## Subject: Militia Factions Mod
Posted by Will Gates on Wed, 06 Sep 2006 20:03:00 GMT
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Much work still to be done on it but soon I'll have two weeks at home post-op to get some of it out of the way at least. only for those who actually like joining in with Militia battles btw!

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 07 Sep 2006 00:31:00 GMT
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Hmm. Guess I should have kind of said what it actually is.

MFM.

An odd mod for JA2 1.07

52 altered maps; which may well be all brand new by the time I

## Subject: Re: Militia Factions Mod
Posted by WillyWonka on Thu, 07 Sep 2006 20:01:00 GMT
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Sounds great!

I like the "regular warfare" kind of game style, with standardized weaponry, big squads, lots of mortar grenades and of course, realtistic gun sounds. I hope this mod is something like that.

## Subject: Re: Militia Factions Mod
Posted by dzeller on Sat, 09 Sep 2006 03:27:00 GMT
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Looks good!

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 12 Sep 2006 20:25:00 GMT
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Glad to hear it. Looking at SOG'69 for research reasons (plus it's a genius work of art) and have found several of the weapons images & stats I need provided Becoming-X doesn't mind. This will save some time as it takes ages to get them looking right. Can concentrate on doing justice to the South American stuff (Imbel. Molina. Bersa. Famae. Zamorana. etc) and revisiting each map for

an even heavier edit.

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 10 Oct 2006 20:27:00 GMT
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All weapons done inc some kick-ass gunshot wavs. @Willywoka; you're going to love my Blight 50! All factions done. Curious rewrite of the palette done (this will be explained in the read-me). Final SM-Edit done. Final Pro-Edit done. Just the 52 maps left to do plus their radarmaps. Incidentally I can't get the radarmap dos utility to work and have been making them the slow way. Anybody got any tips?

---

## Subject: Re: Militia Factions Mod
Posted by WillyWonka on Tue, 17 Oct 2006 00:39:00 GMT
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Good to hear about the progress! But I wonder what a Blight 50 is? I just find pics of leaves and potatoes when googling.

I hope you also introduce a proper flame thrower, the one item most people want to see in the game!

Cheers

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 17 Oct 2006 20:03:00 GMT
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A fictional H&K uber 12.7mm Sniper Rifle. Blight 50 comes from the real Barrett Light 50; and happens to be a good word for cursed etc. Flame thrower gave me gyp. Discarded for now unless anybody out there has worked out a way of running the damn thing.

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 09 Nov 2006 20:47:00 GMT
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Not being the type to give up I now have a fully functioning evil Flame Thrower with only the actual flame animations left to do on it. An extra 4omm nade has also been added; let's just say it gives a little more bang for your bucks.

---

Subject: Re: Militia Factions Mod
Posted by profound on Thu, 09 Nov 2006 22:13:00 GMT
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I'm looking forward to your mod. Keep going!

Subject: Re: Militia Factions Mod
Posted by WillyWonka on Mon, 13 Nov 2006 22:56:00 GMT
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Quote:Originally posted by Will Gates:
 Not being the type to give up I now have a fully functioning evil Flame Thrower with only the actual flame animations left to do on it. An extra 4omm nade has also been added; let's just say it gives a little more bang for your bucks. Glad to hear that! I tried the flamethrower in the weaponmod chenxy posted. The animations wasn

Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 14 Nov 2006 20:49:00 GMT
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@ WillyWonka. Made my own in the end. Still need to get the offset right but almost there. The flames on the ground continue to burn for a short while (not as long as gas say) and continue to cause loss of both health & breath. Can't work out how to drop a screenie in here. Ping us your e-ddress & I'll send you some food for thought.

Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 14 Nov 2006 20:59:00 GMT
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@ WillyWonka again. Actually you've suggested a very useable idea which I'll try out tonight; only problem I can forsee it that LAW can only be fired from standing; it might make the FT fired from crouch look a little odd; I'll let you know how it goes. Thank you.

Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 02 Jan 2007 21:06:00 GMT
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Right kids it's in a state where it's worth testing. I'll keep going on the artwork & tileset set type stuff that doesn't effect gameplay. I'll need e-mail addresses and approx gate size so I know how small to chop it up.

