ohne Ausrüstung, alles von mir probiert: Der Söldner sagt zu und noch im Bildschirm von AIM oder MERC erscheint RUNTIME ERROR.

@Hawkeye,

Ich komme gar nicht dazu, dem Söldner einen Marschbefehl zu geben.

Ich hoffe, es wird jetzt klar, was passiert.

Ich habe VR entweder mit der "Full" installiert oder mit Ja2+"7609" (einschl. Patch)+VR. Egal. Ja2 = Ja2Gold_engl.

Ich teste VR seit Beginn, aber leider immer nur mit der Party zu Beginn, ohne Söldner von AIM oder MERC unterwegs dazu zunehmen.

Deshalb weiß ich von dem Bug erst jetzt.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Thu, 23 Feb 2017 21:17:46 GMT

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Quote:

@Xafloz were you in my mentioned sectors and the enemys were armorless?

I were there but I`m afraid I didn`t check it :(

Quote:

Btw, How can I activate Cheats? It seems to be deactivated. Would make a new game and test this on my own but i wouldve to play hours to get there again...

Well.. in N6 there is the last enemy which cannot be found. Tried two times already, I mean I killed all fellas, but one was there nowhere to find so I leave the sector and come back later to fight again after the sector was reinforced..., but not going fight for the third time... Without a code it is impossible to finish the fight in the sector at least in my playthrought. So it would be more then welcome to support those who support the modders in their efforts ;)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Fri, 24 Feb 2017 08:11:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

sevenfm wrote on Wed, 22 February 2017 09:02Infinet wrote on Wed, 22 February 2017 02:55
1 Spectra Vest? 4 NVGs? 6 ExEars? For 24 Elites? Shouldnt Elite guys at least wear Kevlar Vests? They are clearly underequipped...
Most likely a map problem - bad soldier settings or equipment. Have to wait for Hawkeye to review soldiers at map.
Option SOLDIERS_ALWAYS_WEAR_ANY_ARMOR is enabled in VR, so any enemy should have at least some helmet/vest/pants.
As for NVG numbers, the game decides randomly when to give NVG to soldier unless the soldier is manually given equipment by map maker.

As suspected with a quick inspection of N15, no enemies have detailed placement, so no strict developer defined equipment load-outs have been defined, only some (mainly Elites) have priority placement which then uses data from elsewhere for their equipment, most elites have GOOD to GREAT Equipment and Attributes, so maybe that data is out of date, not very good or something is broken. I can of course kit-out enemies individually with detailed placement but it may pay to look how the game engine is defining enemy equipment elsewhere for the rest of the game globally.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 25 Feb 2017 04:26:02 GMT
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adim wrote on Sat, 11 February 2017 09:16Hi all there..

D. This one is a pain in the .. - Cobra!
more than 80% of the time when saying something in a battle, there is CTD. Checked all the logs - nothing suspicious...

Has anyone else encountered crashes when Cobra speaks in battle?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Sat, 25 Feb 2017 06:58:14 GMT
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Quote:in N6 there is the last enemy which cannot be found. Tried two times already, I mean I killed all fellas, but one was there nowhere to find so I leave the sector and come back later to fight again after the sector was reinforced..., but not going fight for the third time... Without a code it is impossible to finish the fight in the sector at least in my playthrough.

After trial and error figured out that the enemy was locked in a one of six columns next to the entrance to the building in the sector. Someone had put a living man into a title and surrounded him by 4 walls. How cruel...

Quote:

Has anyone else encountered crashes when Cobra speaks in battle?

I have Cobra maybe in one battle only, but you know he is a driver a drives supply with reduced use of fuel, but I don't remember the mod crashed due his talking in the fight.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Sat, 25 Feb 2017 11:28:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

@all,

my error? No German helper?

I explain: The RUNTIME ERROR happens during the hole game, not only on the way to Drassen!!!

I made a new Installation:

1. Ja2_1.02 (TopWare Interactive with the white eagle after starting the game) + "7609". This game shows no RUNTIME ERROR.

2. + VR: This game shows the RUNTIME-ERROR, great exception: Boss!!!! I may engage him!

Edit: Explanation in red "Attempting to QuickCreateButton with out of range ImageID -1."

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 25 Feb 2017 12:56:30 GMT
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Hopefully Scheinworld can discuss with you, Fan. At the moment I'm not experiencing such an issue, but it's also hard to understand some of your messages. You mentioned the game did not crash before when using Ja2_options.ini: READ_PROFILE_DATA_FROM_XML = TRUE (Henning etc. are now mercs.) so why not play with that function?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Sat, 25 Feb 2017 17:34:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

@Hawkeye,

thank you for your answer.

Sorry, I don't like to make trouble for you.

But I don't understand your problem. I have explained in English and German the bug.

I would like to test, not only to play the game.

I explained the bug (yes: the bug): If I set READ_PROFILE_DATA_FROM_XML = FALSE, the game don't crash.

But I must play only with the mercs from vanilli like GUS etc.

If I set READ_PROFILE_DATA_FROM_XML = TRUE, I cannot assign other mercs beside the mercs from the very beginning.

With my setting in Ja2-Options.ini "TRUE"

I can play with all mercs up to 32 from the beginning and then dismiss one merc if I would assign p.e. Joye and so on.

I hope now it's clear.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [omegakill](#) on Sat, 25 Feb 2017 20:17:02 GMT
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Not sure if this is a recent 1.13 bug or something from VR (please let me know) but it appears as though the S&W M&P15R cannot accept any attachments even though it clearly has a rail system. <https://img42.com/xk3k7>

Using 1.13.7609 build 16.12.27.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sun, 26 Feb 2017 01:13:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

omegakill wrote on Sun, 26 February 2017 07:17: Not sure if this is a recent 1.13 bug or something from VR (please let me know) but it appears as though the S&W M&P15R cannot accept any attachments even though it clearly has a rail system. <https://img42.com/xk3k7>

Using 1.13.7609 build 16.12.27.

That one's been updated but the latest items xml is not ready for download yet. For newer weapon attachment details keep an eye on this post. These are quick and dirty fixes, so some will still not be 100% accurate.

http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=23258&goto=348380&#msg_348380

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sun, 26 Feb 2017 01:19:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fan wrote on Sun, 26 February 2017 04:34@Hawkeye,

thank you for your answer.

Sorry, I don't like to make trouble for you.

But I don't understand your problem. I have explained in English and German the bug.

I would like to test, not only to play the game.

I explained the bug (yes: the bug): If I set `READ_PROFILE_DATA_FROM_XML = FALSE`, the game don't crash.

But I must play only with the mercs from vanilli like GUS etc.

If I set `READ_PROFILE_DATA_FROM_XML = TRUE`, I cannot assign other mercs beside the mercs from the very beginning.

With my setting in Ja2-Options.ini "TRUE"

I can play with all mercs up to 32 from the beginning and then dismiss one merc if I would assign p.e. Joye and so on.

I hope now it's clear.

No trouble, Fan, just maybe a little hard to understand fully. I don't speak German which is why I suggested hopefully Scheinworld can help.

Until code can be inspected, I'd suggest playing with READ_PROFILE_DATA_FROM_XML = FALSE, just don't recruit the Wildfire Mercs if you don't like them. Another option is seeing if this is an issue that happens in 1.13 and not just Vengeance. Has anyone else experienced this issue?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Sun, 26 Feb 2017 12:18:40 GMT
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The latest version removed option of attaching rod&spring to (and a few more I guess...):

CAWS RAS
CAWS ACOG
G11 RAS
SEAL RECON Rifle
COLT M16A4 SAM-R
AA-12 CQB
FN P90 RAS

Is it intended?

Previous changes removed option of attaching r&s to KRISS VECTOR.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Sun, 26 Feb 2017 14:03:20 GMT
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@Hawkeye,

I have tested Ja2_1.13(7609) by changing Ja2.ini to:
JA2 1.13
VFS_CONFIG_INI = vfs_config.JA2113.ini.

The result: I may assign every merc after beginning the game. No Crash!

This may proof: It's a problem of VR!

By the way: I play Ja2 since 1999. You Need to have a harddisk named C and a cd-rom named D

to play the game.

Do you really think I like all this mercs from vanilla more that from WildFire or Ja1? On the contrary!

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Xafloz](#) on Sun, 26 Feb 2017 15:12:23 GMT

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

Xafloz wrote on Sun, 26 February 2017 14:18The latest version removed option of attaching rod&spring to (and a few more I guess...):

[...]

Add

HK UMP9,
HK 417 20",
Colt PDW 10mm

to the previous list.

Also

Steyer AUG-A2 CQB
Steyer AUG-A2 RAS
Steyer AUG-A2 RAS CQB

don` t have such possibility, but not sure if they had it before.

EDIT: Soviet SMG Bison 2 also don` t have place for an internal attachment.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Hawkeye](#) on Sun, 26 Feb 2017 22:29:00 GMT

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Yes, Rod and Springs were removed elsewhere, the intention is to add some back at a later date for lower rate of fire weapons.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Infinet](#) on Thu, 02 Mar 2017 23:15:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fan wrote on Thu, 23 February 2017 15:33Hi, ich stelle fest, dass die, die mir helfen wollen, Deutsch "können". Deshalb hier ausnahmsweise in Deutsch.
Danke erst mal für die Antworten.

Den von mir geschilderten Bug gibt es bei allen Versionen von VR, mindestens mit "7609". Mein System: Win 8.1.
Ich beginne das Spiel mit einer Party.
Und schon auf dem Weg nach Drassen, also innerhalb einer ganz kurzen Zeitspanne seit Beginn des Spieles,
passiert der Bug:
Ich will einen (zu mehr komme ich gar nicht) zusätzlichen Söldner engagieren.
Dann: Egal, ob eine Woche oder zwei, egal ob mit oder ohne Ausrüstung, alles von mir probiert:
Der Söldner sagt zu und noch im Bildschirm von AIM oder MERC erscheint RUNTIME ERROR.

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Ich komme gar nicht dazu, dem Söldner einen Marschbefehl zu geben.

Ich hoffe, es wird jetzt klar, was passiert.
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Ich teste VR seit Beginn, aber leider immer nur mit der Party zu Beginn, ohne Söldner von AIM oder MERC unterwegs dazu zunehmen.
Deshalb weiß ich von dem Bug erst jetzt.

Fan wrote on Sat, 25 February 2017 13:28@all,

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1. Ja2_1.02 (TopWare Interactive with the white eagle after starting the game) + "7609". This game shows no RUNTIME ERROR.
2. + VR: This game shows the RUNTIME-ERROR, great exception: Boss!!!! I may engage him!

Edit: Explanation in red "Attempting to QuickCreateButton with out of range ImageID -1."

Hawkeye wrote on Sat, 25 February 2017 14:56 Hopefully Scheinworld can discuss with you, Fan. At the moment I'm not experiencing such an issue, but it's also hard to understand some of your messages. You mentioned the game did not crash before when using Ja2_options.ini: READ_PROFILE_DATA_FROM_XML = TRUE (Henning etc. are now mercs.) so why not play with that function?

So:

Fan described a runtime error by recruiting new guys from AIM / MERCS in the MOD. He cleared his first sector and advanced a bit and tried to recruit new soldiers in laptop. After the dialog the game crashed.

Well i am very surprised because i thought it was something with his VR BUT look at this:
Toggle Spoiler

Im surprised no one got this error its... game breaking i guess (wont test it if its maybe progression based, maybe u can recruit after you captured your first town? would be a matter of seconds with cheats ^.^ :d)

I never got this error before because i played in DIE HARD MODE and this option of soldier recruiting was disabled for me anyways...
Got this in my first try. Anyone who would test it too? Its about 5 Minutes.

Just clear the first sector and then recruit 1 new soldier. As soon you had your dialog with the desired soldier (in my case Stella but she was absolutly randomly picked) you get this error i posted.

@Fan

Du bist tatsächlich nicht der einzige mit dem Fehler, ich war leider in den letzten Tagen beschäftigt um dies zu testen.

:d

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Infinet](#) on Thu, 02 Mar 2017 23:34:34 GMT
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Hawkeye wrote on Fri, 24 February 2017 10:11 sevenfm wrote on Wed, 22 February 2017 09:02 Infinet wrote on Wed, 22 February 2017 02:55
1 Spectra Vest? 4 NVGs? 6 ExEars? For 24 Elites? Shouldnt Elite guys at least wear Kevlar Vests? They are clearly underequipped...
Most likely a map problem - bad soldier settings or equipment. Have to wait for Hawkeye to review soldiers at map.
Option SOLDIERS_ALWAYS_WEAR_ANY_ARMOR is enabled in VR, so any enemy should have at least some helmet/vest/pants.
As for NVG numbers, the game decides randomly when to give NVG to soldier unless the soldier

is manually given equipment by map maker.

As suspected with a quick inspection of N15, no enemies have detailed placement, so no strict developer defined equipment load-outs have been defined, only some (mainly Elites) have priority placement which then uses data from elsewhere for their equipment, most elites have GOOD to GREAT Equipment and Attributes, so maybe that data is out of date, not very good or something is broken. I can of course kit-out enemies individually with detailed placement but it may pay to look how the game engine is defining enemy equipment elsewhere for the rest of the game globally.

I didnt check if Burton is armorless too (didnt captured it so far) but the funny thing is that the beginning cities had armor and some equipment.

What is defined with "Good" & "Great" equipment? Is it only me or why iam expecting all elites in "endgame" to be equipped with NVGs etc? especially in expert & insane, maybe its caused by the difficulty?

Im pretty sure that the other cities had armored soldiers (mixed armor Kevlar to Spectra) and now before i captured Malino, the island (Pacchino?) and the sectors before Burton are armorless and the equip seems to get pretty worse with some expectations. (BTW is this upgrade tool for M4 only available in BR? & did you check malino elite barracks?)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [silversurfer](#) on Fri, 03 Mar 2017 08:28:03 GMT
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The assertion in the button system was fixed some time ago in the 8187 development build. I'm not sure if it was fixed in Sevenfm's experimental exe as well.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Fri, 03 Mar 2017 09:42:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

@Infinet,

thank you for your post! You are showing "my" bug! (+)
Till this moment I thought I was dull.
I tried so many installations.

@all

I think the test of this bug don't take about 5 minutes. For

you can make it at every time within your current game in "Cambria" or "Meduna" or....
(except "die hard"?).
You have to try to assign only one new merc to your party and you will see the bug.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 04 Mar 2017 05:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

silversurfer wrote on Fri, 03 March 2017 19:28 The assertion in the button system was fixed some time ago in the 8187 development build. I'm not sure if it was fixed in Sevenfm's experimental exe as well.

Would you be able to list the code that was fixed, Silver?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Sat, 04 Mar 2017 09:04:38 GMT
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@Hawkeye
r8187 fix was included in VR source in r1206 04.05.2016
Quote:r8187 fix: Button Image (WM_AUTOFIRE) was not unloaded

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [silversurfer](#) on Sat, 04 Mar 2017 09:32:52 GMT
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It was a small change in Interface Panels.cpp where someone forgot to unload a button image which made the game run out of IDs as far as I understand it.

Here is a code snippet with the fix:

Toggle Spoiler

```
if ( giSMStealthImages != -1 )  
{  
    UnloadButtonImage( giSMStealthImages );  
}  
RenderBackpackButtons(UNLOAD_BUTTON); /* CHRISL: Needed for new inventory backpack  
buttons */
```

```
UnloadButtonImage( iBurstButtonImages[ WM_NORMAL ] );  
UnloadButtonImage( iBurstButtonImages[ WM_BURST ] );  
UnloadButtonImage( iBurstButtonImages[ WM_AUTOFIRE ] ); // <- this here was missing  
UnloadButtonImage( iBurstButtonImages[ WM_ATTACHED_GL ] );  
UnloadButtonImage( iBurstButtonImages[ WM_ATTACHED_GL_BURST ] );  
UnloadButtonImage( iBurstButtonImages[ WM_ATTACHED_GL_AUTO ] );
```

```
UnloadButtonImage( iBurstButtonImages[ WM_ATTACHED_UB ] );
UnloadButtonImage( iBurstButtonImages[ WM_ATTACHED_UB_BURST ] );
UnloadButtonImage( iBurstButtonImages[ WM_ATTACHED_UB_AUTO ] );
UnloadButtonImage( iBurstButtonImages[ WM_ATTACHED_BAYONET ] );
}
```

BOOLEAN ShutdownSMPanel()

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [cbasd](#) on Sat, 04 Mar 2017 17:24:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

My game is freezing during the talking with Daryl

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Sat, 04 Mar 2017 22:58:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

@cbasd,

Daryl? I know him in VR as Darrel and waits in A 3?
In former versions of VR and Ja2 member of the HICKS?
I have tested this with my member SPIDER.
She talks to him and he comes with her.
No freeze!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sun, 05 Mar 2017 02:10:48 GMT
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cbasd wrote on Sun, 05 March 2017 04:24My game is freezing during the talking with Daryl

Can you elaborate on what exactly you were doing before the freeze? Were you threatening him?
trying to recruit him?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Sun, 05 Mar 2017 09:25:10 GMT

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I tested this character Darrel again with my male character RUDOLF.
He couldn't engage him.
But no freeze!
I can write: Perhaps he must talk with a female character to follow your party.

By the way: DARREL would have in my ranking list 57,86 points; this means one place directly after SPARKY.

As to this list. You can see that they all have high skills in AGILITY, DEXTERITY and (nearly all) WISDOM.

It would be very interesting to make this mod with a few characters from AIM or MERC at the beginning and then only with these characters on the way. They will ascend (is this verb right?) very quickly.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [cbasd](#) on Sun, 05 Mar 2017 12:27:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hawkeye wrote on Sun, 05 March 2017 04:10cbasd wrote on Sun, 05 March 2017 04:24My game is freezing during the talking with Daryl

Can you elaborate on what exactly you were doing before the freeze? Were you threatening him? trying to recruit him?

