
Subject: MercProfile Slots

Posted by [Flugente](#) on Fri, 30 Dec 2016 16:02:59 GMT

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As I'm currently in the process of creating a new merc (similar to this one, with full voiceset and such), I find myself looking for empty profile slots to use. Candidates are:

65, the Eskimo. This guy wasn't even in vanilla, but we somehow still reserve that slot for him. Why? Because Sirtech might release an update? We're probably just lazy. 200, which shall never ever be used for internal reasons, don't use that!!! 201 - 219. These numbers are used for the IMP faces, but I can't find the profile slots themselves being used...? vehicles, like the El Dorado (161), also require a profile slot. If I recall, that was due a horrible hack regarding map placement issues. It's a waste of precious space, a misuse of code, and a huge pain to fix. 254 is free, but I use it for another merc, so I don't use that. From a technical standpoint, 255 could also be used. But thanks to a someone setting NUM_PROFILES to 255 instead of 256, this would require a very tricky savegame conversion (or just break game compatibility). The 10 IMP slots are used for the IMPs, so they cannot be used. So my question is.... what about slots 201-219? I'm still researching, but is there a reason we don't use them apart from 'might be related to IMP face slots, but I'm not sure'?

Subject: Re: MercProfile Slots

Posted by [edmortimer](#) on Fri, 30 Dec 2016 17:51:49 GMT

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Quote: So my question is.... what about slots 201-219? I'm still researching, but is there a reason we don't use them apart from 'might be related to IMP face slots, but I'm not sure'?

I am using some of these slots for new characters and vehicles. I have also increased the number of IMP portrait files out to 251 (from 200) . . .

I don't have any issues regarding the new characters or the portraits. But now I wonder if my using index 200 for a portrait has any effect elsewhere. EDIT (Never mind, IMP portrait 200 is vanilla)

Subject: Re: MercProfile Slots

Posted by [Flugente](#) on Fri, 30 Dec 2016 18:02:35 GMT

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Well, that's good to know - as quite a few people use your mod, I think I can consider that part thoroughly tested.

There shouldn't be an issue with 200. It's also used in stock, and 200 is the number we use for 'not a profile'. Anybody with that profile id is treated as not having a profile.

Subject: Re: MercProfile Slots

Posted by [Flugente](#) on Fri, 30 Dec 2016 18:16:32 GMT

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@edmortimer: Out of interest, are those slots already in use in Arulco Vacations? I mean, it's possible people would want to combine that merc with other mods, and I haven't yet set a number, so this is sorta free lunch...

Subject: Re: MercProfile Slots
Posted by [Jakub](#) on Fri, 30 Dec 2016 18:21:50 GMT
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Am used 10 members squads in my game ... It's volatile version of file 8234 ... Also use IMPS as training instructors /spies , squad leaders on huge battles ... I got nothing bad to have 20 imps too my squad is 256 mercs but am use 78 .

Subject: Re: MercProfile Slots
Posted by [Jakub](#) on Fri, 30 Dec 2016 18:25:34 GMT
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If you can you should include Snitch perk to IMPS too but this my holiday wish not a painful problem !

Subject: Re: MercProfile Slots
Posted by [Flugente](#) on Fri, 30 Dec 2016 21:38:38 GMT
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I am not planning to add this to stock, as we only add mercs there if they were in a JA-series game, so this isn't an issue. Personally, I dislike IMPs for being (justifiable) bland and boring.

A huge part of the snitch perk is the snitch dialogue. The necessary sound files don't exist for the IMP voicesets, so 'nope' to that.

Subject: Re: MercProfile Slots
Posted by [edmortimer](#) on Fri, 30 Dec 2016 22:59:32 GMT
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Quote:Out of interest, are those slots already in use in Arulco Vacations? I mean, it's possible people would want to combine that merc with other mods, and I haven't yet set a number,

Yes, I might even want to bring the character for a vacation. I am not using index 211-219 yet, I started at 201 and am at 210. So . . . 211 sounds like a good number.

Subject: Re: MercProfile Slots

Posted by [Jakub](#) on Sat, 31 Dec 2016 00:37:46 GMT

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Thanks for response any way ! Am glad to see your view for that point ... So now I will wait to Russians maybe ...