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 09 Jan 2007 21:35:00 GMT
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Report from my own play-test Expert Sci-fi TOG; plus some early feedback. This is a long game. Some of the battles are very long indeed; so much so that enemies can and do occasionally run out of ammo. As can you. Then you need to get physical to finish them off. Early reports indicate I will have to include detailed install instructions (sorry have been too close the work and it felt "automatic" to me) and resolve some scheduling issues to prevent accidental lock-outs to essential characters

Day 41: have just lost Chitzena North and am barely holding on to Cambria at all.
Team 1. Imp Alpha. Barry. Grunty. Dimitri. Fox. Ira. Have just taken Central SAM & are militia-ing repairing etc. They need to head back to Cambria asap to help team 2. Also they noticed Slay at the hospital but didn't have the diskette with them at the time.
Team 2. Spider. MD. Igor. Bull. Grizzly. Meltdown. In Cambria training militia as fast as they are able plus clearing out the odd sector that gets taken over. They can't keep pace with the onslaught and are in deep s**t until team 1 relieve them.
Team 3. Lynx. Reaper. Skully. Trying to take back Chitzena North but all three are in a bad way so I might have to med-evac despite the loss of medical deposits this is going to cost me.

On the bright side Drassen is now holding firm and so is the East Sam. Skyrider has told me where all the Sams are so they longer have the "blind" penalty attached to them.

Final analysis. I think I may have made it too tough; but some people might like it that way. It was made to challenge my ususal tactics and prevent me from solving situations the same old way and it does that at least by the bucket load.

## Subject: Re: Militia Factions Mod
Posted by the scorpion on Wed, 10 Jan 2007 00:05:00 GMT
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will:

so i can post any reports on the mod here? i must admit i haven't yet installed it, just had a look at some of the files

i noted that the bigitem sti files use the default palett

i hope you have kept backup .BMP files because creating a matching palette makes better bigitem .sti files
sti edit has a feature, top left, where you can create a new .sti file
then you can specify your picture as the palette first, then load the picture (import it as bitmap)
you may then have to change the automatical backgroudn color to the one of your picture (sti-edit will usually get it right if you use white)

i'll reinstall ja2 and MFM as soon as i get a tad more time

Subject: Re: Militia Factions Mod
Posted by Will Gates on Wed, 10 Jan 2007 18:45:00 GMT
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Oh yes indeed back up of every damned thing! 2 doh! errors. The file mercedt has been miss-named mercedit. The anims file needs a subfolder called vehicles... but that still doesn't work the way I really intended... solution to come.

---

Subject: Re: Militia Factions Mod
Posted by Mauser on Wed, 10 Jan 2007 19:41:00 GMT
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hmmm, sounds promising.

but this mod is not for 1.13 but JA2 classic instead right?

hmm, dunno if i can actually live wihout the new features. never wanna play in 640x480 again.

but would it be possible, to release a pure mapmod package alongside for use with 1.13?

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Wed, 10 Jan 2007 21:06:00 GMT
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If you or somebody could explain what would be involved in turning this into 1.13 mod or at least compatible I'd be more than happy to try.

A seperate map package for use with 1.13 is certainly a good idea. It would require an enhanced Map.bin by all accounts. For it to make sense though you'd still need the items (which is in part attached to the exe), prof.dat, palette and so forth.

Hell of a bush-fire on off topic political!   :bomb:

---

Subject: Re: Militia Factions Mod
Posted by WillyWonka on Sat, 13 Jan 2007 01:56:00 GMT
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After some playing, it

---

Subject: Re: Militia Factions Mod
Posted by Mauser on Sat, 13 Jan 2007 11:18:00 GMT
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---

Quote: If you or somebody could explain what would be involved in turning this into 1.13 mod or at least compatible I'd be more than happy to try. sorry, i am the wrong to adress for that mate.
me no know anything concerning this matter.
Madd Mugsy or the Scorpion are the ones to ask that.

Quote: Hell of a bush-fire on off topic political!  yeah, i kinda regret having answered to that topic.
politics and history are nothing to discuss on a gamesforum really.
better keep my mouth shut.   :rolleyes:

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 16 Jan 2007 22:03:00 GMT
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Wonka: a small extra-terestial will be looking into porting the mod into 1.13 for which many thanks... but only once it has update from various feedback. Once upon a time there was a 600 x 800 patch stand alone... any idea where I can find as it might make it more acceptable to wider audience.