It was a direct speech after the marriage proposal. He said few words, and the sound is gone and game freezed. Raven was talking with him.

i.imgur.com/ouz0JZG.png - here

www48.zippyshare.com/v/Zj3RIRM2/file.html - save

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sun, 05 Mar 2017 23:11:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Something's busted there, that character should be Dick not a Daryl. Looks like some vanilla character data has crept back in.

I'd be rechecking your installation if no one else has noticed Dick being called Daryl, my game seems to be not having this issue.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [cbasd](#) on Mon, 06 Mar 2017 19:26:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hawkeye wrote on Mon, 06 March 2017 01:11 Something's busted there, that character should be Dick not a Daryl. Looks like some vanilla character data has crept back in.

I'd be rechecking your installation if no one else has noticed Dick being called Daryl, my game seems to be not having this issue.

Hmm, so there are other bugged characters like Agatha?(Pacos) in omerta hideout, IRA in San Mona and some guy with face of Manuel in Cambria

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Tue, 07 Mar 2017 01:32:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yep, Ira's not in the game so something sounds well and truly busted with your install though your correct faces are showing as they should, sounds like a merc profiles issue.

Also you mentioned before about marriage proposals, there's no marriages in Vengeance either, double check you are playing with the JA2_Vengeance.exe and not any others.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Thu, 09 Mar 2017 17:26:31 GMT
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A bug?

The fight is over but the sector isn't won:

There are one or more lifeless torsos lieing on the ground.
I have to "kill" them with my fist.

Edit: G 7: Another sector with two "dead" torsos!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Fri, 10 Mar 2017 18:28:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

O3 Tunel - crature coctails and no enemies.

P1 is lifless. Weird. Is the sector a kind of ester egg?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 11 Mar 2017 06:25:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yep, P1 is 'Demoville' for those who played the original first ever playable demo before JA2 was fully released. There should have been the possibility of enemies though, which is a shame.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Xafloz](#) on Sat, 11 Mar 2017 09:34:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

In SF mode I'd killed the evil queen but after that I was teleported back to the capitol and people said still I must kill the under queen (the bug), but I cannot find it so cannot finish the game very :(That is a pity, because after almost twenty years of playing ja2 and its countless mods (yeah I have feeling that P1 might be a demo sector, because I enjoyed many times that demo too) I finish the full camping only once! (not counting ver short JA2.5). VR have been meant to be the second full one...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Mon, 13 Mar 2017 06:33:22 GMT
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Sorry about that.

We're looking into the Sci-Fi mode, but it's something that didn't get much attention during development, the original Vengeance had Crepitus replaced with robots but we're having some issues re-instating those at the moment. For now it's suggested to play in realistic mode.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Mon, 13 Mar 2017 06:37:45 GMT
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More item fixes and attachments and merges added in the downloads below.

For all you gun fans waiting on a new build grab the latest items xml (and merges xml and attachments xml) below and overwrite the ones you already have in your DataAIMv53/TableData/Items folder. This now completes the first pass of fixes a number of newer weapons without attachments in Sevenfm's list. These are untested so maybe back up your current files first, before overwriting them. Rod and Springs are slowly being reinstated but

generally only to auto fire weapons and those firing slower than 1000 RPM, which to be honest is most of them!

Note by Schein: deleted links, because a new VR beta release including Hawkeye's .xml fixes is out

Items and especially merges are work in progress at the moment, so keep your reports coming in, though they will take time to fix.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Mon, 13 Mar 2017 06:42:37 GMT
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Fan wrote on Fri, 10 March 2017 04:26A bug?

The fight is over but the sector isn't won:

There are one or more lifeless torsos lieing on the ground.
I have to "kill" them with my fist.

Edit: G 7: Another sector with two "dead" torsos!

Can you get us a screen grab of these 'dead' torsos?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Mon, 13 Mar 2017 17:15:41 GMT
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@Hawkeye,

I shall try it the next time.

You don't know this event?

You think the fight is over. But no! You don't find any enemy in the sector, but you haven't won? You can find this "dead" enemy only by seeking for him in the whole sector. Good luck if you have militia patrolling in this sector.

The "dead" torso is sparkling red, if one militia is near by but this militia don't mark him as enemy. You must kill him to end the fight.

This event had been ca. one time in former mods.

In VR I have found it ca. 4 or 5 times (52 days in Arulco at this time).

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Tue, 14 Mar 2017 00:40:39 GMT
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Haven't experienced it yet quite like that. Though have had something similar, usually I can't find the last alive enemy, or I just need to leave the sector and re-enter to engage or reset the bug.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Infinet](#) on Tue, 14 Mar 2017 19:07:06 GMT
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I did experience this described bug.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Wed, 15 Mar 2017 10:59:31 GMT
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@Infinet,

thank you for your post. (+)

@Hawkeye,

I have experienced this bug till now in ca. 5-6 sectors. In other mods only one time: I shoot on an enemy upon a roof and he don't fall down. I must "defeat" him to end the fight.

You must see the situation: You seek and seek.... for the last enemy over the whole sector, in every corner of the houses, on every roof. You don't find him. After all by chance you suddenly see him sparkling. Now(!) you can choose: Hit him with your fist or leave the sector as you?

You surely understand what I would like to "say"?

I write this because this event happens very often in VR IMO.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Wed, 15 Mar 2017 11:01:56 GMT
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Yup, makes sense. Though have no idea what may be causing it.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Infinet](#) on Sun, 19 Mar 2017 23:41:02 GMT
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I have to reinstall my Ja2 because my hard drive went broke :d

Next run will be on Insane^^ maybe without Die Hard, this way i get faster my beloved 5.45 & vss etc :d If i get to the point where i will experience the bug ill make a savegame ready for you, maybe it will help :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Mon, 20 Mar 2017 01:28:19 GMT
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Just make sure you download the latest items, merges and attachment xml, for a little more enjoyment. Oh and play realistic too as Sci Fi is being looked at at the moment.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 01 Apr 2017 07:34:30 GMT
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Have throwing knives always been able to shoot through fences? I've experienced this recently with mercs able to throw their knives at enemies with no obstacles presented by the fence.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Fri, 07 Apr 2017 12:32:34 GMT
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@Hawkeye,

a new bug:

In a short way of explaining:

COBRA + camouflage = Hamous and the voice of Hamous.

HAMOUS - camouflage (after some time) = COBRA and the voice of COBRA. :d

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 08 Apr 2017 03:16:16 GMT
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That one's been reported and fixed a while back, Fan. Hopefully we can get a new build out soon as we have a big block of fixes suitable for another milestone, though the team have been quiet of

late.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Parkan](#) on Sun, 09 Apr 2017 09:13:29 GMT
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So,next new build for testing is coming or still we must wait long time?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sun, 09 Apr 2017 09:51:40 GMT
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Hopefully soon Parkan, lot of updates and commits have been made to the SVN, just need to get a new SCI out there.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [MagikGimp](#) on Tue, 18 Apr 2017 23:27:22 GMT
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A couple more bugs from me:

Some nice work has been done for when you recruit Fred (the mine owner in Drassen) in terms of the things he says but no voice clip has been made for status updates when you assign him tasks and such. The result of which is that when you fast forward time and he's triggered to speak (e.g. levels up a stat) the game will soft-lock (buttons greyed out) because it's waiting for a file that isn't there to play. Shops no longer let me buy anything. I can't even open the shopping interface any more. I've previous bought stuff from the 2 retailers in Drassen middle sector but when I went to the barman in the sector below nothing happened and now none of them work.

Cheers. (+)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Wed, 19 Apr 2017 07:00:42 GMT
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RPCS or perhaps those from the PCM mod might be a bit light speech-wise, Scheinworld may be able to shed some light on those particular issues with Fred, but as mentioned placeholder sounds may have to be added.

That's the first I've heard of such an issue with traders, I didn't have any issues with Tina in Drassen and Tony works as he should as does TNT, so I'm not sure what's going on there.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [MagikGimp](#) on Wed, 19 Apr 2017 10:03:43 GMT
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Hawkeye wrote on Wed, 19 April 2017 10:00That's the first I've heard of such an issue with traders, I didn't have any issues with Tina in Drassen and Tony works as he should as does TNT, so I'm not sure what's going on there.

I did steal the med-packs in both sectors (my mercs need to survive!) and got a telling off from Tina (I think. I did 'escort' her out of the building with X after a re-load so she didn't see the 2nd time I tried) but no other indication that they now refuse to do business with me. The time of day doesn't make a difference either. I might have to kill the bartender for food (my mercs need to eat too!) or cheat now. (-)

EDIT: Oh, I should point out I'm using the SVN, downloaded about a week ago. I ticked the Omit Externals box in Tortoise which apparently makes updating a little hard but I'm a bit afraid to do that anyway because I'm worried it'll mess up certain files I've changed. Perhaps something has been changed / fixed / broken in the development line but just thought I'd mention that that's what I'm using.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [MagikGimp](#) on Wed, 19 Apr 2017 23:43:43 GMT
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Doh! Now cheats won't work! What am I doing wrong?? Neither Ctrl + gabbi or iguana. I thought they were in 1.13? ;|

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [silversurfer](#) on Thu, 20 Apr 2017 08:01:07 GMT
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Cheats are disabled on purpose in Vengeance.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Col.Kurtz](#) on Sun, 23 Apr 2017 08:33:33 GMT
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I've tried running VR both from .exe and INI Editor and it says "could not initialize library" and something about Data\Ambient.slf
I'm running Win 10. Any ideas for what I should do?

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Hawkeye](#) on Mon, 24 Apr 2017 04:05:17 GMT

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I'd be inclined to try another install, usually SLF's are from the original JA2 data.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Col.Kurtz](#) on Mon, 24 Apr 2017 09:06:47 GMT

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Okay, I am one step closer I hope. Now if I try to run it from the exe or INI Edit, it says "Could not initialize library [Data\Anims.slf] in:profile [SLF Libs], path [Data\Anims.slf]"

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Tackl](#) on Mon, 24 Apr 2017 09:15:54 GMT

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Hi there!

As a native german player ive only got the german version of Ja2-Gold. Is there a possibility to get an english exe. and the needed files to get the new mod working?

I tried out to play with the german version. Worked until i stopped playing. As starting the game the second time it crashed loading the savegame.

The Mod looks marvelous, really good work!!!
and i desperately wanna to play it :'(

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Hawkeye](#) on Tue, 25 Apr 2017 01:38:32 GMT

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Are you playing using the 'JA2_Vengeance.exe' though? I would have thought the German version of JA2 would be compatible as a basis as long as you are using the Vengeance data on top.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Col.Kurtz](#) on Tue, 25 Apr 2017 09:54:37 GMT

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If you can help with what's behind the "Could not initialize library [Data\Anims.slf] in:profile [SLF Libs], path [Data\Anims.slf]" message, I would appreciate it. I guess I should have asked from the beginning a simple question. Does VR need to be installed on top of the vanilla 1.12? Like 1.13 is dropped on top of 1.12 and then zPatched? [Sorry, it's been so many years, I'm catching up on

JA2 knowledge... I'm assuming the fresh install right of the CD-ROM I purchased in the late 90s is version 1.12]. Like you and many suggested, I installed the game in a folder other than C:\Program files or Program files (x86)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Tue, 25 Apr 2017 10:27:59 GMT
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I don't know why that error comes up but someone more code savvy might be able to help.

You can install Vengeance two ways as outlined here:

http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=23264&goto=347920&#msg_347920

Start with you original JA2 installation and then either *install 1.13 +version 7609 and then install Vengeance data only over the top or *install the larger downloaded file which includes +7609 already.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Col.Kurtz](#) on Wed, 26 Apr 2017 10:44:36 GMT
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Thanks for your help, Hawkeye. I will give it a try

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Wed, 26 Apr 2017 16:59:14 GMT
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Hi,

grim wrote on Tue, 24 January 2017 07:10- Unless he's transvestite in secret, Jerry seems to have a wrong small activity portrait

Toggle Spoiler

Better late than never. Thank you for your report Grim! Jerry's "transvestite behavior" is fixed in next beta.

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [itsme9x](#) on Thu, 27 Apr 2017 13:47:29 GMT
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In Alma H14 and I14 there are 7 and 3 Scope x10 that have no location and cannot be picked up:

<http://oi67.tinypic.com/nodmqf.jpg> (cannot use links bcs to few messages...)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Thu, 27 Apr 2017 23:36:52 GMT
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Thanks itsme9x, I'll take a look but unfortunately I fear I won't be able to remove them. A lot of these x10 scopes errors were inherited from old data and they are nigh on possible to remove without wiping the whole map.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [flagneau](#) on Sat, 29 Apr 2017 12:30:04 GMT
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Hi,

I played with the former version and at sector E11 and E10 I have a background noise and a lot of crash to desktop when the battle begins. Do you fix that ?

Is your new version savegames compatible with the former one ?

I like your mod a lot :)

Regards

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sun, 30 Apr 2017 01:17:34 GMT
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I'm not familiar with any special sound add-ons for those sectors, unless the ambient South American birds file has got corrupted.

Save games are compatible but some features require a new game to initialise.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [itsme9x](#) on Sun, 30 Apr 2017 16:53:40 GMT
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Xafloz wrote on Sun, 12 February 2017 09:00The J9 sector (Tixa prison?) has invisible obstacles on roof on outer wall. Also BUBBA don't have all dialogue options. Exit from underground is

outside the wall (old location?), entrance is inside.

The 09 sector also has invisible obstacles on roof. Also the joint of door next to see and wall is leaking, I mean all hostiles leak out of the palace (also the one with the item...) instead of defending inside. The leak works only in one direction - you may go out but cannot enter. Intended? Anyway I killed almost all of enemy and could gain possession of the item with out entering the palace. I did it of course.

I encountered Bubba to, it seems the above bug's are not fixed yet (just a reminder).

Toggle SpoilerAlso he isn't hostile when you encounter him, but just talking to him once will make him attack you and steal your weapon.

I have the feeling a bit more dialogue should be here, explaining why he is doing this. Or options in the dialogue to calm him down / recruit him or so?

Also I found this item "creature Cocktail" supposedly it's some sort of grenade but it has 3 problems:

- I cannot use it as a grenade, when using the throw command the merc just moves the the throw spot.
- It can't be placed in any inventory (just the main weapon slot).
- It doesn't explode when other explosives explode ontop of it or near it.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sun, 30 Apr 2017 22:14:11 GMT
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itsme9x wrote on Mon, 01 May 2017 02:53Xafloz wrote on Sun, 12 February 2017 09:00The J9 sector (Tixa prison?) has invisible obstacles on roof on outer wall. Also BUBBA don` t have all dialogue options. Exit from underground is outside the wall (old location?), entrance is inside.

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Creature cocktails should no longer be in game so that's an error, there's bound to be a few hiding here and there.

J9 roof was looked at, there are still obstacles with the balustrades but it should be able to be walked on where you can find an opening. The leaks on the ground doors are more of an issue due to their placement and their original code. Other maps had obstacles to stop the leak but it's not ideal here.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Mon, 01 May 2017 09:19:01 GMT
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To ensure your weapons are up to date, grab the latest merges XML and overwrite your current file in GameData\main\Data-AIMv53\TableData\Items for those updates that missed the latest beta release here:

<http://www.mediafire.com/file/6sysl13jsyni5oi/Merges.xml>

In particular this includes the missing modular barrel kits for Steyr Augs that were reported by one of our friendly bug testers.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [itsme9x](#) on Mon, 01 May 2017 19:16:38 GMT
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Hawkeye wrote on Mon, 01 May 2017 01:14itsme9x wrote on Mon, 01 May 2017 02:53Xafloz wrote on Sun, 12 February 2017 09:00The J9 sector (Tixa prison?) has invisible obstacles on roof on outer wall. Also BUBBA don't have all dialogue options. Exit from underground is outside the wall (old location?), entrance is inside.

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And what about Bubba? is he suppose to act like that?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Mon, 01 May 2017 22:40:15 GMT
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itsme9x wrote on Tue, 02 May 2017 05:16And what about Bubba? is he suppose to act like that?

Toggle Spoiler

Yes, it's mentioned early on in the game some mercs went missing after the attack on the Omerta base, and it was suspected some may be traitors. There's also more intel in the game later on, depending on what NPC's you talk to, or let live.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [warpig](#) on Fri, 05 May 2017 08:30:26 GMT
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hi

in Angel Maria quest - the game goes into infinite loading when i try to complete it , right after Angel gives me the reward

edit: i searched the thread and idk if i get it wrong but this quest is not supposed to be working right ? if that is the case what is the best way to proceed without breaking gameplay ? because iam stuck with her as a escort right now

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Fri, 05 May 2017 11:26:35 GMT
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Hello warpig,

warpig wrote on Fri, 05 May 2017 10:30hi

in Angel Maria quest - the game goes into infinite loading when i try to complete it , right after Angel gives me the reward

Was the way/path of Angel blocked anyway? Means the way outside the leather shop/the door must be free so Angel can go out. If the path is blocked by a civilian or a player mercenary Angel can not leave the store and you get an endless watch.

Best always save before you bring Maria back to her brother.

warpig wrote on Fri, 05 May 2017 10:30edit: i searched the thread and idk if i get it wrong but this quest is not supposed to be working right ? if that is the case what is the best way to proceed without breaking gameplay ? because iam stuck with her as a escort right now

Can you upload or send me your save game?

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [warpig](#) on Fri, 05 May 2017 16:00:13 GMT
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Scheinworld wrote on Fri, 05 May 2017 13:26

Can you upload or send me your save game?

sent on pm

also i cant refill canteens , i use the ctrl+. button - nothing happens , going in and out of sectors also dosnt refill them

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Fri, 05 May 2017 19:19:21 GMT
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ugh is this for every sector? this is pretty much gamebreaking.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Fri, 05 May 2017 19:35:14 GMT
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Hello warpig,

I can confirm your bug. I don't know why this happens though? In my test game I don't get the endless watch.

