Subject: Power-gaming Item Reference Page for 1.13 (updated for build 8891)
Posted by FurloSK on Sun, 22 Apr 2018 03:20:42 GMT
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Hi guys,

for my own purposes, I have programmed an Item reference list for Jagged Aliance 2 v1.13 (build 7609; latest stable release).
It has helped me a lot during my own gameplay, so I decided I will share it with you

http://ja2.furlo.sk

(sorry, I can not post links yet, so you have to paste it into your address bar manually)

Enjoy, and if you find any problems, or have any suggestions, you can write them here in this topic.

Subject: Re: Power-gaming Item Reference Page for Jagged Aliance 2 v1.13
Posted by Hawkeye on Sun, 22 Apr 2018 06:09:26 GMT
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Thanks, this comes in handy especially after my XML editor being broken for quite a while.

Subject: Re: Power-gaming Item Reference Page for Jagged Aliance 2 v1.13
Posted by Deleted. on Sun, 22 Apr 2018 08:24:37 GMT
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Looks like a good table. Is it possible to add support for item mods? SDO, AFS, IoV929, Vengeance:Reloaded?

Subject: Re: Power-gaming Item Reference Page for Jagged Aliance 2 v1.13
Posted by Jolly_Reaper on Sun, 22 Apr 2018 09:44:57 GMT
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Apart from it being very cool, it also taught me a few things that I didn't know, like armour affecting your chance to hit. (This is undoubtly mentioned somewhere in a readme, and maybe it was already a thing in vanilla, but me and manuals...)

Thanks for sharing this!

Subject: Re: Power-gaming Item Reference Page for Jagged Aliance 2 v1.13
Posted by FurloSK on Sun, 22 Apr 2018 15:06:38 GMT

sevenfm wrote on Sun, 22 April 2018 10:24Looks like a good table. Is it possible to add support for item mods? SDO, AFS, IoV929, Vengeance:Reloaded?

Everything is auto-generated from xml files, so if anyone supplies me with these, I can do exports from other mods.
E.g. for 1.13, the needed files are in Data-1.13/TableData/Items and Data-1.13/TableData/Lookup folders.
(however, images will be a little more problematic, as I needed to extract the items manually from binary files)

Subject: Re: Power-gaming Item Reference Page for Jagged Aliance 2 v1.13
Posted by DepressivesBrot on Sun, 22 Apr 2018 16:00:46 GMT

In that case, you might be interested in this sti reader that tais wrote https://github.com/tais/1.13

Quite a nice thingy btw, what techs did you use?

Subject: Aw: Re: Power-gaming Item Reference Page for Jagged Aliance 2 v1.13
Posted by ATigersClaw on Sun, 22 Apr 2018 17:15:04 GMT

That's a nice comparison table.

I just wrote you a PM. Looking forward to your reply.

Subject: Re: Power-gaming Item Reference Page for Jagged Aliance 2 v1.13
Posted by Michael Gal on Thu, 10 May 2018 02:26:52 GMT

That's a great idea. Are you going to update it with the new version JA2_8517? You can download it from here if you want to.

https://onedrive.live.com/?id=13A6926EAC52083%21202&cid=013A6926EAC52083

I noticed the flash light is on twice but haven't see anything else wrong with it. What would be a great idea is to add all other items like magazines, food & other stuff as well.

Subject: Aw: Re: Power-gaming Item Reference Page for Jagged Aliance 2 v1.13
Posted by ATigersClaw on Thu, 10 May 2018 11:11:32 GMT

I second that, it's a helpful little table.
Unfortunately I haven't heard from FurloSK since and didn't get a response to my message either.

Subject: Re: Aw: Re: Power-gaming Item Reference Page for Jagged Aliance 2 v1.13
Posted by DepressivesBrot on Thu, 10 May 2018 12:01:15 GMT

The weapons table could use an 'All guns' filter btw.

Subject: Re: Aw: Re: Power-gaming Item Reference Page for Jagged Aliance 2 v1.13
Posted by FurloSK on Sat, 02 Mar 2019 21:46:35 GMT

hi everyone, I have updated the site with tables for build 8670 (1 March 2019; development version):

ja2.furlo.sk/index_8670.htm

DepressivesBrot wrote on Thu, 10 May 2018 14:01The weapons table could use an 'All guns' filter btw.
'All guns' filter added, too

Also, sorry for (generally) not replying, I do not really have time for any cooperation, I'm afraid. Just from time to time, I have a little space to do some minor updates like this. Hope the update of tables with the latest development version will help

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Subject: Re: Aw: Re: Power-gaming Item Reference Page for Jagged Aliance 2 v1.13
Posted by edmortimer on Sun, 03 Mar 2019 01:38:12 GMT

Nicely done!

Subject: Re: Aw: Re: Power-gaming Item Reference Page for Jagged Aliance 2 v1.13
Posted by Michael Gal on Sat, 20 Apr 2019 11:31:12 GMT

That's very cool, a suggestion for the future addition of other items & size. E.G. Food, gloves, masks ect.

Subject: Re: Aw: Re: Power-gaming Item Reference Page for Jagged Aliance 2 v1.13
Posted by FurloSK on Sun, 28 Apr 2019 15:47:43 GMT
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complete "Ammunition" tab added ;-)

Subject: Re: Power-gaming Item Reference Page for Jagged Aliance 2 v1.13
Posted by phase_iv on Sat, 06 Jul 2019 13:07:43 GMT
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Just stumbled upon your page, simply awesome and exactly what i was looking for. It looks great, too!

Would it be possible to add a switch between bAccuracy and nAccuracy, depending on the CTH-system one is playing with? Afaik the bAccuracy is not taken into account when one is playing with NCTH.

Subject: Re: Power-gaming Item Reference Page for Jagged Aliance 2 v1.13
Posted by FurloSK on Sat, 19 Sep 2020 19:05:37 GMT
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hi everyone, I have updated the site with tables for latest build 8891 from 20 August 2020 (GameDir 2562; development version):

ja2.furlo.sk

Hope the update of tables with the latest development version will help ;-)

Subject: Re: Power-gaming Item Reference Page for Jagged Aliance 2 v1.13
Posted by Kitty on Sat, 19 Sep 2020 23:07:57 GMT
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Very cool that you are still updating this, thanks!