Mauser: Scorpion is already one of my main advisors but thank you anyway. As for free speech... it's price is that we all have to hear something we don't like sometimes no?

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 13 Feb 2007 13:37:06 GMT
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Two steps forward one step back. Factions now fixed so they appear when they should. Tileset stuff almost done. Last few item changes still to make. Final map edit reliant on feedback so not done yet. Last few character tweaks done. Had a look (maps only) in 800 x 600 and it looks so much better. Once I've finished my work I might hand it straight over to the 1.13 converters without low-res release at all.

---

## Subject: Re: Militia Factions Mod
Posted by WillyWonka on Fri, 16 Feb 2007 13:24:47 GMT
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Alright, some pros and cons:

+

*The artillery attack in Omerta, gives a kicks start.

*Nice uniforms. No silly pink tanktops on tough mercs.

*The new maps and buildnings are really cool.

*The gun stats are ok now, after installing the feb 14 fix pack.

*The new guns, I like the Latin American line of guns.


-

*The militia crowds up, turning into a huge target.

*The militia at the Hicks are crowded inside the west buildning, door blocked by piles of hay.

*I also seem to have some problems with the installing, since there are no enemies in East Omerta (A10) at start. Thus I can

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Fri, 16 Feb 2007 14:27:07 GMT
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Feedback... thanks. Glad you like the bits you like 1st off. The bits you didn't...
1. Yes the militia are dumb; hope to solve in this or at least by direct command once converted to 1.13.
2. They are meant to be POW, a puzzle how to get them out alive and non-hostile.
3. Your install doesn't sound at all right. More detail please.
4. Big Images? Again more detail please. What's up?
5. Interface. Yes sorry 1st attempt at that aspect.

---

## Subject: Re: Militia Factions Mod
Posted by WillyWonka on Fri, 16 Feb 2007 22:32:39 GMT
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Big gun image: When i click on the gun pic in the merc

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 19 Feb 2007 13:08:30 GMT
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Thanks for screenies. Please see reply e-mail.

Please send screenie of offensive big items with comments. Can't really say much until I see what looks wrong to you.

---

Subject: Re: Militia Factions Mod
Posted by LCJr. on Wed, 21 Feb 2007 04:09:20 GMT
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Check your PM.

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 26 Feb 2007 12:46:40 GMT
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I did & thanks for the support.

MFM february update. Tilesets changes well underway. I can't post screenies from work I afraid. If somebody else could drop them into this thread it'd be great.

Also just getting into pukka stats & AP's so handguns (now AP=5) are actually worth using etc.

 :evilkitty:

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Fri, 09 Mar 2007 13:04:41 GMT
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MFM March Update. Tileset work very much underway however it is now informing what I want or am able to do with the maps. It may take a little longer than I'd hoped. Interface version three in hand. Exit grids all working. AP's etc now much better. Vehicles done. Special tiles done. I could alter things forever but there's no real reason beyond a certain point. I set myself the deadline for release of 01-07-2007. I test thoroughly though so haven't forgotten how to play!

 :evilkitty:

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Fri, 09 Mar 2007 13:26:15 GMT
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Ah it did. This shows work in progress on the 45 degree tiles to give some buildings a deco style look about them. I already finished the refined version and will implement this weekend.

---

Subject: Re: Militia Factions Mod
Posted by WillyWonka on Fri, 09 Mar 2007 22:46:05 GMT
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Nice house!

I

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 12 Mar 2007 12:55:41 GMT
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Yes you can indeed. It took a special trick tile to act as trapdoor between ground & first floor. However the octagonal tileset is fierce hard to use so I'll be limiting it to 4 or 5 maps or it'll do my head in. Sweeping landcape changes have forced me to up the map count to 84, may increase further depending on current testing. Interface Mk2 well underway. No S&CB laptop background anymore; something from the gothess Nemi instead.

 :evilkitty:

---

## Subject: Re: Militia Factions Mod
Posted by WillyWonka on Mon, 12 Mar 2007 17:56:29 GMT
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This is looking VERY promising Mr Gates! Keep up the good work!