Nevertheless I could successfully finish the Maria quest and recruited her in the following way. All other mercenaries were placed far away from Angel and his leather shop and only with Maria alone I went into the shop.

After the dialogue of Angel with his sister he drops the reward on the ground, Angel leaves the shop and map and Maria gets recruited automatically.

P.M. with save game sent back to you.

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [warpig](#) on Fri, 05 May 2017 21:37:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scheinworld wrote on Fri, 05 May 2017 21:35Hello warpig,

I can confirm your bug. I don't know why this happens though? In my test game I don't get the endless watch.

Nevertheless I could successfully finish the Maria quest and recruited her in the following way. All other mercenaries were placed far away from Angel and his leather shop and only with Maria alone I went into the shop.

After the dialogue of Angel with his sister he drops the reward on the ground, Angel leaves the shop and map and Maria gets recruited automatically.

P.M. with save game sent back to you.

Best regards; Schein...

tnx for the help mate cheers :) havent played allot but so far the mod is great :) iam pretty sure that one of the pain screams is the Joker's manic laugh :d thats some tripple A \$hit right there :) sounds and music are very good

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Sat, 06 May 2017 12:41:52 GMT

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I've read this quest about Maria and I tested it in my current game.

The result: This quest is working right. Maria is in my team now. (+)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Tackl](#) on Thu, 11 May 2017 21:54:33 GMT

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Not really a bug but a unexpected problem with the new inventory system.

I find it annoying that neither a breaklight nor a wirecutter can fit in a general small or general misc spot. Thats the same size as the normal trowserpocket and i dont know your trousers are but i am able to fit a wirecutter and a breaklight in mine. Is this a problem/bug because i mixed a german JA2 version and Vengeance and something is f*** up with my game or is this normal?

And i dont understand why throwingknifes arent fitting in the knife spot. A throwingknife is normaly smaller than a normal knife so it should be possible to fit in two throwingknifes, or one big throwing knife, in the knife spot.

Both things aren't making the micromangement with the equipment easy.

So i got some spots in my LBE-gear i cant use.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [xarc_1](#) on Sat, 13 May 2017 18:21:41 GMT
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[quote title=Infinet wrote on Fri, 03 March 2017 01:15] Fan wrote on Thu, 23 February 2017 15:33Hi, ich stelle fest, dass die, die mir helfen wollen, Deutsch "können". Deshalb hier ausnahmsweise in Deutsch.
Danke erst mal für die Antworten.

So:

Fan described a runtime error by recruiting new guys from AIM / MERCS in the MOD. He cleared his first sector and advanced a bit and tried to recruit new soldiers in laptop. After the dialog the game crashed.

Well i am very surprised because i thought it was something with his VR BUT look at this:

Im surprised no one got this error its... game breaking i guess (wont test it if its maybe progression based, maybe u can recruit after you captured your first town? would be a matter of seconds with cheats ^.^ :d)

I never got this error before because i played in DIE HARD MODE and this option of soldier recruiting was disabled for me anyways...
Got this in my first try. Anyone who would test it too? Its about 5 Minutes.

Just clear the first sector and then recruit 1 new soldier. As soon you had your dialog with the desired soldier (in my case Stella but she was absolutly randomly picked) you get this error i posted.

@Fan

Du bist tatsächlich nicht der einzige mit dem Fehler, ich war leider in den letzten Tagen beschäftigt um dies zu testen.

:d

Hey guys,

getting the same error message on recruiting new mercs ./ any workaround?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [itsme9x](#) on Sun, 14 May 2017 19:08:13 GMT
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Two more bug I encountered:

In sector G3 there are 2 keycards to open the 3 white doors of the last building that cannot be picked up.

The doors cannot be opened another way (I tried picking with specialist, shooting, crowbar nothing, finally used C4 to open it)

<http://oi65.tinypic.com/rr8njq.jpg> (cannot post images with less than 10 posts...)

In sector G2 I found this item:

<http://oi66.tinypic.com/260pzco.jpg> (cannot post images with less than 10 posts...)

Not sure what it does, but I don't think it was ment to be in the the game.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Hawkeye](#) on Sun, 14 May 2017 23:57:18 GMT

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Thanks Itsme, NADA's are normally left over from old map data or when items have been reshuffled, they're useless and shouldn't be there. I'll fix 'em up and the keycards soon.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Hawkeye](#) on Mon, 15 May 2017 00:09:39 GMT

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xarc_1 wrote on Sun, 14 May 2017 04:21

Hey guys,

getting the same error message on recruiting new mercs :/ any workaround?

As long as you are playing with the latest exe it should have been fixed, so not sure what the go is there.

Quote:

r8187 fix was included in VR source in r1206 04.05.2016

Quote:

r8187 fix: Button Image (WM_AUTOFIRE) was not unloaded

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [itsme9x](#) on Wed, 17 May 2017 10:29:56 GMT

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Three more:

From O4 there is an option to go underground, somehow you end up in O3 tunnel, this doesn't seem really logic.

Anyway from there the tunnel lead to 2 exits:

P1 and O2

P1 seems aside from a few chests and abandoned buildings empty, is this supposed to be like that?

In O2 you start here when going up from the stairs from O3:

<http://oi67.tinypic.com/29l0ojr.jpg> (only 4 posts more until I can post images!)

The problem in this sector is that there is no option to exit the sector.

At the spot where you start there is no obvious entry/exit point and swimming to the boundaries and exiting doesn't work either.

i'm glad I still had a savegame from before entering the sector without it my game would be down the drain i guess being stuck there.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Hawkeye](#) on Wed, 17 May 2017 22:11:31 GMT

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itsme9x wrote on Wed, 17 May 2017 20:29

In O2 you start here when going up from the stairs from O3:

<http://oi67.tinypic.com/29l0ojr.jpg> (only 4 posts more until I can post images!)

The problem in this sector is that there is no option to exit the sector.

At the spot where you start there is no obvious entry/exit point and swimming to the boundaries and exiting doesn't work either.

i'm glad I still had a savegame from before entering the sector without it my game would be down the drain i guess being stuck there.

There is a way out of that sector; consider the transportation options there (hint hint)

Some of the later levels have a lot of hidden and secret entrance exits and an expanded tunnel network used by those who took claim to them.

On another note I'm wondering how Joey got a stick of white make-up for his camo, has someone been playing with the STI editor?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [itsme9x](#) on Thu, 18 May 2017 15:28:10 GMT
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Hawkeye wrote on Thu, 18 May 2017 01:11
itsme9x wrote on Wed, 17 May 2017 20:29
In O2 you start here when going up from the stairs from O3:

<http://oi67.tinypic.com/29l0ojr.jpg> (only 4 posts more until I can post images!)

The problem in this sector is that there is no option to exit the sector.
At the spot where you start there is no obvious entry/exit point and swimming to the boundaries and exiting doesn't work either.

i'm glad I still had a savegame from before entering the sector without it my game would be down the drain i guess being stuck there.

There is a way out of that sector; consider the transportation options there (hint hint)

Some of the later levels have a lot of hidden and secret entrance exits and an expanded tunnel network used by those who took claim to them.

On another note I'm wondering how Joey got a stick of white make-up for his camo, has someone been playing with the STI editor?

Yeah you can probably fly out of there with a chopper, but I didn't conquer the SAM site in Burton yet.

I didn't change anything to the game, just installed ja2 gold + copied over the patch, he is wearing urban cammo btw.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Thu, 18 May 2017 22:23:13 GMT
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Oh yeah, been a while since I did those graphics, that'd be right for Urban.

Toggle SpoilerThat copter would be an H&B or Queen aircraft, so you'd have safe travel in it.
Anyway let's keep these sort of discussions in hints and tips rather than Bugzilla.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Peal](#) on Sun, 21 May 2017 09:51:04 GMT
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I don't know if this is related to VR, but I have a graphic bug:

All kind of walls/fences are doubled. Especially when a you move a merc.
(Win7, 1440x900)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [fredgbrooks](#) on Thu, 25 May 2017 17:51:01 GMT
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Scheinworld, mystery solved for me. You have swapped Jerry's small portrait for the Blond lady shown in the spoiler and swapped her small portrait for Jerry's face. Your new Beta has not fixed the problem for the Blond Lady; she still shows Jerry's face in the small portrait view.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Fri, 26 May 2017 03:09:41 GMT
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Peal wrote on Sun, 21 May 2017 19:51I dont know if this is related to VR, but i have a graphic bug:

All kind of walls/fences are doubled. Especially when a you move a merc.
(Win7, 1440x900)

That one looks pretty crazy. I haven't experienced this myself, Peal, and I'm running windows 7 but at a lower res. Only redraw issues I've seen is sometimes the screen refreshes poorly at the very top edges of the map usually when inserting mercs.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Sat, 27 May 2017 06:07:50 GMT
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Another game-breaking glitch: weapon calibres aren't coming up on certain weapons in both the BR description and inventory description. When you order say the .22 lr rifles, it won't tell you the calibre but you can put in the ammo. It's extremely frustrating.

EDIT: So it seems to just be the .22 LR calibre that doesn't show up for any of the .22 LR calibre weapons. Is there any way to edit an XML or anything to fix that? I've noticed that editing stuff like backgrounds.xml will cause some error about tiles or something. Is that normal?

File Attachments

1) [nocalibre.jpg](#), downloaded 597 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Tue, 30 May 2017 00:24:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

So 30 hours of gameplay is gone. I'm not even talking one game, I'm talking over my entire past week after having the same game-breaking bug appear over and over again. I'm so frustrated with the game that I'm going to have to take a break from it completely. On the upside, you lucky people will probably get to learn about this bug and continue to enjoy the game.

1.) I accidentally opened ja2.exe under force of habit instead of ini editor and I'm greeted to this screen:

2.) After exiting and trying to open INI editor, I'm greeted with these options:

3.) I try to open up ja_vengeance.exe and I get this:

This was my relaxation for a shitty week and now its all out the window. I'm not going to delete my game directory yet in hopes that someone might see this but I really wish there was some sort of changelog or bugfix log so we can see what gets fixed and decide if we want to play yet. I'm trying to pick up bugs for you guys but I can't even tell if you're listening. This is worse than game-breaking as I literally cannot open up the game to play or change any of the options in the INI editor.

File Attachments

1) [1.jpg](#), downloaded 584 times
2) [3.jpg](#), downloaded 583 times
3) [2.jpg](#), downloaded 574 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Tue, 30 May 2017 03:51:37 GMT
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Cerhio wrote on Tue, 30 May 2017 05:24So 30 hours of gameplay is gone. I'm not even talking one game, I'm talking over my entire past week after having the same game-breaking bug appear

over and over again. I'm so frustrated with the game that I'm going to have to take a break from it completely. On the upside, you lucky people will probably get to learn about this bug and continue to enjoy the game.

This was my relaxation for a shitty week and now its all out the window. I'm not going to delete my game directory yet in hopes that someone might see this but I really wish there was some sort of changelog or bugfix log so we can see what gets fixed and decide if we want to play yet. I'm trying to pick up bugs for you guys but I can't even tell if you're listening. This is worse than game-breaking as I literally cannot open up the game to play or change any of the options in the INI editor.

From your screenshot, you activated vanilla Ja2.exe in VR directory, this usually results in broken 1.13 files so you cannot play anymore. It is recommended to delete vanilla Ja2.exe after you install 1.13 so you don't run it by accident.

You need to store somewhere savegame files from Profiles\UserProfile_Vengeance\SavedGames and reinstall: clean Ja2 + 1.13 + VR.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Tue, 30 May 2017 08:47:42 GMT
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Cerhio wrote on Tue, 30 May 2017 10:24 I really wish there was some sort of changelog or bugfix log so we can see what gets fixed and decide if we want to play yet. I'm trying to pick up bugs for you guys but I can't even tell if you're listening.

There's no official changelog but a number of fixes and improvements have been listed on page one of the download page here:

http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=23264&goto=349838&#msg_349838

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [RaideRRazor](#) on Tue, 30 May 2017 10:20:18 GMT
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Hi guys, just started playing this BEAUTIFUL mod and want to say A GAZZILLION THANKS.

And here is a few things i run in to so far, not sure its a v113 bug or actual mod, but never seen that before in v113 itself. So here is my few

1. San Mona - After trying to purchase a Kevlar Vest from local trader for 950 bucks he is taking money but not giving a armor (its not a problem, but) he asks (as usual) to rescue his sister from a brothel nearby and i did so. Maria joins you as follower till you escort here to her brother, but it

didn't really work that way. You can't simply move her from one sector to another using a map, due to quest, so I did it manually. When I reached her brother he says that it's all good and they can start a new life and bla bla and he meant to give you a shop deed, but he just handed me my Kevlar vest and disappeared, however Maria becoming a full member of my squad and didn't want to leave at all, I can move here all around the map except C5, so I just dismissed her.

2. I'm exploring a new map, like EVERY sector, and when I came to F5, there was a fight, no enemies or militias were shown on a map but when I load a sector the fight has begun (It's all G), after a fight I open a few crates and have found 4 AK magazines 5.45, each one of them had ammo 5000\30. Unfortunately I didn't have a gun using this caliber at the time so I couldn't load in, and didn't check the weight, but I repack it thru sector inventory and now I got 20k of 5.45 ammo.

Re-added 5.45 39mm ammo in crates, to hopefully fix this issue. - Hawkeye

3. Every so often I got gun or two with durability something like 83%(0%) where in the brackets maximum of durability.

I have seen this with one of the enemies sniper rifles, not sure what the cause is though. - Hawkeye

4. I'm playing with food settings and sometimes I got Spamm or canteens nearly empty and then they just replenish itself.

As far as I know canteens should refill themselves when in sectors with suitable drinking water, though another member has reported this not happening, currently chatting with Flugente to see why this is happening (or not happening) in VR. - Hawkeye

Not sure if it's bugs or whatever it is :)

Thanks

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Wed, 31 May 2017 01:30:27 GMT
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RaideRRazor wrote on Tue, 30 May 2017 13:20

1. San Mona - After trying to purchase a Kevlar Vest from local trader for 950 bucks he is taking money but not giving an armor (it's not a problem, but)

This happened to me as well.

I am sorry for the tone of my last message, I had just come back from a funeral. This is an amazing mod and I am so thankful that there are people who are willing to give their time to develop and support a mod of this caliber. I would not have reinstalled it 4 times if it wasn't amazing ;)

EDIT: Forgot to mention that your method of copying the save folder and reinstalling the game worked perfectly. I'm back to playing :) Thank you!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Wed, 31 May 2017 22:59:50 GMT
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Hello RaideRRazor and Cerhio,

And thanks for the thanks! :-)

RaideRRazor wrote on Tue, 30 May 2017 12:20:1. San Mona - After trying to purchase a Kevlar Vest from local trader for 950 bucks he is taking money but not giving a armor (its not a problem, but) he asks (as usual) to rescue his sister from a brothel nearby and i did so. Maria joins you as follower till you escort here to her brother, but it didnt really worked that way. You can't simply move her from one sector to another using a map, due to quest, so i did it manually. When i reached her brother he says that its all good and they can start a new life and bla bla and he meant to give you a shop deed, but he just handle me my Kevlar vest and dissapear, however Maria becoming a full member of my squad and didnt want to leave at all, i can move here all around the map except C5, so i just dismissed her.

This works as intended in Vengeance: Reloaded. Maria belongs to the list of PCM (Playable Characters Mod) characters which make her recruitable and playable as mercenary (if you want). Kyle is no longer present in VR anymore so no more deed for the leather shop needed. Btw it is not exactly the well known Kevlar vest you get from Angel ;)

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Thu, 01 Jun 2017 04:42:47 GMT
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Hello! A few more bugs:

1) I don't remember from regular JA2 but should the Mac10 be able to fit on the back? I could totally understand if it didn't because its too small but just wanted to point it out.

2) The magazines for the M2 Carbine are inconsistent in size. Every type of ammo but the tracer type can only fit 1 magazine while tracer fits two to a pouch.

3) I've noticed that my engineer will state that he is finished repairing all items and time will pause every 60 minutes despite not finishing and continuing to repair the x2 scope.

File Attachments

- 1) [mac10.jpg](#), downloaded 510 times
 - 2) [inconsistency.jpg](#), downloaded 525 times
-

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [silversurfer](#) on Thu, 01 Jun 2017 08:21:56 GMT
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1) is not a bug. The Mac-10 is a machine pistol which doesn't fit into the rifle slot. That's not different from regular 1.13.

3) This could be one of the bugs that I fixed in development version 8325 when I reworked the dirt system. I'm not sure if Sevenfm ported these fixes. They could be hard to find within the other changes. :d

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Thu, 01 Jun 2017 16:48:30 GMT
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@Cerhio

Quote:2) The magazines for the M2 Carbine are inconsistent in size. Every type of ammo but the tracer type can only fit 1 magazine while tracer fits two to a pouch.
Fixed, thank you!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Sun, 04 Jun 2017 17:53:56 GMT
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silversurfer wrote on Thu, 01 June 2017 11:21:11) is not a bug. The Mac-10 is a machine pistol which doesn't fit into the rifle slot. That's not different from regular 1.13.

Ah no worries! I seem to always skip the Mac-10 during my regular 1.13 games so I wasn't sure ;P

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [hennoto](#) on Wed, 07 Jun 2017 21:12:52 GMT
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Hi! Love it! Is it just me or are there no suppressors on Bobby Rays? Are the hotkeys (like shift+f etc) working correctly for everyone? Sometimes they don't seem to work. Also I couldn't find Joey, so I wanted to ctrl+GABBI alt+e him, but cheat mode did not get enabled. Toggle SpoilerNo biggy

tho, I just didnt check the bathroom ;)

But the suppressor thing is really confusing to me, I need my sneaky-back-of-the-head-solo-git !!
Im using the "Vengeance_Reloaded_Second_Beta_26.04.2017_v7609_English_Full" version and the latest "Merges.xml" i could find. Am I'm missing something?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Wed, 07 Jun 2017 22:26:05 GMT
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Hey Hennoto, cheats are disabled in Vengeance.

