
Subject: Other Vengeance Stuff
Posted by [Kyle](#) on Mon, 09 Jul 2018 04:32:40 GMT
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I've been searching for a way to do the following, and I'm hoping that someone here could help...

- (1.) Backup the file that holds the custom-made mercs
- (2.) Alter the color of the tracer rounds to a carmine-red hue.

Subject: Other Vengeance Stuff
Posted by [Hawkeye](#) on Mon, 09 Jul 2018 06:08:55 GMT
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Here's a catch all thread for those wanting something not applicable to any of the other topics.

Subject: Other Vengeance Stuff
Posted by [sevenfm](#) on Mon, 09 Jul 2018 07:48:47 GMT
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Kyle wrote on Mon, 09 July 2018 09:32(1.) Backup the file that holds the custom-made mercs
If you mean your IMPs, they are stored in Profiles\UserProfile_Vengeance in .dat2 files, so you
can store them anywhere if needed then copy back into profile and enter name instead of IMP
code to reuse them.

Quote:(2.) Alter the color of the tracer rounds to a carmine-red hue.
Only possible by modifying source code, by removing light for tracers and repainting second
frame of bull.sti from shadow to red tracer, like here:

Subject: Re: Other Vengeance Stuff
Posted by [Kyle](#) on Mon, 09 Jul 2018 18:30:46 GMT
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That looks GREAT!

Would you happen to have that already-altered code and graphics file handy, and be willing to
share it, so that it's easy to copy/paste into the file structure so that we too could have red tracers?

I don't want to sound too picky here, but if you are able/willing to modify the red-carmine tracer,
could you make its color more intense and its length shorter? Maybe use this video as a

resource...
[url=][url]

Subject: Re: Other Vengeance Stuff
Posted by [Kyle](#) on Tue, 10 Jul 2018 17:33:44 GMT
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I'm happy to try modifying the tracer rounds myself, but I've done extensive searches to find a tutorial, and have found nothing.

Any advice? I'd be happy to also modify its appearance if someone who has the graphic for it available, and could post it here.

Subject: Re: Other Vengeance Stuff
Posted by [sevenfm](#) on Wed, 11 Jul 2018 12:30:33 GMT
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@Kyle check Red Tracers folder on my google drive.
If you update your VR with new Ja2_Vengeance.exe, Ja2_Options.INI and BULL.STI, you will be able to use new options:
RED_TRACER to enable red tracers (needs REALISTIC_TRACERS > 0)
TRACER_LIGHT to disable light for tracers

Also options for realistic tracers are changed to allow each bullet in tracer magazine to be tracer, and for better balance:

REALISTIC_TRACERS = 1
NUM_BULLETS_PER_TRACER = 1
CTH_BUMP_PER_TRACER = 4
MIN_RANGE_FOR_TRACER = 1

Subject: Re: Other Vengeance Stuff
Posted by [Kyle](#) on Thu, 12 Jul 2018 03:25:48 GMT
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Thank you for setting all of this up sevenfm!

Terrific!

Subject: Re: Other Vengeance Stuff
Posted by [patta](#) on Fri, 09 Nov 2018 19:38:32 GMT

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Hey, newbie here.

I'm playing the mod and it's great, but I was wondering: is there a chance to play with the old movement system/shooting system? Guess I should modify the .ini file?

Subject: Re: Other Vengeance Stuff

Posted by [Hawkeye](#) on Sat, 10 Nov 2018 00:27:09 GMT

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What do you exactly mean by old movement system/shooting system? Movement as in Action points? Shooting system as in Chance to Hit?

Subject: Re: Other Vengeance Stuff

Posted by [Scheinworld](#) on Sat, 10 Nov 2018 11:44:14 GMT

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Hello patta and welcome to the forum,

http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=23256&goto=347913&#msg_347913

In your \Data-Vengeance folder of your VR game install you will find APBPCconstants.ini.

In first entry of the [APConstants] change value 100 to 25 and save after that:

[APConstants]

```
.*****  
,  
;* The maximum number of Action Points a merc may have. *  
;* Should be 5x MAX_AP_CARRIED for game-balance purposes. *  
.*****  
,  
AP_MAXIMUM = 25
```

Thats all. Much fun playing Vengeance: Reloaded Mod with old 25 AP system!

Best regards; Schein...

Subject: Re: Other Vengeance Stuff

Posted by [patta](#) on Sat, 10 Nov 2018 12:29:44 GMT

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Thanks Schein, that's exactly what I meant. And yes, I wanted to change the Chance to Hit system, but I read that VR supports OCHT only, so...it's not a big deal anyway! Again, the mod is

great, thank you so much for your work!

Subject: Re: Other Vengeance Stuff
Posted by [patta](#) on Sat, 10 Nov 2018 12:34:33 GMT
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Ah, that's weird. Now I get a runtime error when I launch the mod: number of tilesets in code does not match data file. Weird, it worked perfectly fine last night.