---

## Subject: Re: Militia Factions Mod
Posted by Spinx on Tue, 13 Mar 2007 08:54:08 GMT
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Nice indeed im awaiting this my self(loves militia battles)

---

## Subject: Re: Militia Factions Mod
Posted by jark on Wed, 14 Mar 2007 14:54:28 GMT
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Wow!!!!

The multistorey building is a great piece of artwork. I'm looking forward to getting inside.

Keep it up, Will.

---

## Subject: Re: Militia Factions Mod

---

Posted by [Khor1255](#) on Wed, 14 Mar 2007 17:13:35 GMT

Those buildings do look very cool. Great work man!

I noticed the father has a strong body type. Is this so that he can use weapons and such? Regular civilian body types will cause a crash if you arm them and they go hostile but I'm wondering....

Anyway, that stuff looks really cool and I hope it gets added to John Wrights tileset collections so that maybe we'll see it available for general release.

Subject: Re: Militia Factions Mod
Posted by [Will Gates](#) on Thu, 15 Mar 2007 08:58:52 GMT

Tiles generally available with release. An exception for Khorr who has made special request. Yes the father is beefed up. All named civs have been factionalised and armed. Don't worry though he's coded rebel. I've tried to keep it logical.

 :evilkitty:

Subject: Re: Militia Factions Mod
Posted by [dzeller](#) on Sat, 24 Mar 2007 04:23:14 GMT

Great work on the tilesets!

Subject: Re: Militia Factions Mod
Posted by [Nighthawk](#) on Mon, 26 Mar 2007 17:54:28 GMT

Hey Will Gates:

Can you please send me your new tilesets so I can add them to my 1.13 extended tileset project? The screenshots so far have been mind-blowing!  Sure adds more dimensions and ideas to mapmaking.

john_nighthawk@email.com

Subject: Re: Militia Factions Mod
Posted by Will Gates on Wed, 28 Mar 2007 11:42:54 GMT
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Sorry for slow reply. Been off ill for a week. Better now. Okay I'll pack up some tiles for JW &
Khorr. Be warned though the 45 degree tiles are swines to use. Will maybe have to write good
instructions to accompany!

:evilkitty:

Subject: Re: Militia Factions Mod
Posted by Will Gates on Wed, 28 Mar 2007 12:57:17 GMT
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I must also add humble apologies for an earlier answer about the upstairs functioning. In thorough
playtesting I've discovered the upper stories don't work properly (no more than a flat roof does
anyway).
The problem is this: you can either have (1) a functioning upstairs but it doesn't vanish like a roof
to reveal the rooms below; or (2) you can have something that looks like an upstairs which does
vanish properly when the rooms below are in vision. You can't have both.
I've gone with the second otherwise there would be too many blind spots on the ground floor. I
may work on a solution but not for this mod as there are too many other things to do.

Screenshot tomorrow of the amphibious assault against a concrete pillbox... my homage to
Saving Private Ryan.

:evilkitty:

Subject: Re: Militia Factions Mod
Posted by Nighthawk on Wed, 28 Mar 2007 17:55:48 GMT
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Will, I forgot to ask you to include your ja2set.dat file with the tileset folders so I can copy your
changes into my version.  That is, unless you rename new graphics with default names.

Any 45 degree tile instructions are welcome.  Keep the screenshots coming.

Subject: Re: Militia Factions Mod
Posted by the scorpion on Thu, 29 Mar 2007 12:51:56 GMT
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Will GatesI must also add humble apologies for an earlier answer about the upstairs functioning.

In thorough playtesting I've discovered the upper stories don't work properly (no more than a flat roof does anyway).
The problem is this: you can either have (1) a functioning upstairs but it doesn't vanish like a roof to reveal the rooms below; or (2) you can have something that looks like an upstairs which does vanish properly when the rooms below are in vision. You can't have both.
I've gone with the second otherwise there would be too many blind spots on the ground floor. I may work on a solution but not for this mod as there are too many other things to do.


i think i'll be researching this more once i find time.
it will require some massive cheap-tricking though

---

## Subject: Re: Militia Factions Mod
Posted by tbird94lx on Thu, 29 Mar 2007 13:53:24 GMT
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:yikes:  :yikes:  :bluecool:

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 29 Mar 2007 16:27:36 GMT
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Achara!



Interface Mk2.



Camo style popups.