I'm not sure on the suppressors, Bobby Rays was a lot more limited in our first Beta, so these may have been left out since then.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [hennoto](#) on Wed, 07 Jun 2017 23:56:29 GMT
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Hey, quick answer thanks! Alright, I like no cheats actually! I played a little more, and so far I found one pistol suppressor but thats it. Maybe BR will have some in stock later, I'll let you know when or if I get any. If I knew what to look for in some xml or whatever, I'd do it^^. Another thing that happens rather randomly is that the key bindings for stealth and select all mercs switch from german to english keyboard layout. So stealth switches from Y to Z, just happened for example when i switched maps.

So far its a great mod!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Thu, 08 Jun 2017 00:07:15 GMT
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Bobby Rays is a little more restricted than 1.13 for balancing reasons, though Tony might be a better choice for more military grade weapons and suppressors.

Not sure what the go is with Stealth, Alt Z always works for me.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [hennoto](#) on Thu, 08 Jun 2017 01:35:25 GMT
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Ok, I will murder my way to Toni and find out then ;)

edit: Toni had nothing of worth, couple of SMG and pistols but no silencer *sigh*

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Thu, 08 Jun 2017 23:57:27 GMT
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You're probably too early in-game. If you can't play without silencers then maybe you should hire night op mercs that have them in their equipment inventories already.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Tackl](#) on Fri, 09 Jun 2017 17:26:45 GMT
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Found one NADA object in Doran G2 north-east house beside the ruins and one in G2 (see NADA.jpg). Fixed, thanks. - Hawkeye

Couldnt train Militia in Doran until restart the game.

And funny fact, as u see in the pic, Steriods has no gun. It was stolen out of his hands by the soldier in the other room. How is that possible without an interrupt?? o.o
So the soldier in the room had no weapon himself and he had to take mine :d

Ps: Version i the pic. And i used the german JA version to mod, havent got an english one.

File Attachments

1) [NADA.jpg](#), downloaded 52 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [hennoto](#) on Fri, 09 Jun 2017 20:47:48 GMT
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whoat? I can and do play without silencers good sir!
but yeah good idea hadnt thought about that ;)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Tackl](#) on Sat, 10 Jun 2017 20:53:21 GMT
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Just mentioned that u cant train militia in the new (H4, I3 and J3) sectors in Doran. Bug?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Sat, 10 Jun 2017 21:03:40 GMT
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@Tackl,

this was standard even in old-vengeance. Look at SALINAS; there are also some sectors without training militia.
You must use context-menu to spend militia to the other sectors.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Rei](#) on Thu, 15 Jun 2017 14:25:08 GMT
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Hey there,

I've got the same problem with the Maria quest.
When i take her to angel, all seems to work fine, he comes to me and gives me the kevlar vest (even tho he sais its the leathershop deed). and then it just stops with spinning clock forever.
There is nothing and nobody in his way that may have stopped him from moving...

Any ideas?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Thu, 15 Jun 2017 16:44:13 GMT
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Yes, indeed, there is no way. Maria don't come to us.
You have to restart the game.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Fri, 16 Jun 2017 00:41:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Rei,

Maybe the path of Angel was just blocked. Did you also try it in this alternative way(?):

Scheinworld wrote on Fri, 05 May 2017 21:35I could successfully finish the Maria quest and recruited her in the following way. All other mercenaries were placed far away from Angel and his leather shop and only with Maria alone I went into the shop.
After the dialogue of Angel with his sister he drops the reward on the ground, Angel leaves the shop and map and Maria gets recruited automatically.

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Rei](#) on Fri, 16 Jun 2017 20:21:37 GMT
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Thanks for the response. Didn't work for me, even when alone in sector with Maria.
I guess somehow my savegame has a little error, Toggle Spoilercause i have the same problem with Paco. No reaction when i bring him to Manuel
Seems like it's time to start a new game ^^

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Sat, 24 Jun 2017 22:29:29 GMT
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Shoot, I forgot to mention that I can't swap AUG barrels :(Not sure if you noticed it or not. Not a huge deal. I'm way past that point lol

Thank you so much for your active development. This is such an amazing mod. I feel like it's going to take multiple playthroughs for me to even see everything.

EDIT: Also is the XM50 supposed to be too big for the carabiner unlike the normal gas mask?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sun, 25 Jun 2017 01:09:20 GMT
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AUG barrels should have all been fixed in beta 2, they are a one-way swap/merge though. Which in particular don't seem to work?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Mon, 26 Jun 2017 03:26:21 GMT

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Here you go:

I'm going to see if I have any variations of this guy sitting on a battlefield so I can find the other ones that don't work.

EDIT: BTW, I love how few crashes I encounter.

File Attachments

1) [augalnottakingshortbarrel.jpg](#), downloaded 564 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Mon, 26 Jun 2017 05:35:02 GMT
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Hey, I get a crash whenever I use the XM84 Stun grenade. Just instant crash when its supposed to make the explosion animation.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Tue, 27 Jun 2017 17:35:06 GMT
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Cerhio wrote on Tue, 27 June 2017 09:24Hey, I get a crash whenever I use the XM84 Stun grenade. Just instant crash when its supposed to make the explosion animation."
Fixed in r1632.

To fix manually, open explosives.xml, find
<EXPLOSIVE> <!-- XM84 Stun Grenade -->
<uiIndex>178</uiIndex>replace
<ubAnimationID>0</ubAnimationID>with
<ubAnimationID>4</ubAnimationID>

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Wed, 28 Jun 2017 05:44:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

sevenfm wrote on Tue, 27 June 2017 20:35Cerhio wrote on Tue, 27 June 2017 09:24I'm sorry, it's called the "XM84 Stun Grenade"
Fixed in r1632.

To fix manually, open explosives.xml, find

<EXPLOSIVE> <!-- XM84 Stun Grenade -->
<uiIndex>178</uiIndex>replace
<ubAnimationID>0</ubAnimationID>with
<ubAnimationID>4</ubAnimationID>

Fix worked perfectly!

I've been experiencing some issues with the HK417 and the swapping of barrels. I think it is the HK417 Assaulter that does not accept the HK417 20" or 12" barrel but putting in the 11" first will allow you to put the other ones.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Wed, 28 Jun 2017 21:30:07 GMT
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Ran into a crash when using one of the merged .50 Beowolf ammo boxes on the .50 Beo CMAG to create ready-to-use magazines. Can't wait to try out this little machine-gun ;) Might be an easy fix?

I tend to put everything in Drassen so I can helicopter my dudes in and dress them up and whatnot yet out of nowhere 40mm grenades became untouchable. It also causes any 40mm grenades in the sector to become unusable as well. I'm sorry but I don't know when this happened!

File Attachments

- 1) [beo50ammocrash.jpg](#), downloaded 496 times
 - 2) [40mmgrenadesuntouchable.jpg](#), downloaded 495 times
-

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Thu, 29 Jun 2017 07:32:53 GMT
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Cerhio wrote on Wed, 28 June 2017 15:44

I've been experiencing some issues with the HK417 and the swapping of barrels. I think it is the HK417 Assaulter that does not accept the HK417 20" or 12" barrel but putting in the 11" first will allow you to put the other ones.

I haven't looked at these since the latest update I posted but there's 3 barrels and 3 HK417's.

It should work this way:

'Assaulter' should be able to accept longer 16" or 20" which will transform it into a Recon or Sniper variant respectively (12" barrel won't work as that is already what it has.)

'Recon' should be able to accept shorter 12" or longer 20" which will transform it into a Assaulter or Sniper variant respectively (16" barrel won't work as that is already what it has.)

'Sniper' should be able to accept shorter 12" or 16" retrofit barrels which will transform it into a Assaulter or Recon variant respectively (20" barrel won't work as that is already what it has.)

If that's not what's happening then something's broken.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Thu, 29 Jun 2017 18:26:22 GMT
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Cerhio wrote on Wed, 28 June 2017 10:44I've been experiencing some issues with the HK417 and the swapping of barrels. I think it is the HK417 Assaulter that does not accept the HK417 20" or 12" barrel but putting in the 11" first will allow you to put the other ones.
Quote:Ran into a crash when using one of the merged .50 Beowolf ammo boxes on the .50 Beo CMAG to create ready-to-use magazines.
Fixed in r1633.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Fri, 30 Jun 2017 06:23:32 GMT
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Hi SevenFM,

Sorry for my ignorance but that means they will be fixed in the next release right?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Fri, 30 Jun 2017 07:12:31 GMT
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Cerhio wrote on Fri, 30 June 2017 11:23Hi SevenFM,

Sorry for my ignorance but that means they will be fixed in the next release right?
In the next release or someone will post here actual merges.xml and magazines.xml from svn.
The changes are too big for a simple manual fix.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Fri, 30 Jun 2017 07:54:19 GMT

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Thanks Seven, updates are available here for those files:

magazines: <http://www.mediafire.com/file/hm1jfgleke7rrw3/Magazines.xml>

merges: <http://www.mediafire.com/file/6sysl13jsyni5oi/Merges.xml>

items: <http://www.mediafire.com/file/jpy439l248y1p4e/Items.xml>

explosives: <http://www.mediafire.com/file/f474gscam84nbig/Explosives.xml>

Item graphics: <http://www.mediafire.com/file/5pr7f2bq05cwqku/P5ITEM154.STI>

<http://www.mediafire.com/file/aj5592tpid6pgdx/P5ITEM153.STI>

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Cerhio](#) on Sat, 01 Jul 2017 22:26:54 GMT

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sevenfm wrote on Fri, 30 June 2017 10:12Cerhio wrote on Fri, 30 June 2017 11:23Hi SevenFM,

Sorry for my ignorance but that means they will be fixed in the next release right?

In the next release or someone will post here actual merges.xml and magazines.xml from svn.

The changes are too big for a simple manual fix.

Thank you seven, I am not a developer so I am not very familiar with these things. I have to say tho that all of the updated xmls have worked perfectly. I'm sure I haven't seen everything but I like to try every weapon I find and have not found any other compatibility issues so far at 62/62 progress.

One issue I have found is that recruiting Ilya at H10 gave me a constant repeating message saying Ilya is wearing a dishonourable uniform! To try and fix that I removed all his equipment but it continued so I loaded a save before that. Is that normal? Do I just have to move him out of the sector?

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Hawkeye](#) on Sun, 02 Jul 2017 03:08:06 GMT

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Ilya may be like a number of other RPC's that have issues relating to the covert/spy game mechanic. Usually most RPC's have the 50's spy hat icon present until they do something against the queen's army. I haven't seen the dishonourable uniform message yet though, perhaps it may be related to Ilya was working for the other side earlier?

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [sevenfm](#) on Sun, 02 Jul 2017 04:13:43 GMT

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Cerhio wrote on Sun, 02 July 2017 03:26 One issue I have found is that recruiting Ilya at H10 gave me a constant repeating message saying Ilya is wearing a dishonourable uniform! To try and fix that I removed all his equipment but it continued so I loaded a save before that. Is that normal? Do I just have to move him out of the sector?
I can take a look if you provide a save with problem.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [barra](#) on Sun, 02 Jul 2017 22:17:50 GMT
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Hello, Im a long time fan of JA2 1.13 and Im occasionally reading the forum, great work guys :)
My addiction got me again and I thought I would run a VR game BUT I stumbled across a gamebreaking bug, all my saves since day X doesnt load anymore.
I got the error:
Assertion Failure (Line 4110 in file Strategic Movement.cpp) :(
I play on Win 7 with the USGoldVers and your oneclick installer
Savegame attached.
Please help.

Btw.: I have seen cheats are disabled in VR, is there a possibilty to reanable it ?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [barra](#) on Sun, 02 Jul 2017 22:40:26 GMT
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I got an Assertion Failure at line 4110 Strategic Movement.cpp , is it possible to fix this, the last working save is one ingame week back :(

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Mon, 03 Jul 2017 19:19:33 GMT
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Hey folks, where would the best place to send the save files?

Another question, I'm not sure if this is a bug or just the normal function of shotguns but I noticed most of them have extremely low (~0) accuracy except for a few shotguns such as the Neostead (6) or Winchester Defender (5). Are these exceptions normal or were the values not changed? Are shotguns a viable option in this mod? I just feel like these exceptional shotguns make the rest of them irrelevant but maybe I'm just missing something ;P

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cboen](#) on Tue, 04 Jul 2017 03:49:35 GMT
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Is there any way to active cheats? The Omerta NPCs don't seem to showing up for me and I'd like to check if they're actually gone or if i just missed them somehow.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Tue, 04 Jul 2017 05:44:13 GMT
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This release should fix Win10 related random freezes (timer fixes by The_Bob):
https://www.dropbox.com/s/kgn7ai3hujjy3w1/Ja2_Vengeance_r1643.exe?dl=0

Don't forget also to apply registry patch if you a playing with Win8+.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Tue, 04 Jul 2017 18:20:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cerhio wrote on Tue, 04 July 2017 00:19Hey folks, where would the best place to send the save files?

Another question, I'm not sure if this is a bug or just the normal function of shotguns but I noticed most of them have extremely low (~0) accuracy except for a few shotguns such as the Neostead (6) or Winchester Defender (5). Are these exceptions normal or were the values not changed? Are shotguns a viable option in this mod? I just feel like these exceptional shotguns make the rest of them irrelevant but maybe I'm just missing something ;P

Fixed inconsistent accuracy values for shotguns in r1641, most of them now have accuracy 0 or 1 and only few long barrel high quality shotguns have accuracy 2.

Also increased damage for all 12g shotguns to make them more useful for close combat, slightly adjusted buckshot/flechette ammo properties.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Tue, 04 Jul 2017 22:07:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cboen wrote on Tue, 04 July 2017 13:49Is there any way to active cheats? The Omerta NPCs don't seem to showing up for me and I'd like to check if they're actually gone or if i just missed them somehow.

Cheat mode has been disabled. Check your install and that you are playing with the Vengeance exe not the 1.13 exe.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cboen](#) on Wed, 05 Jul 2017 17:36:47 GMT
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Oh, i know cheats are disabled, i was wondering if there was a way to modify the INI or something to reenable them since they'd be really useful for dealing with bugs.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Wed, 05 Jul 2017 17:48:26 GMT
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Cboen wrote on Wed, 05 July 2017 22:36Oh, i know cheats are disabled, i was wondering if there was a way to modify the INI or something to reenable them since they'd be really useful for dealing with bugs.

The best way to deal with bugs is to post bugreport here with save (before the bug) attached.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Wed, 05 Jul 2017 20:58:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

hey guys, just wanted to let you know that the blaser (7.62) sniper rifle cannot exchange barrels with any of the other variants.

neither can the AR57 (16") exchange barrels. I can't remember which other models I've tried it with (6", 11") but none of them seem to change around.

Just small things ;P

File Attachments

- 1) [blaserbarrelsnotexchanging.jpg](#), downloaded 397 times
 - 2) [ar57.jpg](#), downloaded 395 times
-

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [barra](#) on Thu, 06 Jul 2017 00:38:29 GMT
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grim wrote on Fri, 20 January 2017 12:48

- When entering I15 from the west (I14), enemy turn started immediately, and locked up very early with and infinite clock cursor and the progress bar not moving.
Coming from the north (H14), i didn't have this problem. The only difference (i guess) was that bloodcats couldn't see me when coming from the west and tried to attack Joey, while from the north i had immediate contact and they came to my mercs.

I got the same error except the typo imo (its sector I16), every time I enter I16 (Bloodcatquest) no matter if Im attacking from the west or north, I get the infinite clock cursor.
It gets stucked even if the bloodcats spot me (attacking from north)

SaveGame just BEFORE it stucks:

<https://mega.nz/#!4D5AxI6I!Cd5YlBll9H3dAg-sddQ-uCKd7LRLL-D4qUrYRsb-JSM>

sry linking is not possible, because I have not enough posts, pls just copy and paste it

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [barra](#) on Thu, 06 Jul 2017 10:45:15 GMT
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Got a workaround:

After a lil further trial and error, I have found that with the new exe VersR1643 there is no auto resolve for sector I16 and I get stuck no matter what, with the previous exe I can choose auto resolve BUT there is no fight, instead I can enter the sector (after auto resolve) and the fight can begin, no stuck

If I go to I16 with the previous exe and want to start the fight without auto resolve I still get stuck
Hope this helps

EDIT:

Hmm its really strange, it seems it has nothing to do with the the new or previous exe, if I go to I16 first I cant auto resolve but if I retreat and engage for another try I can choose auto resolve and after it fight against the bloodcats

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cboen](#) on Fri, 14 Jul 2017 06:38:22 GMT
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Any chance of integrating The Bob's fix for windows 8/9/10 crashes into the Vengeance exe?

<http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=22166&prevloaded=1&&start=80>

Right now it's pretty annoying since you either have to deal with said crashes virtually every other turn or swap to single core, which tanks enemy turn speed which is especially an issue when

you're dealing with stuff like 50+ enemies in tactical.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Fri, 14 Jul 2017 06:44:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cboen wrote on Fri, 14 July 2017 11:38Any chance of integrating The Bob's fix for windows 8/9/10 crashes into the Vengeance exe?
<http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=22166&prevloaded=1&&start=80>
Right now it's pretty annoying since you either have to deal with said crashes virtually every other turn or swap to single core, which tanks enemy turn speed which is especially an issue when you're dealing with stuff like 50+ enemies in tactical.
The fix was added in r1643, build 17.07.04.

sevenfm wrote on Tue, 04 July 2017 10:44This release should fix Win10 related random freezes (timer fixes by The_Bob):
https://www.dropbox.com/s/kgn7ai3hujjy3w1/Ja2_Vengeance_r1643.exe?dl=0

Don't forget also to apply registry patch if you a playing with Win8+.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [psycho1976](#) on Sun, 30 Jul 2017 17:19:50 GMT
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Might not be a bug per-se...

