
Subject: Hello

Posted by [Longshot](#) on Wed, 13 Sep 2017 01:39:57 GMT

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

So I've been around the game a long time as you can tell and was active here at one time. Anyway the 1.13 stuff is crazy with how far everyone has gone with it. This will always be my number 1 game ever, until/unless someone can truly augment the formula with something else (Even still it will only fall to number 2 if that happens, crossing my fingers on the new Battletech game!)

Anyway, so I've been hunting around the net some, and checking what threads I can here, but it's a little unclear to me how to get a stable version. I've tried various beta builds from time to time, but always have some problem or other. I was looking lately at some of the youtubes, and the wikis related to the newer ways to do IMP starting equipment and such and was having no luck finding this mysterious "Imp Starting Gear.XML" thingy, and discovered my version of 1.13 is from longer ago than I realized. The number that comes up when I start is 13.4870. Looking under properties it places the last change in 2011? (Eek!)

So you guys have done wonders since then, and those guys had worked wonders to get it the point I've been playing it at for so long already.

I was wondering if I'd be imposing too much to ask if there was just an easy way to go snag the latest and greatest stable, download, install, take three days (HAPPILY I might add) messing with .ini files, and then play?

If you can direct me, it would be amazing! If you can't it's cool, I'll try to hunt and peck around some more.

The only face I remember from back in my day is one of the mods, but I don't see many others. I'm glad the game is still fun for all these new faces (Presumably especially in Europe, as I note all the German, Russian gentleman with such great taste in games!) Thanks to every single one who has contributed to this project for all these years. A day never goes by when I'm playing something else that I don't wish someone real would pick up this game like the Curies did originally, and like you guys have and make it great again (I mean the formula itself, not necessarily just another carbon copy, you could do space, fantasy, etc. with this if you were dedicated and had the resources, I even envisioned a Stargate: SG-1 version at one point, but I'm an old fart with no coding skills, so just another pain the \$%# for the guys who do the real work! Lol!)

Anyway, thanks if you can help. Sorry if this was ranting! :d

Subject: Re: Hello

Posted by [LatZee](#) on Wed, 13 Sep 2017 02:18:08 GMT

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

Well, basically you have two choices, last "stable" release, which is at this point kinda dated and old was build 7435 with update 7609:

http://kermi.pp.fi/JA_2/v1.13_Releases/Official/English/v7435/JA2_113_FullRelease_English_7435.exe

http://kermi.pp.fi/JA_2/v1.13_Releases/Official/English/v7435/Update/JA2_113_UpdateForRelease7435_English_7609.exe

As far as I know, that is the last "stable" release ever, as the guys gave up on doing them. There is a ton of newer "unstable" releases, of course, with currently last one available as Single Click Installer being 8468:

<https://onedrive.live.com/?id=13A6926EAC52083%21583&cid=013A6926EAC52083>

Now, to explain the use of quotation marks, there is nothing particularly stable about the "stable" release :p in fact, it contains many bugs that were fixed in newer releases. New, "unstable" releases are generally, well, more stable, with occasional bugs appearing when new features are added. Those are usually dealt with pretty quickly, and even if you find something new, the problems are usually present just within those new features themselves, and almost all those are optional and easily disabled. It's very rare that something serious pops up.

But if you still prefer the so called stable release, you can get a version which includes most if not all of newer bug fixes from sevenfm:

http://thepit.ja-galaxy-forum.com/index.php?t=msg&goto=347454&#msg_347454

There is 7609+fix version of exe which is the one with just the bugfixes, and a 7609+AI version which also contains his improved AI and some other changes. So, have fun with whatever you choose :d

Subject: Re: Hello

Posted by [silversurfer](#) on Wed, 13 Sep 2017 07:32:22 GMT

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

If I was you I would go with the latest SCI unless you want to play a specific mod that relies on the old 7609 build. There is a thread here on the forums with links and instructions. The latest SCI is more stable than the 7609 release ever was so don't get fooled by the terms "stable build" and "development build". ;-)

Subject: Re: Hello

Posted by [Longshot](#) on Wed, 13 Sep 2017 18:01:00 GMT

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

Ok, I saw that page but was a little intimidated by all of it. I'll get over it and just dive in, thanks!

Subject: Re: Hello

Posted by [Longshot](#) on Fri, 15 Sep 2017 06:23:27 GMT

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

Is there some way of editing the IMP starting gear besides that wall-of-text in the IMPstartinggear.xml file? It appears you need the item numbers to make that work. If there isn't another way, is there a list of item numbers somewhere?

Thanks, if you can help. Links to where this info has already been posted would be great too.

Subject: Re: Hello

Posted by [silversurfer](#) on Fri, 15 Sep 2017 07:16:38 GMT

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

It's IMPIItemChoices.xml that you want to modify, preferably with a proper text editor like Notepad++. The item numbers are the item IDs which can be found in Items.xml as <uiIndex> of each item.

At the moment I can't remember which category distributes every item and which selects random items from the list. This would be important for <ubNumItems> in the old automatic distribution method. If you use Flugente's new IMP gear selection method it doesn't matter because there you select the items that you want manually when creating the IMP so only <ubChoices> needs to reflect the correct number of entries in each category.

Subject: Re: Hello

Posted by [Longshot](#) on Fri, 15 Sep 2017 15:26:25 GMT

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

Thanks for the timely reply. I'll get the text editor, that explains why this was so difficult to deal with. Is there a resource somewhere with the item numbers listed? Also, in looking at the XML file with notepad++ it's not clear how to create a better pool of choice for the new selection method.

Edit- NVM.