:evilkitty:

---

## Subject: Re: Militia Factions Mod
Posted by Nighthawk on Thu, 29 Mar 2007 17:49:25 GMT
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I see that you are using the early rebels patch to get Miguel and Carlos way before 5 towns are liberated.  Everything looks really great, Will!!!  Zodiac and new tilesets!  Yes.

Doreen has seen the error of her ways.  I used to have to blow her away before using a high leadership merc to do the talking.

I can change that interface map to show your actual map overhead pics.  See my new B-map.pcx for the Alruco maps.

http://www.geocities.com/ja2tilesets/index.html


View the world map and see for yourself.

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Fri, 30 Mar 2007 08:23:19 GMT
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Very interesting. How did you do that? I'm running with my own B-Map for now... too many hours in photoshop to ditch it!

 :evilkitty:

---

Subject: Re: Militia Factions Mod
Posted by AZAZEL on Fri, 30 Mar 2007 16:00:17 GMT
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Mhm.
"Achara" meaning?

---

Subject: Re: Militia Factions Mod
Posted by Nighthawk on Fri, 30 Mar 2007 17:28:37 GMT
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Will, it took me quite a few hours to do my map too.  Details are in the final section of the HTML readme document reached thru that same link.  I used Paint Shop Pro.

How about I do my graphics stuff for just any new city sector maps you have done?  That way, all your wilderness maps are unchanged.  If you agree, I will need those maps and your b_map so I can edit them in.

Basically, I lighten up a spare copy of the map, extract the radar map, convert to .bmp, reduce it's size a little bit and paste it into the b_map.

I prefer the actual overhead map view to those boring, cookie-cutter house pics.

Yes, what does Achara mean?

---

## Subject: Re: Militia Factions Mod
Posted by tbird94lx on Fri, 30 Mar 2007 17:49:06 GMT
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The Anglo people of Rome were known as Achara in India

its also the anglosized spelling of Adjara..its an autonomous republic of georgia squished tween turkey and the black sea

## Subject: Re: Militia Factions Mod
Posted by Khor1255 on Fri, 30 Mar 2007 18:03:15 GMT
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@John

I'm wondering, do the interface highlights work on your big map the way they would on the vanilla map?

I remember working with bearpit some time ago on this worldmap and there was something squirelly he was trying to explain about the actual working interface.

You know, how sectors you've already been to are lit up and ones you are looking at have a highlighted border around them and such.

This is kind of cosmetic but we'd like to have a map that functions at least as good as the vanilla one.

## Subject: Re: Militia Factions Mod
Posted by Nighthawk on Sat, 31 Mar 2007 16:36:48 GMT
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My b_map is working just fine in the game my playtesting friend is playing at my apartment.  I extracted the original b_map and overwrote it.

The only reason I lightened up all maps except tropical, coastal and snow is when you start a new game the strategic map is really dark and the details can not be seen well.  As your team conquers sectors, the game lightens the map up to show the progress level.  Then you can really see it good.

I'll put some screenshots of his game up on my site soon for reference.  Or, if someone will tell me how the screenshots are linked to these replies I will do that.  I think I know how, but want to be

sure.  Like how Will Gates or other modders show their maps off.

Do you switch to HTML mode?  Cause I know how to link pics in web pages.  I'm an adult-onset computer user.  Just learning stuff kids today have known since grade school.

---

Subject: Re: Militia Factions Mod
Posted by Marlboro Man on Sat, 31 Mar 2007 20:56:19 GMT
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@ John

I use imageshack. http://www.imageshack.us/

You just follow directions at imageshack and then after you upload your image there. Copy/and then paste the URL to the BP page.

---

Subject: Re: Militia Factions Mod
Posted by Nighthawk on Mon, 02 Apr 2007 23:20:12 GMT
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I already have it on my website thingy.  Let's try to paste the link.

That was easy.  Thanks for the info.

---

Subject: Re: Militia Factions Mod
Posted by Nighthawk on Wed, 04 Apr 2007 17:37:43 GMT
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Ok, back on topic.  Anymore screenshots or mod details to share, Will Gates?

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 10 Apr 2007 10:18:32 GMT
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Sorry for long silence. Been looking after my kids for Oestre. Also got a lot of mod work done in

the evenings. Maybe some interesting screenies soonish.