When I run the game I find the speed of the bullets to be rather slow. Takes way to long to reach the target.

How can I change this? Running other mods I have a way more smooth gameplay.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [The_Bob](#) on Sun, 30 Jul 2017 19:53:27 GMT
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psycho1976 wrote on Sun, 30 July 2017 20:19Might not be a bug per-se...

When I run the game I find the speed of the bullets to be rather slow. Takes way to long to reach the target.

How can I change this? Running other mods I have a way more smooth gameplay.

Unusually slow bullets sound like a strange bug I once ran into... Fixed it somehow by messing

with some compile options.

Check if you also get poor performance during night time movement, especially with merc lights enabled. Does game performance in tactical seem to be kinda slow in general, compared to other versions?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [psycho1976](#) on Mon, 31 Jul 2017 16:46:24 GMT
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SOLVED! It was me being a dumbass :) Forgot that I hadn't applied the Windows 10 fix

The_Bob wrote on Sun, 30 July 2017 22:53psycho1976 wrote on Sun, 30 July 2017 20:19Might not be a bug per-se...

When I run the game I find the speed of the bullets to be rather slow. Takes way to long to reach the target.

How can I change this? Running other mods I have a way more smooth gameplay.

Unusually slow bullets sound like a strange bug I once ran into... Fixed it somehow by messing with some compile options.

Check if you also get poor performance during night time movement, especially with merc lights enabled. Does game performance in tactical seem to be kinda slow in general, compared to other versions?

I'd say that movement/gameplay in tactical is a little bit slower than usual. Hard to put a finger on it, just so very obvious when shooting.

Unfortunately I know nothing about compiling :(

Update:

Tested Aruclo Folding Stock and the same problem persists there as well, although not nearly as bad. This was with SCI 8366. When running a vanilla SCI 8131 I get smooth and great gameplay.

Update 2:

Tried to use 8131 with AFS and with the same result...REALLY weird if you as me.

This is quite gamebreaking for me so a solution would be great! :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [shakal78](#) on Tue, 01 Aug 2017 22:22:21 GMT
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Hi all,

I changed the starting cash "experienced" in the ini editor from 35k to 55k and did also save. But it doesn't work. When i start a new game the starting cash of experienced still remains on 35k.

Any solutions?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Tue, 01 Aug 2017 23:29:20 GMT

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shakal78 wrote on Wed, 02 August 2017 03:22Hi all,
I changed the starting cash "experienced" in the ini editor from 35k to 55k and did also save. But it doesn't work. When i start a new game the starting cash of experienced still remains on 35k.

Any solutions?

Chack that you change settings in Data-Vengeance and not in Data-1.13.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [shakal78](#) on Wed, 02 Aug 2017 10:16:53 GMT

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Great (+) . I guess that makes sense haha!

Did anyone already finish (successful) a playtrough?

Already the first combat seems to be rough, as the enemy have better guns as my soldiers (just pistols). Comparing to the original it's defintely more challenging, already on experienced, right?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Wed, 02 Aug 2017 11:43:01 GMT

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shakal78 wrote on Wed, 02 August 2017 15:16

Already the first combat seems to be rough, as the enemy have better guns as my soldiers (just pistols). Comparing to the original it's defintely more challenging, already on experienced, right? In VR you can quickly get some good weapons like smgs and AK rifles so it's not a problem. As for starting equipment, there's always a choice - you can hire less mercs with good weapons or more cheap mercs with pistols.

I usually have no problem winning first battle on Expert - I hire Buns and/or Leech and a pair of mercs with SMGs, Buns/Leech kill enemy one by one while smg guys shoot for suppression. There are also some cheap mercs that carry grenades - these can be very useful.

The tricky part is to find good defensive positions near drop location, but it's possible.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [shakal78](#) on Wed, 02 Aug 2017 18:14:41 GMT
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Aye, agree. It's really tough to find good defensive positions right at the begin. This is currently the newest 1.13 mod, yep? And it's possible to reach the endgame or is this mod not yet fully developed?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Wed, 02 Aug 2017 18:35:54 GMT
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shakal78 wrote on Wed, 02 August 2017 23:14 This is currently the newest 1.13 mod, yep?
There are several mods for 1.13 being developed currently, it's hard to say which is the newest.
Quote: And it's possible to reach the endgame or is this mod not yet fully developed?
It should be possible as far as I know. The mod should be fully playable though there could be bugs (this is true for most of 1.13 mods).

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [shakal78](#) on Wed, 02 Aug 2017 19:39:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

sevenfm wrote on Wed, 02 August 2017 21:35 shakal78 wrote on Wed, 02 August 2017 23:14 This is currently the newest 1.13 mod, yep?
There are several mods for 1.13 being developed currently, it's hard to say which is the newest.
Quote: And it's possible to reach the endgame or is this mod not yet fully developed?
It should be possible as far as I know. The mod should be fully playable though there could be bugs (this is true for most of 1.13 mods).

aye! how far did you play this mod?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [shakal78](#) on Thu, 03 Aug 2017 09:53:18 GMT
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i have a 27" screen with a max resolution of 2560x1440, but ingame the soldiers are too small. that's why i change the resolution in the ini. to 1920x1080. now i can not play in full screen, meaning i have to adjust the resolution also on win 7 (nvidia tool) to 1920x1080 and also to 16bit

(color). any other solution that i do not need also to adjust the solution for this game and other stuff?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Thu, 03 Aug 2017 09:58:55 GMT
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I know of one player who's completed the game, ...almost. They played through the game to the end level maps, the only thing they couldn't finish was they were playing an earlier build in Sci-Fi mode and that mode was unable to play victory speeches due to an issue that has since been fixed.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Thu, 03 Aug 2017 10:00:55 GMT
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shakal78 wrote on Thu, 03 August 2017 14:53i have a 27' screen with a max resolution of 2560x1440, but ingame the soldiers are too small. that's why i change the resolution in the ini. to 1920x1080. now i can not play in full screen, meaning i have to adjust the resolution also on win 7 (nvidia tool) to 1920x1080 and also to 16bit (color). any other solution that i do not need also to adjust the solution for this game and other stuff?
You can play the game fullscreen in any resolution without changing desktop resolution, but you need to check your videocard/display settings to allow scaling of image.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [shakal78](#) on Fri, 04 Aug 2017 19:00:39 GMT
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sevenfm wrote on Thu, 03 August 2017 13:00shakal78 wrote on Thu, 03 August 2017 14:53i have a 27' screen with a max resolution of 2560x1440, but ingame the soldiers are too small. that's why i change the resolution in the ini. to 1920x1080. now i can not play in full screen, meaning i have to adjust the resolution also on win 7 (nvidia tool) to 1920x1080 and also to 16bit (color). any other solution that i do not need also to adjust the solution for this game and other stuff?
You can play the game fullscreen in any resolution without changing desktop resolution, but you need to check your videocard/display settings to allow scaling of image.

Unfortunately this doesn't work. I my nvidia settings i set up the scaling of image to full. but when i start the game in 1980x1080 i still got not the whole window / screen. any other ideas?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [shakal78](#) on Sat, 05 Aug 2017 08:53:59 GMT
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i have now killed all enemies in omerta and recruited joey graham, but the quest of day 1 "clan camp and speak with surviving members" are still red. no idea to whom i have to speak? all enemies are dead, maybe that is the problem?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Sat, 05 Aug 2017 18:51:23 GMT
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shakal78 wrote on Sat, 05 August 2017 13:53i have now killed all enemies in omerta and recruited joey graham, but the quest of day 1 "clan camp and speak with surviving members" are still red. no idea to whom i have to speak? all enemies are dead, maybe that is the problem?
Toggle Spoiler

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Sun, 06 Aug 2017 17:59:08 GMT
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Is it just me or does it take a while for the fix wounds prompt to appear after battles?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Capt.Mat](#) on Sun, 06 Aug 2017 19:31:41 GMT
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Hi to all,

Trying to install & start Vengeance: Reloaded with Stable 7609+AI (r426 20.06.2017)by sevenfm I receive the following error message in the loading screen:

```
Runtime Error  
Press Esc to exit  
File: XML_FacilityTypes.cpp  
Line: 860  
Function: facilitytypeEndElementHandle  
FacilityTypes.XML Error: Assignment type for facility 11 is unrecognized!
```

```
File: Init.cpp  
Line: 1477  
Function: Initialize.JA2  
Loading external data failed
```

Same error with the Stable 7606+fix
Using only the JA2_Vengeance.exe no error message occurs.

Can somebody help me?

I use the JA 2 Gold version downloaded from Steam and did the following steps:

1. Created a new test folder by copying all steam JA2 Gold data from the SteamApps-folder into a new folder
2. I installed the latest 7435 release .exe
3. I installed the update 7609 and run zBatch.bat
4. I installed Vengeance Reloaded second beta by sevenfm

Thanks in advance

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Mon, 07 Aug 2017 13:12:30 GMT

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Vengeance:Reloaded uses it's own exe, it's not compatible with stable 7609, so you cannot use exe versions like +fix or +AI which are based on and compatible with stable 7609 release.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Capt.Mat](#) on Tue, 08 Aug 2017 19:37:43 GMT

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Sevenfm,

Thanks for clarification! Your explanation is perfectly clear.

BTW: Being addicted to this game for more than 15 years, I am always speechless when I see how you and the whole community continuesly develop this game. Big applaus!!!!

BR

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [terrornoize](#) on Sat, 12 Aug 2017 13:16:09 GMT

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Hi!

I have a problem with this mod, it all goes slow, even the mouse moves with difficulty. I installed a clean version of ja2 from gog and then pasted the contents of the folder with mod. Ho windows 10 is I7 2600k, 32gigs ram, 1080gtx, SSD, resolution 1920 * 1200.

Do you know how to help me?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Sun, 13 Aug 2017 18:31:12 GMT
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hey guys, just finished my semester so I'm finally back to the game!

So I was going to San Mona after taking Drassen went into the sector with the gun dealer and found two randomly hostile people with no title or weapons in the tattoo parlor. Is this normal?

Thanks!

File Attachments

1) [whoarethese.jpg](#), downloaded 704 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [comicans](#) on Thu, 17 Aug 2017 20:58:28 GMT
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Hello Guys,

first, many thanks for this great mod! I have a great time playing with all the new maps and features which were added over the last years!

I am over a week of real time in my game and by now I notice that the reflex sights don't work on my mercs!! ... when I attach them in the inventory screen everything is fine and I can see the reduced AP costs but when I put it on my imp/mercs I see the original AP costs ... attaching makes no difference here ...

Anyone experience the same problem? And a possible fix for that?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [comicans](#) on Thu, 17 Aug 2017 21:26:50 GMT
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please delete my previous post ... I found the solution to my "bug" ... it's about attaching the scope after the reflex sight ... i always wondered what the yellow icon in the weapon picture was, but I couldn't find any thread about that ...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Fri, 18 Aug 2017 06:32:49 GMT
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This playthrough seems very different for some reason. I was liberating that oil rig in the northwestern town and for some reason there was an enemy private walking around the buildings! I played this version already earlier and am redoing this portion and have never encountered this in my 5+ playthroughs of the oil rig.

Anyways, bug: Colt M16A2 M203 from Bobby Ray's doesn't actually come with the Talon as advertised.

File Attachments

1) [notalon.jpg](#), downloaded 746 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 26 Aug 2017 05:39:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cerhio wrote on Mon, 14 August 2017 04:31 hey guys, just finished my semester so I'm finally back to the game!

So I was going to San Mona after taking Drassen went into the sector with the gun dealer and found two randomly hostile people with no title or weapons in the tattoo parlor. Is this normal?

Thanks!

It appears these are some of Cockeye's thug friends, so if you fought him previously they are likely to be hostile. I don't recall defining these for that faction, but may leave them for bit of a surprise anyway, not everyone in Arulco is your friend. o.o

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 26 Aug 2017 07:11:06 GMT
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Cerhio wrote on Thu, 06 July 2017 06:58 hey guys, just wanted to let you know that the blaser (7.62) sniper rifle cannot exchange barrels with any of the other variants.

neither can the AR57 (16") exchange barrels. I can't remember which other models I've tried it with (6", 11") but none of them seem to change around.

Just small things ;P

As of 2nd Sept 2017 AR57 Barrel kits have now been added to merges.xml. Please download this latest items, merges and attachment xmls and drop them into your
\GameData\main\Data-ALMv53\TableData\Items folder.

<http://www.mediafire.com/file/6sysl13jsyni5oi/Merges.xml>

<http://www.mediafire.com/file/us897b54fgbbnun/Attachments.xml>

<http://www.mediafire.com/file/jpy439l248y1p4e/Items.xml>

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [comicans](#) on Sun, 27 Aug 2017 15:02:48 GMT
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In my game are in a container in sector F5 three 5,45x39 mags ... two of them have 5.000 rounds!
... i only noticed because my imp was completely exhausted and after checking he was carrying
534%

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Simon1988](#) on Wed, 30 Aug 2017 15:04:18 GMT
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Hey

I just have an problem starting the beta version of vengeance reloaded. There is always a fatal
error :

JA2 Fatal Error

=====
Wed Aug 30 16:25:20 2017=====

File : "\src\Core\vfs_init.cpp

Line : 286

Location : vfs_init::initVirtualFileSystem

Could not initialize library [Data\Amlent.slf] in :
profile [SLF Libs], path [Data\Ambient.slf]

How can I fix this Problem? I saw all this pictures and I'm really looking forward to play this great
game!

Kind regard,

Simon

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 02 Sep 2017 05:36:34 GMT
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comicsans wrote on Mon, 28 August 2017 01:02In my game are in a container in sector F5 three 5,45x39 mags ... two of them have 5.000 rounds! ... i only noticed because my imp was completely exhausted and after checking he was carrying 534%

I'm not seeing any 5.45 mags in this map, but it was updated on 3/06/2017 so may not be in the beta release yet.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [comicsans](#) on Mon, 04 Sep 2017 18:06:34 GMT
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Some questions about LBE ... to me it seems that there are some things mixed up (though I didn't finish the game so far)

- ETAC Sniper Bag has three pistol slots but no gun/rifle slot? Is that intentional?
- Sniper Jacket cannot be merged with a belt? (although is says so in the description)
- Russian holster ... Is there any piece I can attach it to? The same goes for the triple pistol mags ... as much as I love all these MOLLE items, at least for me there is no logic what can be combined ... it's just try (buy ;) and error ... is there any file, where I can lookup/edit these things myself?

Edit: Btw, I am playing with IIS and I have many crashes/lockups which might have something to do with it ...

- when I try to grab items from an unconscious enemy and another enemy gets an interrupt the game more or less hangs ... at least you cannot finish your action ... you see the window where you can choose enemy items, but it's incomplete and you cannot grab anything ... doing something else (like punching) and "triggering off" enemy interrupts works
- sometimes when I walk around the map and discover a new item -> blackscreen ... after a reload everything is fine again

Bloodcats ...

- if a single merc gets ambushed the game crashes ... found no workaround

- when I enter bloodcat lair the normal way -> crash ... drop off from heli worked though
 - and I got various crashes on bloodcat turns
-

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Tue, 05 Sep 2017 10:20:58 GMT
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comicans wrote on Mon, 04 September 2017 23:06- ETAC Sniper Bag has three pistol slots but no gun/rifle slot? Is that intentional?
Fixed in r1668.

Quote:- Sniper Jacket cannot be merged with a belt? (although it says so in the description)
Probably description is incorrect.

Quote:- Russian holster ... Is there any piece I can attach it to?
Yes, TT Modular Pack, TT Extended Range and many other LBE items.

Quote: The same goes for the triple pistol mags ... as much as I love all these MOLLE items, at least for me there is no logic what can be combined ... it's just try (buy ;) and error ... is there any file, where I can lookup/edit these things myself?
Mostly you just try different items and see if they can be combined. There is no logic as far as I know unless someone will check all hundreds of LBE items, fix them and make the whole system work better.
Files to look/change:
Items.xml
LoadBearingEquipment.xml
Pockets.xml

Quote:Edit: Btw, I am playing with IIS and I have many crashes/lockups which might have something to do with it ...
- when I try to grab items from an unconscious enemy and another enemy gets an interrupt the game more or less hangs ... at least you cannot finish your action ... you see the window where you can choose enemy items, but it's incomplete and you cannot grab anything ... doing something else (like punching) and "triggering off" enemy interrupts works
- sometimes when I walk around the map and discover a new item -> blackscreen ... after a reload everything is fine again
I heard many times that IIS has much more bugs than original interrupt system.

Quote:Bloodcats ...
- if a single merc gets ambushed the game crashes ... found no workaround
- when I enter bloodcat lair the normal way -> crash ... drop off from heli worked though
- and I got various crashes on bloodcat turns
Bloodcat ambush is a known bug. No fix at the moment.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [comicsans](#) on Thu, 07 Sep 2017 16:06:20 GMT
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thanks for all the answers sevenfm

Quote:- Sniper Jacket cannot be merged with a belt? (although it says so in the description)
Quote:Probably description is incorrect.

at least that worked in earlier versions (not of this mod though, but AIM or stock 1.13 ...) ... so, it was not an intentional decision there is most likely just merge entries missing

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Thu, 07 Sep 2017 16:34:52 GMT
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comicsans wrote on Thu, 07 September 2017 21:06
at least that worked in earlier versions (not of this mod though, but AIM or stock 1.13 ...) ... so, it was not an intentional decision there is most likely just merge entries missing
I think it was true before invention of MOLLE system, as originally VR was based on very old Aimnas item mod.
Currently there is no use for those old LBE merges.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Parkan](#) on Thu, 14 Sep 2017 15:42:33 GMT
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Found some a minor graphical bug.The Female Imp face number 215(a blondy girl)has a wrong photo in autoresolve battles.She has a jerry mellow face in autoresolve.Deleting few line in inmpportaits.xml(with mention 215.sti)and deleting those files in inmpfaces directory of Data-Vengeance directory-fixed that bug.Maybe it was dirty fix,but it was fixed.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Gopas](#) on Fri, 15 Sep 2017 21:26:02 GMT
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Hello to all jagged allies. I have to admit that Vengeance is very interesting, feels like a new game. That is what BiA should have been.

I do have some questions about things that i noticed :

1)Is it safe to play the 2nd B version on Sci-FI mode ? Is the whole "bugs" story implemented ? will it ruin the game once i have made some progress ?

2)I cannot access the Personnel section in the laptop, i get a CTD every single time. I don't know if it's a bug or not. Has anyone else encountered the same problem ?

3)The B.K.-Upper Whisper Kitty part, does not merge with the M4A1 carbine as advertised at BR's. Maybe i need to merge the basic upper receiver (B.K.-Upper M4A1) first ? I am using the 2nd B version so i believe it has all the latest merges. What does B.K. stand for ?

4)NPC's such a Jaime and the asian reporter girl that i have encountered so far, want something but they don't specify what. Am i supposed to guess or do i accidentally find out what they need down the road ?

5)Is Miguel close to Omerta ? His secretary mentions that he could be anywhere, even as far as Meduna. She said that he will be eaten by bloodcats or something along these lines. That would be the arena in Meduna. I had hoped to get him earlier in the game.

6)I cannot train militia in Omerta, There are some militia NPC's in peaceful co-existence with red shirts, until i enter the Omerta sectors that is, then all hell breaks loose. Will i ever be able to train militia there ? Do i need to have Miguel in my team for that ? Or i will never be able to train militia there ? The loyalty is over 90. It is kind of annoying to have to fight in every sector every time i need to talk to the secretary.

Thank you in advance for any and all information. I will probably have more questions as i make progress through the game.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 16 Sep 2017 01:27:19 GMT
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Hello Gopas, I'm glad you enjoy our mod it's been a labour of love for some time.

As for your questions...

1. Sci-Fi mode should be more playable now, but it's not heavily supported or tested. The bugs story is not the same, as it was with the original Vengeance, but you should effectively be able to complete it now. I'd suggest playing in normal mode if it's your first time, but the choice is always there.

2. That's a new one on me and I haven't heard reports like that before, perhaps if you can give us more details on your install and set up and possibly a game save that might help. Though I can't guarantee anything.

3. Not sure on that one, I take it you've downloaded the latest items, merges and attachment xml's that are available. A number of merges and attachment issues may well still need to be fixed or some may have fallen through the cracks.

4.

Toggle Spoiler Scheinworld can fill you in better on the quests of those two, they should hint with some of their dialogue of what would be useful to them, I think Jaime can make use of tools if I remember right.

5. Who knows where Miguel is, it's part of the game/story for you to search for him, if he is even alive.

6.
Toggle Spoiler As you should be able to tell from landing in Omerta that most of the townfolk have been wiped out, it's borders are no longer defensible and this has been reflected by not being able to train militia there.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Gopas](#) on Sat, 16 Sep 2017 20:31:21 GMT
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Hello again Hawk, sorry for being late, had internet connection problems due to a massive windows update, it killed my drivers and replaced them so i could not connect. Luckily i have my original drivers CD and managed to repair it.

My installation was on my old pc with windows Vista, JA2 Gold,2014 stable release 7435 with the 7609 update and the Vengeance mod, second beta version. However my pc freezes every 30 seconds, i think the solution is to update the graphics drivers.

So, i am trying a new install on the new pc, the one with windows 10. I have one JA2 install there already, 1.13 + AR and it runs flawlessly. I am really enjoying that game.

So, i'll install JA2 ,1.13 (7435+7609) and the latest B version, correct ? It's ok to start anew since i hadn't gone far in the game yet, just as far as Drassen.

I wish you had left the cheats on though,they can be fun sometimes :) Anyway, no biggie.

As i already mentioned, VR is a very interesting mod, a fresh breath to the game, gives me the same feeling as when i first played JA2 back in '99 , the "...don't know what to expect..." feeling , lol :d. Basically a brand new game. Awesome work, Congrats to the creator and the improving team !!!!!

I tried Arulco Vacations a bit, too much suppression fire, i had to take a short nap after every shot while waiting for the enemy turn to run it's course ;P. I may pick it up again later on.....

Ahh, almost forgot....you spoke of some xml's with attachments, i did see some links somewhere but i didn't download, i thought that they must already be in the 2nd Beta.Are they ?

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Hawkeye](#) on Sun, 17 Sep 2017 05:08:48 GMT

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No, the latest items and merges stuff won't be in the last Beta, as they have ongoing changes and changes made after the 2nd beta release.

Checkout and download the links from this post to ensure your item files are all up to date...

http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=23264&goto=350158&#msg_350158

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Gopas](#) on Sun, 17 Sep 2017 13:27:24 GMT

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Thank you for the heads up. I'll download and merge.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Gopas](#) on Mon, 18 Sep 2017 14:54:22 GMT

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Hi again

Small update on the CTD issue when opening the Personnel section on the laptop. This time around, i hired a couple of A.I.M. mercs first and now i can open the Personnel page. However, if i click on one of the IMP's.....CTD. Therefore the problem lies with the IMP's, vanilla and non-vanilla. I tried both cases.

My installation

JA2 Gold GoG, 1.13 7435 and the 7609 update, then the VR mod . Right or wrong ?

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Onin](#) on Wed, 20 Sep 2017 12:56:25 GMT

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I'm really confused about this. I stumbled upon an interesting sector and a bunch of weird things happened..

Toggle Spoiler

it was in F13. Saw a bunch of boxes and a mine entrance so i approached it(it was night). So some hale and burton guys opened fire, killed all and went down the mine(do they ever talk first? EDIT: Noticed they're hostile only at night).

Seemed normal at first. But then i heard weird things, like people getting burned. They were

robots shooting fire. Now i thought maybe there was a battle going on already, but also thought there might be a bug with factions or something, like should the robots be theirs?(weird thing no.1).

So i cleared the area(robots and people), went north(Encountered something invisible but i was able to shoot at it and i guess it died. Happens on some other sectors too weird thing no.2).

Looked like one of those crepitus lair(i only played sci fi once iirc). Some loot and another entrance/exit, went to it, and then i was in drassen mine with no entrance/exit back to previous sector so i reloaded(weird thing no.3).

Went back the 1st basement and then down a "manhole"(It's like every single enemy on the sector respawned.. weird no.4)

Again some people being burned, after a while the guys started charging me. I guess they killed the robots, and killed them all. Then i found this.. I'm not sure how to describe it. Like a huge structure made of sandbags and nets shooting fire. Killed it and it dropped jelly? Like it was a crepitus queen.. there was a weird repeating sound as well until i destroyed/killed it (weird thing no.5).

EDIT: Went east from the "sandbag queen lair sector" through a staircase. Appeared in TF15 on a puddle of water(intended?) and there, a repeat of a previous ongoing battle upon arrival. Also in one reload, i looked at the strategic map in the sandbag lair, and when i went back to tactical, every hale and burton goon was alive again.

So yeah. I'm pretty sure a lot of these weren't supposed to happen, and wondering if i should just reload and avoid the sector? Can't remember if i turned sci fi off, but I never intend to play with it on in all my games, aside from that one time i did decide to try it. Though it is possible that i forgot to turn it off. EDIT: remembered about the "v" button in strategic view, and it said the game was in realistic mode

Oh and another thing: In H14 Alma, there was a tank when i first got there, but i didn't have things to destroy it so i went to the next sector instead(by walking to the border). When i went back, the tank was gone and it seemed like it turned into a soldier instead.

And another: H13 was where the counter attack happened. I made sand bags there but it seemed like they were "transparent". Can't remember/tell if they blocked enemy LOS but definitely not my merc's LOS(in any position[iirc they should block when prone, maybe even when crouched if tall enough). Also lots of times that bullets pass through walls and roofs.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Wed, 20 Sep 2017 22:15:45 GMT
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To be quick, Onin, that's the Sci-Fi mode for you, and little has changed from the Vanilla version of it.

Toggle SpoilerThe backstory is Hale & Burton have been messing with experimental weapons and have since lost control of their own facilities down there.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Dershamc903](#) on Fri, 22 Sep 2017 21:42:13 GMT
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Really enjoying the mod, but I have come across a few hiccups

I had Barry with a LDR of 38 try and recruit Dynamo, but Dynamo refused. I haven't talked to his brother in Alma yet, I don't recall that being a requirement in Vanilla, or did I bugger the recruitment by trying to use a guy with too low of a LDR.

Toggle SpoilerIn one playthrough I was able to recruit to the hick brother up in Odronegro in my first playthrough (I quit about halfway and started at Expert difficulty instead of Experienced), but second time I couldn't recruit him, which was a shame as he was a decent shooter.

Is there any reason why Fish constantly shoots guys in the groin? Fish has certainly shot a lot of guys, but at least 1 in every 10 guys he hits in the torso, it's a groin shot and no one else in my game has ever scored a groin shot. It's amusing, I wonder if there should be a little description somewhere about how Fish likes shooting people in the groin

On a side note, Salinas was quite the challenge, not so much in difficulty of the enemy but trying to win the town to your side. Attempting to take 10 sectors in a night was just not possible, but then the next day the enemy would retake a few sectors bringing loyalty down even further. It wasn't until I took the SAM site and trained up a bit of militia, then capturing the rest of the Salina sectors in the following game days did I manage to get loyalty past 20%. The challenge was so much fun, I think I played in just Salinas over a real-time three day period, going to bed at night wondering, how in the heck am I going to hold Salinas. I've now taken Doran and am starting my invasion of Alma and am finding that much more straight forward, but I gotta say that Salinas was the best part of the mod for me. I did have a hefty fight at the sector that sticks out east in Doran against 70 enemies. I put my guys up on the roof of this one house while 40 militia guys were just slaughtered. I eventually whittled the enemy down, and that was pretty intense too, but thanks to Babyface and a Mortar it was manageable.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 23 Sep 2017 03:15:36 GMT
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Fish's tendency for groin hits maybe purely coincidental.

Salinas does have a few quests that can affect loyalty also, so if you haven't done them or haven't done them successfully you may find loyalty is harder to manage. Either way I'm glad you are enjoying the challenge.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Onin](#) on Mon, 25 Sep 2017 21:06:58 GMT
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I read in PCM readme that X is supposed to join after the quest.

Toggle Spoiler

X = John and Mary Kulba

Read that they both join but only John joins and Mary stays as an NPC.

If i recruit her through talking. John 'disappears', he can still be managed in strategic as a merc but he's nowhere in tactical and Mary is just in escorted mode.

And btw.. Where can I find Pacos? I'm worried that he might have been shot or exploded or something without me noticing.

And i found Doc Koolhan but he doesn't seem to do anything. Is he supposed to be able to give doctoring service(EDIT: Idk why/how but he offered help now.)?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Onin](#) on Wed, 27 Sep 2017 12:54:53 GMT
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vanishing reflex sight

1. attach 4x acog on tabuk
 2. attach reflex sight
 3. place tabuk on sector inventory
 4. press remove attached items button
 5. reflex sight sent to oblivion
-

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Dershamc903](#) on Wed, 27 Sep 2017 20:49:24 GMT
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I also got that weird issue where the fields in INI Editor won't populate any of the .ini files except for the main ini file. I also got .spp issue when I load the Vengeance.exe. So I reinstalled the entire contents of the mod into a vanilla JA2 folder and then moved over my saved files and .ini files I edited. That fixed the problem and the game works properly.

Now I didn't open the vanilla Ja2.exe which was what that other guy did, what seemed to happen was I had the INI editor open and then my computer crashed overnight, for whatever reason. After I hard rebooted my computer was when the issue happened.

Toggle SpoilerAlso, much to my amusement, Fish continues to shoot guys in the groin, it cannot be just me. Does anyone else have a Fish who likes shooting enemies in the groin? Doesn't

happen when Fish is on the roof though just when he's on the ground and an enemy is standing up up that he fires at

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Wed, 27 Sep 2017 21:08:54 GMT
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Dershamc903 wrote on Thu, 28 September 2017 01:49Also, much to my amusement, Fish continues to shoot guys in the groin, it cannot be just me. Does anyone else have a Fish who likes shooting enemies in the groin? Doesn't happen when Fish is on the roof though just when he's on the ground and an enemy is standing up up that he fires at Malicious characters shoot in the groin more often. And Fish has "Malicious" character trait. He also receives morale boost after that.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Wed, 27 Sep 2017 22:59:05 GMT
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Ha, I did wonder about malicious, but never would have thought was actually implemented that way.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [ratpaz](#) on Fri, 29 Sep 2017 14:40:28 GMT
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I'm planning to do a new run on vengeance, this time with V2
i wonder if the breath loss bug related to some backgrounds is fixed or i stil have to delete every drink_energyregen line from background.xml? there is no mention of this bug in the download section
and by doing a quick test it seems a merc with 250% breath regeneration indeed recover stamina almost 3 times faster, but also lose stamina faster than a normal merc, is this how is supposed to work?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Fri, 29 Sep 2017 16:09:03 GMT
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ratpaz wrote on Fri, 29 September 2017 19:40I'm planning to do a new run on vengeance, this time with V2
i wonder if the breath loss bug related to some backgrounds is fixed or i stil have to delete every drink_energyregen line from background.xml? there is no mention of this bug in the download

section

and by doing a quick test it seems a merc with 250% breath regeneration indeed recover stamina almost 3 times faster, but also lose stamina faster than a normal merc, is this how is supposed to work?

drink_energyregen bug was fixed 07.01.2017

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [ratpaz](#) on Fri, 29 Sep 2017 17:22:53 GMT

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sevenfm wrote on Fri, 29 September 2017 18:09ratpaz wrote on Fri, 29 September 2017 19:40I'm planning to do a new run on vengeance, this time with V2

i wonder if the breath loss bug related to some backgrounds is fixed or i stil have to delete every drink_energyregen line from background.xml? there is no mention of this bug in the download section

and by doing a quick test it seems a merc with 250% breath regeneration indeed recover stamina almost 3 times faster, but also lose stamina faster than a normal merc, is this how is supposed to work?

drink_energyregen bug was fixed 07.01.2017

Thank you!

There is something else, maybe this is not really a bug (or maybe it is)

I used to give more than 3 skills to some mercs,
and getting this on the stats summary screen:

I know it's normal for r7609, but even if the skills displayed are messed up, this was working fine with the previous version of vengeance now i will get a CTD whenever i go to that summary with a merc that have more than 5 different skills.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [sevenfm](#) on Fri, 29 Sep 2017 17:27:05 GMT

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ratpaz wrote on Fri, 29 September 2017 22:22There is something else, maybe this is not really a bug (or maybe it is)

I used to give more than 3 skills to some mercs,
and getting this on the stats summary screen:

I know it's normal for r7609, but even if the skills displayed are messed up, this was working fine with the previous version of vengeance now i will get a CTD whenever i go to that summary with a merc that have more than 5 different skills.

If there's a patch in the main trunk that fixes the problem, I can add it.
If no such patch - you can just don't give more than 3 skills.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [ratpaz](#) on Fri, 29 Sep 2017 17:55:09 GMT
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Well, i don't remember when this was implemented but on latest 1.13 when you give a merc more than 3 skills you get "more..." displayed and a tooltip will display all the merc skills

It would be great if it will be implemented in vengeance mod, but the real problem here is not the messed up display but the fact that it will CTD on that screen.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Fri, 29 Sep 2017 18:52:00 GMT
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ratpaz wrote on Fri, 29 September 2017 22:55 Well, i don't remember when this was implemented but on latest 1.13 when you give a merc more than 3 skills you get "more..." displayed and a tooltip will display all the merc skills
Most likely it's r7253 Fix: skill display crashed and/or was badly aligned when selecting many traits (by cres).

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Onin](#) on Sat, 30 Sep 2017 01:00:05 GMT
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Pile of items got transferred to deep water tile for some reason.

- in Dam sector of Drassen
 - never had any merc on that tile
 - items only sink after going to tactical view
 - was able to save items after noticing by reloading backup save and doing move item assignment
-

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 28 Oct 2017 07:30:24 GMT
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Gopas wrote on Sat, 16 September 2017 07:26

3)The B.K.-Upper Whisper Kitty part, does not merge with the M4A1 carbine as advertised at BR's. Maybe i need to merge the basic upper receiver (B.K.-Upper M4A1) first ? I am using the 2nd B version so i believe it has all the latest merges. What does B.K. stand for ?

It appears the Whisper Kitty barrel kit for M4's went walkabout, but has since been reinstated. I'm not sure who created this merge or where it went originally. Grab these latest merges and item xmls and overwrite the existing ones in your \Data-AIMv53\TableData\Items folder for that fix among others.

merges: <http://www.mediafire.com/file/6sysl13jsyni5oi/Merges.xml>

items: <http://www.mediafire.com/file/jpy439l248y1p4e/Items.xml>

Oh and B.K. stands for barrel kit.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sun, 05 Nov 2017 02:39:05 GMT
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comicsans wrote on Fri, 08 September 2017 02:06thanks for all the answers sevenfm

Quote:- Sniper Jacket cannot be merged with a belt? (although is says so in the description)
Quote:Probably description is incorrect.

at least that worked in earlier versions (not of this mod though, but AIM or stock 1.13 ...) ... so, it was not an intentional decision there is most likely just merge entries missing

Changed description and removed reference to use with belt in revision 1712.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [MrKamikazi](#) on Thu, 23 Nov 2017 00:01:08 GMT
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Hmm, every tie I attempt to lead Maria back I get an infinite spinning clock after Angel hands me the jacket. If I stay out of the way and just let Angel talk to Maria I don't get a freeze but Angel doesn't seem to leave the deed anywhere.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Thu, 23 Nov 2017 04:04:16 GMT

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MrKamikazi wrote on Thu, 23 November 2017 11:01Hmm, every tie I attempt to lead Maria back I get an infinite spinning clock after Angel hands me the jacket. If I stay out of the way and just let Angel talk to Maria I don't get a freeze but Angel doesn't seem to leave the deed anywhere.