Achara is a Gaelic greeting at the top of a letter; literally it means "dear one" though more formal than that; also as Cara means "deer" that silly old dear deer joke works in both languages.

 :evilkitty:

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Wed, 11 Apr 2007 07:57:18 GMT
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The Mainmenubackground.

1st Loadscreen.

The nasty flamer.

40mm HE Grenade etc.

 :evilkitty:

---

Subject: Re: Militia Factions Mod
Posted by zoolw on Wed, 11 Apr 2007 08:21:58 GMT
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All I've got to say is niiice screens, especially the menu and the one with all the flames

edit : Hey, could the fire animation be added to 1.13 ? it would nicely replace the current one; the flame color is pretty sweet Will

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Wed, 11 Apr 2007 11:39:47 GMT
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Yup somebody at the 1.13 team is going to receive the whole package in order to work out what bits can be ported through; with any luck most of it'll work okay.

Subject: Re: Militia Factions Mod
Posted by Marlboro Man on Wed, 11 Apr 2007 13:24:33 GMT
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Everything is looking very cool. Or hot, depending on which end of that flamer your standing.
:welder:


Look'in great man.  :ok:

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 23 Apr 2007 12:53:06 GMT
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Getting close to the end now thank something. Just a few tweaks to strategic required and some last minute sti nonsense.

I normally like to take Alma 2nd (yes before even the NE SAM) because of the decent kit there. In this mod it turns out to be a most unwise choice. Took it alright but can't hold it... nine casualties (NINE) including Miguel. Nobody else but loonies will work with me now. Good news though N7 still works despite the changes. IMP, Carlos and Conrad only just escaped with their lives and I'm still on the long "avoid all hostile contact" haul back to Omerta. Don't know how some of this happened but I like it so it's staying in!

 :evilkitty:

---

Subject: Re: Militia Factions Mod
Posted by pCz3r0 on Wed, 25 Apr 2007 12:29:31 GMT
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Nice work man, it's looking great!
I think that the second store idea can be an improvement to defence system, it can be an outpost for snipers , or just to put bull there and smack the guys who try to go up...

P.S. - Did I see an elite guard in omerta?

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Wed, 25 Apr 2007 14:52:52 GMT
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not on the first pass. however all enemy troops are dressed in black now so you don't take shots based on unfair knowledge. also a change to strategic means they now retake Omerta so tis possible to meet elites there later on in a campaign.

:evilkitty:

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 01 May 2007 08:24:08 GMT
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@ Khorr & John. Did you get the tileset stuff?

:evilkitty:

---

Subject: Re: Militia Factions Mod
Posted by WillyWonka on Mon, 21 May 2007 08:59:58 GMT
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How

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 21 May 2007 11:09:23 GMT
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Okay but slow. Two images later once Imageshack is back online. I've been busy with other things too. Having seen JA at higher resolutions I'm really disenchanted with the original settings. If I can get my hands on a weapons editor that works with the 800x600 and a strategic map editor that also works with the 800x600 that's the way I'll be going. A hybrid compromise. That's my ideal anyway.

:evilkitty:

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 21 May 2007 11:14:44 GMT
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Last bit of interface silliness!

landscape stuff @ 800x600... so much better.

:evilkitty:

---

Subject: Re: Militia Factions Mod
Posted by tbird94lx on Mon, 21 May 2007 11:52:30 GMT
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http://www.imagethrust.com

Will..use that..its ten times faster than imageshack and you can preload up to 30 images for
posting at once

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 21 May 2007 16:32:53 GMT
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Hi T-Bird; thanks I may just.

I've spoken to my mentor on this and the only way I'm going to build what I want out of it is in 1.13
mode. That said I will need a lot of help; advice; a tutorial or something. I don't want constant
updates etc, just a good stable platform without buggies. Point me in the right direction somebody.

Does anybody out there actually want the old fashioned low-res version of this at all? Having seen
various hi-res things of late I can't see that there will be much of a demand. If you want the low-res
version send me a pm in July and I send it out direct. If you want to wait for a hi-res version... it'll
take me longer I guess but hopefully not too long. Hell I just want to play again.

 :evilkitty:

---

Subject: Re: Militia Factions Mod
Posted by Khor1255 on Mon, 21 May 2007 16:41:16 GMT
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I like that interface Will. Where'd you get that one?


Can I steal it?

---

Subject: Re: Militia Factions Mod
Posted by tbird94lx on Mon, 21 May 2007 23:35:08 GMT
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low-res?..whats that


(i know what it is..dont someone start explaining now..was a joke..sheesh)

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 22 May 2007 08:17:13 GMT
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t-bird... thrsssp! only kidding

dan...I made all the interface changes to look more military and you're welcome to them if you want. I'll pack you up a zippy tonight.

Subject: Re: Militia Factions Mod
Posted by Khor1255 on Tue, 22 May 2007 16:57:53 GMT
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I like the way the olive drab would make wooden stocks stand out. Since my mod uses so many wooden stocks I thought this interface looked cool. The only possible problem I could see is that some of my armour is green but I won't be able to tell until I actually load your interface.

Brown is not so good of a colour for the background with a lot of wooden stocks and grey isn't good for the metal ones. Yours may be the right solution.

Subject: Re: Militia Factions Mod
Posted by Will Gates on Wed, 30 May 2007 15:54:53 GMT
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Recent developments. 30 maps edited on feedback from testing. 10 maps added to the general mix bringing the total to 100. It's looking alright if I may say so myself. Not sure I will be doing the 1.13 conversion after all coz I'm too tired. Need a break! Hope the team there will be able to port it okay if I send them all my work plus some pointers of what was intended (a written description of the SMEdit & Map.bin for instance).

 :evilkitty:

Subject: Re: Militia Factions Mod
Posted by the scorpion on Wed, 30 May 2007 17:43:51 GMT
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a hundred maps... this is growing nicely.

who do you mean by "the team" in your previous posting?

enjoy your break. sure well deserved after a hundred maps

Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 31 May 2007 08:32:17 GMT
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Had a PM from lalienxx with hyperlink to 1.13 resource place where to send my work once it is ready? Should check it is still functioning I guess!

Subject: Re: Militia Factions Mod
Posted by Braindead1 on Thu, 31 May 2007 11:46:05 GMT
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great work, screens look really good.

pitty I don't like militia battles, didn't like UC because of those as well, I wish there was an option to turn those militia battles off.

Nevertheless great effort you're doing on keeping this great game alive Will.

Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 31 May 2007 11:55:21 GMT
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Shame on you Braindead! No seriously; there is a "bug" or "feature" in the maps with placed militia anyway... if you go to map view and laptop during your turn when you return to combat screen all the militia have run away. When you're up against it this sucks for me; but people like you will appreciate it.

 :evilkitty:

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 11 Jun 2007 12:49:13 GMT
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MFM for 1.13 Underway... in fact it answers a lot of the problems I wanted sorted earlier. External data rocks!

 :blackcat:

Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 12 Jun 2007 08:37:35 GMT

For those who want to put their own map in Editor F5 View. Copy B-Map trim edges and stretch into square. Shrink to 212 x 212. Replace STI called Omerta in Editor. Not great but better than that old UB map.

 :blackcat:

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 14 Jun 2007 08:22:52 GMT

1.13 has allowed me to use militia as I originally intended.

Some of the changes to landscape.

 :blackcat:

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 18 Jun 2007 14:31:07 GMT

All remaining militia maps now unlocked.

Better instructions on how to put your B-Map into editor (if you want to that is).

 :blackcat:

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Fri, 22 Jun 2007 07:56:28 GMT

Fun with the small faces. N.B. for 1.13 heads don't set your Insane pool to 9600 or Drassen will be attacked by 152 (is this just bad luck?) enemy from all sides. I've had to abandon Drassen altogether in my test game which means no B-Rays for now...

:blackcat:

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 02 Jul 2007 11:28:30 GMT
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JA2 MFM (1.07) is now ready. You can ping me an e-mail & I'll send it out in 4 x 7z files (largest zip 11mb, 22.2mb zipped in total; I'm prepared to break it up more for peeps with smaller entry gate) or you can wait a couple days while I sort out a download (probably at Filefront).

Last minute stuff included some extra edits to maps taking total to 107 maps; plus a few other final tweaks.

JA2 MFM (1.13) is progressing very nicely and will be ready in September 2007 as a rough guesstimate.

After that I'm going to make a SoG 69 hybrid with the 1.13 I think... have to have a project coz I've got into this whole mod thing now... help me I'm a JAaddict!