We are aware of issues with Angel. A number have reported stopwatch loops and even outright crashes and are looking into it. Hopefully we can remove the deeds element altogether as that part of the quest is no longer valid in the game and that quest has changed somewhat.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Thu, 23 Nov 2017 09:09:16 GMT
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Hi,

http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=23258&goto=350089&#msg_350089

Quote:Maybe the path of Angel was just blocked. Did you also try it in this alternative way(?):

I could successfully finish the Maria quest and recruited her in the following way. All other mercenaries were placed far away from Angel and his leather shop and only with Maria alone I went into the shop.

After the dialogue of Angel with his sister he drops the reward on the ground, Angel leaves the shop and map and Maria gets recruited automatically.

And don't forget Kyle is no longer present in VR anymore so no more deed for the leather shop needed.

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [silversurfer](#) on Thu, 23 Nov 2017 11:21:26 GMT
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Hawkeye wrote on Thu, 23 November 2017 05:04

We are aware of issues with Angel. A number have reported stopwatch loops and even outright crashes and are looking into it. Hopefully we can remove the deeds element altogether as that part of the quest is no longer valid in the game and that quest has changed somewhat.

Are you using a custom map for Vengeance? I remember having to modify quite a number of the NPC script files in order to make them compatible with the WF maps because the tile numbers are different from the vanilla 1.13 maps.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [MrKamikazi](#) on Thu, 23 Nov 2017 14:12:30 GMT
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Thanks for the reply. I'll try just sending Maria to finish the quest. The missing \$10k from the deed will hurt!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Thu, 23 Nov 2017 21:35:12 GMT
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silversurfer wrote on Thu, 23 November 2017 22:21Hawkeye wrote on Thu, 23 November 2017 05:04

We are aware of issues with Angel. A number have reported stopwatch loops and even outright crashes and are looking into it. Hopefully we can remove the deeds element altogether as that part of the quest is no longer valid in the game and that quest has changed somewhat.

Are you using a custom map for Vengeance? I remember having to modify quite a number of the NPC script files in order to make them compatible with the WF maps because the tile numbers are different from the vanilla 1.13 maps.

Hey Silver, there might be some very minor changes and nothing to affect the placement which I doubt Schein' would have moved. Though it seems placement of items and transactions can open a hornets nest. We had some teething problems with a new custom quest that had similar issues but seems to be working fine now.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Mozayka](#) on Sat, 02 Dec 2017 17:26:47 GMT
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[https://youtu.be/36FuhNM8UpA\[/youtube\]](https://youtu.be/36FuhNM8UpA/)

Hans tell nothing about Toni

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sun, 03 Dec 2017 22:47:55 GMT
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Thanks for the bug Mozayka, I haven't experienced that one before though we did have some issues with Hans on an older build after we removed the Brenda interaction but that has been rectified. It seems weird Hans is facing the wrong way too.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Mozayka](#) on Mon, 04 Dec 2017 18:23:36 GMT
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well i met this bug also for the first time. before all was ok

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Rob Somebody](#) on Thu, 14 Dec 2017 19:47:36 GMT
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Hello,

while fighting in A8 I experienced a CTD "unhandled exception: unable to recover" when one of the milita ran out of ammo and tried to loot more. This is what the log said:

Toggle Spoiler

```
[24.0302] : ERROR : ===== Thu Dec 14 18:34:10 2017 =====
```

```
File   : ..\src\Core\vfs_file_raii.cpp
```

```
Line   : 34
```

```
Location : vfs::COpenReadFile::COpenReadFile
```

```
file "SOUNDSWEAPONS\38\38 SPECIAL REVOLVER LAST.ogg" does not exist
```

```
[24.0306] : ERROR : ===== Thu Dec 14 18:34:10 2017 =====
```

```
File   : ..\src\Core\vfs_file_raii.cpp
```

```
Line   : 34
```

```
Location : vfs::COpenReadFile::COpenReadFile
```

```
file "SOUNDSWEAPONS\38\38 SPECIAL REVOLVER LAST.ogg" does not exist
```

Thanks in advance

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Mon, 18 Dec 2017 22:03:44 GMT
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Well my school semester is over so I'm back!

I'm on the latest SCI, has anyone noticed that selecting a merc no longer triggers their phrase?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [No-Nothing](#) on Wed, 20 Dec 2017 19:50:57 GMT
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I tried the food feature. Find it very interesting! But I feel lack of something inspired by facilities. It would be great if some facility (staffed or ambient, better latter, may be both) provided food points to merks. A perfect candidate is "Occupied Territory". Now it seems to be buggy. "VR_Facilities_by_Ed.txt" says it to be ambient, but you can choose it staffed and it doesn't replenish energy. Also Dam (D14) seems to have a wrong facility option - "waldo...".

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Wed, 27 Dec 2017 08:39:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm getting the sped-up, never-ending clock bug in Chitzena when I'm attacking the oil rig. No idea what is triggering it but I'll let you know if I figure it out.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Wed, 27 Dec 2017 08:49:44 GMT
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Cerhio wrote on Wed, 27 December 2017 13:39 I'm getting the sped-up, never-ending clock bug in Chitzena when I'm attacking the oil rig. No idea what is triggering it but I'll let you know if I figure it out.

You can press ESC to stop endless clock.

The problem may be with some wrong AI decisions or bad sector design which causes pathfinding problems.

Anyway, without a save nothing can be fixed.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Sat, 30 Dec 2017 21:24:48 GMT
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Unfortunately I muck up the ja_options too much for me to share my save. I managed to get a workaround fix going. All you gotta do is take off the force turn option and you're good. I hate real-time but I'll do anything to get further along in the game.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Mon, 08 Jan 2018 09:27:36 GMT
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@Hawkeye,

I'm so sorry. A new, old problem, which I had posted earlier, has happened again! :|

I made a fresh installation with the version 11.12.2017 and Ja2Gold(english).

The situation:

Arulco-day 13.,
team with 21 mercs.

I would like to engage another "mech"-merc.
But no way to get him.

You looks at "RUNTIME-ERROR" on AIM-Screen.

Edit: I have checked all my SavedGames. My first SavedGame is after the fight in A 9 at the beginning. The bug(?) happens already at this time!!!

This bug has been removed in the former corrected version and is back now.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Fri, 12 Jan 2018 13:58:23 GMT
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@All others,

is there anybody who may confirm my bug? :w

Version 11.12.2017.
Make the first fight in section A 9.
Save.
Go to A.I.M to engage a merc.

---->RUNTIME ERROR :|

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Sun, 14 Jan 2018 13:16:08 GMT
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Hi,

Fan wrote on Fri, 12 January 2018 14:58@All others,

is there anybody who may confirm my bug? :w

Version 11.12.2017.

Make the first fight in section A 9.
Save.
Go to A.I.M to engage a merc.

---->RUNTIME ERROR :|

I have to confirm this bug in VR Beta 3. Thank you @Fan for reporting!

@Seven: Maybe you have some time to check my save game. If you try to hire a mercenary at A.I.M. the runtime error happens.

http://kermi.pp.fi/JA_2/Other_Stuff/V/R/Schein/SCI/temporary/SavedGames.zip

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Gopas](#) on Mon, 15 Jan 2018 21:11:03 GMT
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I have 13 mercs so far, 2 from AIM,6 IMP's and the rest are locals . I haven't met this problem yet. 2 of my IMP's have the Engineer and Technician skills respectively. Also i have hired the Roachburn girl (Megan i think is her name ?) who is also a Technician. You can also hire Fred the mine boss in Drassen, he is an Engineer. Probably other miners with Eng or Tech skills, maybe some more locals, Perko, Freddo, etc. Just make sure to have changed the option about getting only 50% mine income if you hire the miners. I have it at 100%, head miner or not. No need to be punished. They are fighting for their country after all. I am sure the head miners have someone trustworthy to run the mines while they go to war themselves. Finally, i make sure to train everyone's Mechanical to be above 50. That way everyone can repair to a certain extend. The Engineers/Technicians can add the finishing touches (100% repaired items).

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Tue, 16 Jan 2018 09:53:48 GMT
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@ Gopas,

thank you for your feedback.

But you are able to meet this bug very well by engaging for fun a merc right now! :)

You can be sure, I know the skills of the mercs who can I find on my way in this game. You don't

read my ranking list of this mercs above in this thread, downloaded nearly 100 times? Never mind.

I wrote I would like to engage a technician before I met Matt or Perko. Fred is presently my trainer in Tangart. And I never make this game with only 13 mercs. You have my respect! I like Ja2 because it is good to me! I don't like working hard in a game. I play it as I do it in reality. You understand? I hate to have a merc in a battle with only one living point. Again: Never mind.

I ever leave behind 2 mers in the townships for training militia because of there are many town-sectors without a chance to train militia, a feature of VR!
And in my present game I have no AE, exceptionally. Therefore I need sometimes a merc from A.I.M. During the game, after engaging mercs by chance, I dismiss him again.

And for all, I don't play this game, I test it. Therefore I check the bugs I have found in the former versions.

By the way: @Scheinworld, thank you for confirming "my" bug! (+)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Gopas](#) on Wed, 17 Jan 2018 18:05:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey Fan, no, i didn't read the ranking list, where is it at ?
I am pretty sure that you know the game pretty well. I was trying to point out that i haven't encountered that bug. As i understand it, it will happen if i try to hire a tech/engineerr from AIM. Correct ? If that is the case, i ddidn't know about it until i read you post about crashing when trying to hire a mr fixit merc. I figured that i'd go with mostly in-country hires as i am curious about them, and less with AIM,MERC hires. My team is at 16 now, i want to see how many i can find in-country before hiring the good old ones. Surprisingly my best shots are Fred and Skyriders , which i find very amusing :)

I have half a mind to try hiring a repairman from AIM just to test if the game will crash. Will let you know.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Gopas](#) on Wed, 17 Jan 2018 18:15:25 GMT
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Update :

I did hire Boss, Barry, Jimmy and Red. The game didn't crash. When they arrived at the airport, there was a sound of a passing jet , one time for each of them . When the stopwatch went away, i

double clicked on their squad pictures to focus the screen on them, No luck. At the strategic screen, i moved them one sector south and voila, they became visible so i moved them back north to Drassen airport, and now they are playable. Zero defects :).

Maybe the bug has been worked on by someone ? It's still not perfect but as long as we can land mercs in liberated areas, no problem. Or it's my game, installation, pc, i do not know. Or it could be a problem at the beginning of a new game.....

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Wed, 17 Jan 2018 20:06:52 GMT
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No matter how I attempt to remove Nail's backpack, I get this failure. I've tried doing CTRL+B to get everyone to drop their backs, Nails won't. When I tried pressing the drop button on the UI, I get this error. I tried also removing the bag in the strategic map and got the same runtime error.

File Attachments

1) [dropnailsbackpack.jpg](#), downloaded 283 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Gopas](#) on Wed, 17 Jan 2018 23:10:42 GMT
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Nails : "Don't mess with the vest Scooter"
In vanilla he was ok except that he refused to wear armor, too much in love with his useless jacket. Only hired him once since 1999. Obviously he is still troublesome.....

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Thu, 18 Jan 2018 07:25:50 GMT
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@Gopas,

that was a misunderstanding. Technician, he has been only an example, because I needed him at the moment.

The bug is by engaging every merc after beginning the game.

Because of internet? I don't know.

My ranking list? You would like to look at it? :)

Please look at the thread "Info, hints and tips", named "mercs_VR 2" on the second side.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Gopas](#) on Thu, 18 Jan 2018 14:17:58 GMT
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Hey hey Fan

Ever merc ? From AIM and Merc ? Did you manage to make any IMP's ? Ouch, i did misunderstood indeed. Thank you for clearing it. I have no problem hiring , although i've only tested with techies/engineers. I should try hiring other specialties as well as mercs from Merc and see how the game responds.

I have crashing issues with the latest AV, so it could be something with your installation maybe ? I do not know if it's your computer, i am sure that my AV issues exist because i made some mistake during installation. I'll try again this coming weekend.

Thank you for the feedback.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Thu, 18 Jan 2018 20:27:46 GMT
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Gopas wrote on Thu, 18 January 2018 01:10 Nails : "Don't mess with the vest Scooter"
In vanilla he was ok except that he refused to wear armor, too much in love with his useless jacket. Only hired him once since 1999. Obviously he is still troublesome.....

It's the backpack that doesn't work.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Gopas](#) on Thu, 18 Jan 2018 20:50:44 GMT
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Nails is always trouble, vest or backpack. That's why i joked about him :). All kidding aside, it may be a bug but VR it's full of surprises.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Thu, 18 Jan 2018 21:22:01 GMT
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Cerhio wrote on Wed, 17 January 2018 22:06: No matter how I attempt to remove Nail's backpack, I get this failure. I've tried doing CTRL+B to get everyone to drop their backs, Nails won't. When I tried pressing the drop button on the UI, I get this error. I tried also removing the bag in the strategic map and got the same runtime error.

Only solution was to go to an older tactical save where Nails did not have the bag on. The bug resumed after picking up the backup again.

EDIT: Well I went back to organizing the backpacks of my characters after loading the tactical autosave and got this error. Is my game wrecked?

File Attachments

1) [bandolierfail.jpg](#), downloaded 155 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Fri, 19 Jan 2018 08:56:49 GMT
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@Gopas,

thnx for feedback, indeed, I believe feedbacks of users are rare and therefore precious.

Your question: All mercs, I tried, without, surprising, it's fact: Vickie. And yes, I am able to get an IMP. And I can engage every merc underway (p.E. Carl, Fred, Babyface etc.).

I had the same bug with the former version until the backup later. Then it disappeared.

I don't believe that the reason is my installation: Ja2Gold_English + Full latest Version from 11.12.2017. Please look at the post of Scheinworld. He confirmed the bug.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Gopas](#) on Fri, 19 Jan 2018 14:19:21 GMT
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Hello Fan

My installation is as follows : VR second Beta Version but my JA2 game is the GOG 1.13 included version. Also - thanks to Hawk who advised me - i've added some small patches ,items, XML's i think. Our installations may have some small differences. In my case they are not game breaking. I may encounter a game breaking issue later on, maybe not. So far the only unusual thing is that

new hires from the websites , do not show on the tactical screen once they land, even though their squad portraits are there and they respond verbally when clicked on. In other words, they are onscreen but invisible or just out of the screen borders. The solution is to send them to a neighboring sector and they become visible.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 20 Jan 2018 06:19:06 GMT
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I don't think any updates have been posted yet, so doubt anything has been fixed. Does this mean you are still playing Beta 2 Gopas? (which would account for you not having the roster hire crash that Fan gets.) If you have downloaded Beta 3, then the smaller patches or updated xml files shouldn't be needed as they will be in the latest build.

The Scorpion; the original creator of Vengeance has informed me recently that both this issue and the mercs playing parachute/aircraft sounds but not appearing on screen has happened before, though in Fight for Freedom, so it might not be VR specific. Hopefully SevenFM can trace the problem, though I believe it was fixed in Beta 2, which is surprising it has resurfaced.

Cerhio, no idea on your issues yet, I don't touch new inventory stuff, but hopefully someone can take a look at your problems as soon as possible, I doubt it's a carryover from the 'mess with the vest' feature. On a side note Babyface has a similar trait, that he refuses to remove his glasses, so you're unlikely ever to see his eyes in game!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Sat, 20 Jan 2018 08:47:56 GMT
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Scheinworld wrote on Sun, 14 January 2018 18:16I have to confirm this bug in VR Beta 3. Thank you @Fan for reporting!

@Seven: Maybe you have some time to check my save game. If you try to hire a mercenary at A.I.M. the runtime error happens.

http://kermi.pp.fi/JA_2/Other_Stuff/V/R/Schein/SCI/temporary/SavedGames.zip

Best regards; Schein...

Cannot reproduce bug in new game, maybe your save or old SCI is corrupted.

Please test in new Vengeance_Reloaded_Beta_20.01.2017_v7609_English_Full.7z uploaded here:

https://drive.google.com/open?id=1Nv1HYQiAn6JhJ9H6qQ7-UQYF7pvvv_al

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Sat, 20 Jan 2018 10:23:24 GMT
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@sevenfm,

I had been the first who posted this bug.
Scheinworld has confirmed it.

I had a fully fresh installation: Ja2Gold + fullversion from 11.12.2017!

I had posted the same bug by playing the former version (31.12.2016); the bug was disappeared with an update in the year 2017 and is now back.

What's the matter with the new version?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Scheinworld](#) on Sat, 20 Jan 2018 11:14:26 GMT
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Hi Seven,

Thank you, but same bug in new VR beta
"Vengeance_Reloaded_Beta_20.01.2017_v7609_English_Full" and of course I made a new fresh JA2 install before and did not use any old saves.

It is at Fan wrote. Just clean the first sector. After that try to hire a mercenary like MD or Vinny and the runtime error happens.

Fan wrote on Fri, 12 January 2018 14:58 Make the first fight in section A 9.
Save.
Go to A.I.M to engage a merc.

---->RUNTIME ERROR :|

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Gopas](#) on Sat, 20 Jan 2018 14:25:51 GMT

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@Hawk

Hi there, yes, i am playing the second beta and it works fine, except that small issue i am mentioning in a couple of recent posts. The extra files you advised me to download and add to my game, fixed the laptop roster issue also. Now i can browse my team members individually, check statistics, everything works fine.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [sevenfm](#) on Sat, 20 Jan 2018 16:44:47 GMT

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

Scheinworld wrote on Sat, 20 January 2018 16:14Hi Seven,

Thank you, but same bug in new VR beta

"Vengeance_Reloaded_Beta_20.01.2017_v7609_English_Full" and of course I made a new fresh JA2 install before and did not use any old saves.

It is at Fan wrote. Just clean the first sector. After that try to hire a mercenary like MD or Vinny and the runtime error happens.

Cannot reproduce. I start new game, kill enemy with cheats, save game, then go to AIM and hire MD and Vinny without problem.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Scheinworld](#) on Sat, 20 Jan 2018 22:16:39 GMT

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Hi Seven,

sevenfm wrote on Sat, 20 January 2018 17:44Cannot reproduce. I start new game, kill enemy with cheats, save game, then go to AIM and hire MD and Vinny without problem.

Can you test it with my save game please? Kill enemies with cheat and after that go directly to A.I.M. and try to hire MD or Vinny for example.

http://kermi.pp.fi/JA_2/Other_Stuff/V/R/Schein/SCI/temporary/SaveGame01.zip

Thanks for testing it!

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Fan](#) on Sun, 21 Jan 2018 07:43:12 GMT

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@sevenfm,

perhaps a supplement (necessary, important?) to Scheinworlds (thank you again @Scheinworld) post:

I won the sector A 9 self-evident without cheat and then the bug.

I had (carefully) 10 savegames on my way to Tangart and to win B 13 - D 13, ever this bug after loading.

I played the game after the beginning mercs (each merc without problem!) only with such as JOEY, FRED or SKYRIDER (not as a pilot) etc.

Thanx for your necessary help! (+)

P.S. Again: This bug was in the game vers. 31.Dec.2016 also and disappeared with the later update!

Edit: Sorry, a mistake: The version which was o.k. was the version before the version 31.Dec.2016: It was the version where you could use GABBI!

I have ca. 8 directories of Ja2_VR on my computer; perhaps this can explain my mistake. o.o

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Cerhio](#) on Fri, 26 Jan 2018 06:15:46 GMT

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Beowolf ammunition seems to be the wrong size. I can't fit it into ANY ammo pouches on LBEs beyond the small/medium size general pouches.

File Attachments

1) [beowolfammoweirdsize.jpg](#), downloaded 445 times

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [lockie](#) on Fri, 26 Jan 2018 11:25:20 GMT

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Bug in Bloodcat Lair , if fight started , no retreat to North is possible , screen freezes , game over

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [No-Nothing](#) on Fri, 26 Jan 2018 18:24:02 GMT
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1. Can you add INI-OPTION "treat a backpack as common LBE"?
Toggle SpoilerThat means: yeah! - no zipper - sad! but... that means also no transform bug (which never be fixed), no pathetic AP/BP penalties (for tiny empty backpacks too), no mod related bugs ("features" like right here). Want to point it out I request an OPTION not enforced rule.
2. XML tweaks for aiming gear - is it default 1.13?
Toggle SpoilerThey seem so similar to AIMNAS tweaks which I last played (long ago though and I can easily mistake). So I guess it's just default 1.13 (never played it !LOL!). Also they seem so unlucky - don't use the best of the game-engine, partly even wrong. But I think you have heard enough suggestions relating this part and would be bothered with yet another portion of it, right?
3. 32 merks & 2 cars MAX
Toggle SpoilerIf I understand right max limit was changed from 18 to 32 during development. Why not further? And cars...
-for the sake of game-play. More merks & cars is just insanity!
-there's modding limit & tech problems. More are hard to code and performance strikes and so on...
4. XML-EDITOR - cannot be used due to the start-up error
Toggle SpoilerIs it common for newer mods/builds? Reason is intentional restrict by modders? Complex weapon pictures cause it?
5. Suggestions - is there special topic for them or they are just mixed up with bugs?
Toggle SpoilerI see you are busy at adding new items. What is your mood about adding other new stuff? Like characters, quests, features of all kind...

Sorry, if my questions are not in place and annoying.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Fri, 26 Jan 2018 23:52:12 GMT
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Hello No-Nothing,

I'll just answer what I can at the moment...

4 - We gave up using the XML editor as we had issues with it corrupting huge amounts of data during production, and limited it's use for us as just a viewer. This set us back weeks of work. You'd need to contact those who created it to use it more than us if you want to. JMich might be your first contact, he was trying to help us with the issues we faced, but they still surfaced.

5 - You can always start a new topic for suggestions. Though currently we are not looking at adding new items, we're just trying to fix stuff that's been already added or broken.

New quests would be great and we had a couple more quite ambitious multi-tiered quests outlined but due to lack of interest or those knowledgeable in quest creation, they will not be happening

any time soon they also take a huge amount of work, not just on the programming side. Our priority is fixing up broken or tweaking elements of the game rather than adding anything new (and potentially bug creating) additions for now.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Sat, 27 Jan 2018 00:15:49 GMT
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No-Nothing wrote on Fri, 26 January 2018 23:24:1. Can you add INI-OPTION "treat a backpack as common LBE"?

Not possible technically, but you are not forced to use them as you can use combat packs instead, also there's a convenient way to drop backpacks as the battle starts and then auto pick up them when it ends. Also, there are much less backpack limitations in VR than in stock 1.13 as you can jump and climb with them.

Quote:2. XML tweaks for aiming gear - is it default 1.13?

Sorry don't understand what do you mean. VR item mod is a mix of base 1.13 items from stable 7609 and items from some old Aimnas version. Some values could be wrong or not very well balanced as the whole item mod needs much more attention than any of VR modders can afford.

Quote:3. 32 merks & 2 cars MAX

32 mercs is code limitation.

MAX_NUMBER_PLAYER_VEHICLES = 2 is default value, I have no idea why, there is no reason to limit car use. In my games I always set this to max value.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Sat, 27 Jan 2018 06:43:41 GMT
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lockie wrote on Fri, 26 January 2018 22:25: Bug in Bloodcat Lair , if fight started , no retreat to North is possible , screen freezes , game over

There seems to be a number of issues with bloodcats, old issues at that. Have you found trouble retreating from any other sectors, as this is currently very common in my current game. Are you playing the latest Beta (3), Lockie?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Sat, 27 Jan 2018 10:38:42 GMT
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@sevenfm,

sorry, no offence!

You answered immediately to No-Nothing's, but not to Scheinworld's or my post.

Only for safety: That means I have to live with the posted bug?

Thank you for your understanding and your answer.

I'm on tenterhooks!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [lockie](#) on Sat, 27 Jan 2018 11:12:46 GMT
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Hi Hawkeye , yup , latest version beta 3 , I believe , also just tried to enter Molina from the palace sector, to directly south town sector , game over man ! I'll try again and post a screenprint .
As an aside , the game looks and plays very well , you guys have done a great job in reviving this old mod , congrats , its well balanced , good locations and battles . In Molina (far eastern sector) I got well trounced in a storm !
I've chosen to leave quests until a second playthrough .

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Sat, 27 Jan 2018 11:13:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fan wrote on Sat, 27 January 2018 15:38@sevenfm,

sorry, no offence!

You answered immediately to No-Nothing's, but not to Scheinworld's or my post.

Only for safety: That means I have to live with the posted bug?

Thank you for your understanding and your answer.

I'm on tenterhooks!

That only means I have no solution currently for this problem, will take a look when I have more time and motivation to work with VR code. Sorry that you have to play with bugs but I personally can't help at the moment.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Sat, 27 Jan 2018 11:19:41 GMT
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Scheinworld wrote on Sun, 21 January 2018 03:16Hi Seven,

sevenfm wrote on Sat, 20 January 2018 17:44 Cannot reproduce. I start new game, kill enemy with cheats, save game, then go to AIM and hire MD and Vinny without problem.

Can you test it with my save game please? Kill enemies with cheat and after that go directly to A.I.M. and try to hire MD or Vinny for example.

http://kermi.pp.fi/JA_2/Other_Stuff/V/R/Schein/SCI/temporary/SaveGame01.zip

Thanks for testing it!

Best regards; Schein...

I can reproduce bug from your save but not when starting new game, so it doesn't help much because we need to find the source of the bug, that means the save just before the bug appears (when game runs normally and you can hire mercs) and description what to do to make it happen (when you cannot hire mercs anymore). If the save is already corrupted in some way it's not very helpful. I will look at the code some day to see what happens but cannot promise fix anytime soon.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Fan](#) on Sat, 27 Jan 2018 14:55:23 GMT
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@sevenfm,

for your info:

I made today a fresh installation on another computer which has as well Win 7 as WinXP. Both shows this RUNTIME ERROR by engaging mercs from A.I.M. and MERC. (-)

Thank you for your info today. (+)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Cerhio](#) on Tue, 30 Jan 2018 19:14:24 GMT
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Cerhio wrote on Fri, 26 January 2018 08:15 Beowulf ammunition seems to be the wrong size. I can't fit it into ANY ammo pouches on LBEs beyond the small/medium size general pouches.

How would one change the size of the Beowulf ammo clips to put together a temporary fix?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [edmortimer](#) on Tue, 30 Jan 2018 20:26:57 GMT
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In Items.XML change the <Size> tag of the Beowulf magazines to be the same size as the magazines you want.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Parkan](#) on Fri, 02 Feb 2018 09:40:18 GMT
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Game freezes when i enter to sector in tactical when got ambushed by bloodcats. Does bloodcat bug still not fixed? used last Vengence SCi from 20.01.2018 (from sevenfm google drive).

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [No-Nothing](#) on Mon, 05 Feb 2018 13:29:04 GMT
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Here you are, one small pile of things to fix:

Toggle Spoiler1. MP5KA4 with a silencer does not pass a mp-holster!

2. Already folded UZI (through merge) accepts another stock as an attachment and this way passes a mp-holster!

<http://my-files.ru/o7d066>

3. The boss in the starting sector drops AKMSU. Which has a transformation bounded to the folding stock. Looking at other weapons I guess such transformations are supposed to be removed from the mod.

One note here: I noticed guns with folding stocks all have "unfolded sizes". A thing to try here is automatic folding. That means guns have "unfolded pics" & "unfolded stats" except size. We imagine soldiers fold them when they want them to pass their inventory.

<http://my-files.ru/6anuss>

4. Tabuk's scope is set as a stock. I suspect that's the reason it doesn't fit any AK-line gun as supposed to due its description. Does Tabuk fit two scope standards?

<http://my-files.ru/fxgdb>

5. There are TWO 454 casull ammo calibers. One NEEDS to be removed!!! Then you most probably have to set puma using the remaining one. Otherwise... CRASHES!!!

May be you should check if there are more broken guns while you at it.

<http://my-files.ru/a2dfo4>

6. Small tool kit & BIG med kit cannot be merged manually. But can by WHOLE sector merging process...

7. Molotov doesn't fit canteen slot. (booze + rag = Molotov? WITHOUT OIL!)

8. Toni does not buy some boxed ammo (.45/9mm).

9. Canned cat food has fantastic decay rate. Even worse

"FOOD_DECAY_IN_SECTORS=FALSE" doesn't work. For example: this food comes completely decayed in one hour.

10. Is very unimportant, but if you care WeeklyLeeks guy's head has inappropriate description.

<http://my-files.ru/mkttcb>

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Tue, 06 Feb 2018 08:28:54 GMT
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No-Nothing wrote on Mon, 05 February 2018 18:29:1. MP5KA4 with a silencer does not pass a mp-holster!

That's intended - silencer increases gun size.

Quote:2. Already folded UZI (through merge) accepts another stock as an attachment and this way passes a mp-holster!

Fixed - removed folding stock from Uzi's attachments.

Quote:3. The boss in the starting sector drops AKMSU. Which has a transformation bounded to the folding stock. Looking at other weapons I guess such transformations are supposed to be removed from the mod.

I don't think we should remove something from the mod just because not all guns have transformations (yet).

Quote:One note here: I noticed guns with folding stocks all have "unfolded sizes". A thing to try here is automatic folding. That means guns have "unfolded pics" & "unfolded stats" except size. We imagine soldiers fold them when they want them to pass their inventory.

Agree, but that would require more work.

Quote:4. Tabuk's scope is set as a stock. I suspect that's the reason it doesn't fit any AK-line gun as supposed to due its description.

Fixed.

Quote:Does Tabuk fit two scope standards?

It can use western type optics and also ON_M99 scope. Probably it should allow using all AK style scopes.

Quote:5. There are TWO 454 casull ammo calibers. One NEEDS to be removed!!!

There's only one 454 caliber in the game, but ammo boxes can be of size 50 and 60.

Size 60 removed from Bobby inventory to not confuse players.

Quote:May be you should check if there are more broken guns while you at it.

Maybe you should check all guns in the game to see if they are broken and report here, while you are at it (if you have time).

Quote:6. Small tool kit & BIG med kit cannot be merged manually. But can by WHOLE sector merging process...

Added merge for small toolkit and trauma pack. Big medical kit already has combine merge.

Quote:7. Molotov doesn't fit canteen slot.

Fixed.

Quote:(booze + rag = Molotov? WITHOUT OIL!)

We don't have pictures for molotov with oil, gas, etc. So only stock 1.13 merge is possible at the moment.

Quote:8. Toni does not buy some boxed ammo (.45/9mm).

Fixed.

Quote:9. Canned cat food has fantastic decay rate. Even worse

"FOOD_DECAY_IN_SECTORS=FALSE" doesn't work. For example: this food comes completely decayed in one hour.

Fixed - canned food now have 0.1 decay value, don't know why it was set that high originally in stock 1.13

Update:

- disabled making molotov from alcohol and rag

- alcohol + oil = alcohol-oil mix
- alcohol-oil mix + rag = molotov
- combine alcohol with rag to make trauma pack (sterile bandage)

Also:

- flare + duct tape = taped flare
- alcohol-oil mix + taped flare = flare bomb (works like molotov with increased radius)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [No-Nothing](#) on Thu, 08 Feb 2018 14:21:47 GMT
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@sevenfm

You misunderstood me. I suggested automatic folding as REPLACEMENT for manual folding, as time saving alternative. Because manual folding seems to me not worthy those huge work required. It would be a very bad idea to mix them up!

And... oo-oof! you got me wrong. I would never suggest something that stupid like: "delay all your chores and go fix already all of the bugs cause I cannot stand'em!" I just meant a quick search of guns having that wrong caliber before deleting it. But as I found out now it was a useless suggestion as it was CLIP, not gun, not caliber, but... DAMN CLIP. 8 rounds casull 454 clips & 60 rounds casull 454 boxes to be precise.

To my own big surprise I could fix it on my installation, !by minimum efforts!, sought out both the file (Magazines.xml) and wrong data through analysis. I hope that helps:
<http://my-files.ru/euu4hs>

I told about "BIG" med kit, I mean biiiiiig ones... please check the screenshot:

<http://my-files.ru/45jwml>

The most popular is "NOT BIG", called merely "med kit"... :d

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Thu, 08 Feb 2018 14:54:29 GMT
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Big med kit (item 2978) already has combine merge:

Merges.xml

Quote:<MERGE>

```
<firstItemIndex>2978</firstItemIndex>  
<secondItemIndex>2978</secondItemIndex>  
<firstResultingItemIndex>2978</firstResultingItemIndex>  
<secondResultingItemIndex>0</secondResultingItemIndex>  
<mergeType>1</mergeType>  
<APCCost>32</APCCost>  
</MERGE>
```

Quote:To my own big surprise I could fix it on my installation, !by minimum efforts!, sought out both the file (Magazines.xml) and wrong data through analysis. I hope that helps:

<http://my-files.ru/euu4hs>

ubAmmoType for 36 caliber should be set to correct values 109 (ball large), 103 (HP large) and 105 (AP/FMJ large) for all magazines.

About ubMagType for 597-599 you are right, it should be set to 2 (ammo box).

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Cerhio](#) on Thu, 08 Feb 2018 21:02:42 GMT

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Ran into a weird bug/glitch where I can't access my items due to all the items being placed under a chair somehow during the whole unload weapons/attachment and merge items buttons in the map screen.

I even tried blowing up everything

It sucks because I've been hoarding all my items right here. I'm almost considering a restart because its taken away so much of my supplies :x

File Attachments

- 1) [cantgetitemsafterexplosion.jpg](#), downloaded 184 times
 - 2) [cantgetitems.jpg](#), downloaded 184 times
-

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by [Hawkeye](#) on Thu, 08 Feb 2018 23:58:08 GMT

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sevenfm wrote on Fri, 09 February 2018 01:54Big med kit (item 2978) already has combine merge:

Merges.xml

Quote:<MERGE>

```
<firstItemIndex>2978</firstItemIndex>
<secondItemIndex>2978</secondItemIndex>
<firstResultingItemIndex>2978</firstResultingItemIndex>
<secondResultingItemIndex>0</secondResultingItemIndex>
<mergeType>1</mergeType>
<APCCost>32</APCCost>
</MERGE>
```

I did that commit only recently, I'll update my item xmls for download hopefully this weekend for people to patch.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [sevenfm](#) on Fri, 09 Feb 2018 06:58:47 GMT
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It's always a good idea to turn on autosave every N hours when playing 1.13
There are some inventory fixes in the main trunk but they are not added to VR yet.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by [Hawkeye](#) on Mon, 12 Feb 2018 07:21:41 GMT
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Updated items files can be downloaded here. Copy and paste these over your existing files in your Data-ALMv53\TableData\Items folder to be up to date (as of 11th Feb 2018.)

Food <http://www.mediafire.com/file/7i1hrhu7tcxbr5r/Food.xml>
Pockets <http://www.mediafire.com/file/zmx3jebcag4n060/Pockets.xml>
Magazines <http://www.mediafire.com/file/hm1jfgleke7rrw3/Magazines.xml>
Merges <http://www.mediafire.com/file/6sysl13jsyni5oi/Merges.xml>
Attachments <http://www.mediafire.com/file/us897b54fgbbnun/Attachments.xml>
Itmes <http://www.mediafire.com/file/xzfpgy6i1un39f5/Items.xml>