:blackcat:

---

Subject: Re: Militia Factions Mod
Posted by Mauser on Mon, 02 Jul 2007 12:33:34 GMT
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@ Will Gates: well thats some great news there!

how much have you changed the Maps? is there a possibility that you can compile a vanilla 1.13 compatble maps only package, maybe with the option to recruit the rebels earlyer?

or do we have to wait till September until we can enjoy your mod with full 1.13 features?

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 02 Jul 2007 16:31:38 GMT
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Hmm that's a tough one. It's the items and prof.dat related stuff that stops me doing a maps only 1.13 release... you'd end up with some weird things.

I'm drawing back from full South American weapons mod for 1.13 coz the guys have already put so many in there; this means I can concentrate on the fewer items I really must change plus all the strategic, garrison, map movement and militia xml data. It will take much shorter time, leave the full Weapons mod for an update maybe?

Regarding the maps. Depends where you are. 107 maps directly edited some more than others. 90% of flat roofs gone. Every town looks more like a town. Every base look more like a base. The buildings look more like something more real (imho of course). All maps have been affected by tileset changes so mountains look like mountains and bayoux look like bayoux whether I directly edited them or not. The ones I didn't directly edit don't always match their radarmaps colour for colour... just think of it as the snow fell since the sattelite took the shot.

Besides the maps it is the factionalisation and arming of NPC's which makes the story feel different. The uniforms affect the atmosphere and the gameplay. With the 1.07 there are enhanced gases so even smoke causes small loss of breath. Some pretty cool weapons and tweaked sounds. A couple more rpc's, and handful more bad npc's. A nasty surprise or three. 5 new bases. 4 map island mini quest type thing.

Put it this way I can't play the original anymore; but I still play UC... draw your own conclusions.

 :blackcat:

---

## Subject: Re: Militia Factions Mod
Posted by Khotar on Sat, 07 Jul 2007 17:23:35 GMT
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Hello! My first post here, they say that the first impression is the most important, therefore I've got some good news for you out there, JA2 fans greedily waiting for new mods to play .

So... Will took a weekend off, but before leaving asked us (jaggedalliance.pl, also known as Liberate Arulco, that is) to announce the release of his modification! You can find all the necessary information about it on the official website ( http://mfm.jaggedalliance.pl/ ). What information exactly? Well, it mainly focuses on the factions, but you can also find nicely-described most important features of the mod. Additionally, there's a small troubleshooting section covering some bugs, which Will has found during playtesting.

I guess that's encouraging enough to check out the website. However, if you're the impatient kind, I can only give you the download link ( http://files.filefront.com/JA2_MFM_1.07_Release.zip/;7977330;/fileinfo.html ) for Militia Factions Mod. Still, remember to check the website if you encounter any difficulties during the mod installation.

I hope you enjoy it!

Subject: Re: Militia Factions Mod
Posted by Marlboro Man on Sat, 07 Jul 2007 17:48:05 GMT
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Good deal. Just downloaded it. Now hopefully I can find some time in the near future to give it a spin.

Subject: Re: Militia Factions Mod
Posted by Mauser on Sat, 07 Jul 2007 18:06:51 GMT
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ah, excellent!

can the 1.07 version be at least partially used for a 1.13 game (maps) without breaking all quests and NPC/RPC?

Subject: Re: Militia Factions Mod
Posted by lockie on Sat, 07 Jul 2007 18:59:51 GMT
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at least give the first stage mod a go before looking for updates

Subject: Re: Militia Factions Mod
Posted by Mauser on Sat, 07 Jul 2007 21:53:13 GMT
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pah, me no likey 1.07 JA2 anymore, me being pampered by 1.13 features!

Subject: Re: Militia Factions Mod
Posted by Mauser on Sun, 08 Jul 2007 01:17:35 GMT
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ok, so i couldn

Subject: Re: Militia Factions Mod
Posted by Scooly on Sun, 08 Jul 2007 11:23:43 GMT
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We have just added a new section to the website:

http://mfm.jaggedalliance.pl/en/gb.php - It is a simple guestbook - enjoy

In the near future we will also:
- publish a special interview with Will,
- create a section about bugs,
- create a FAQ section,
- create a links section to JA community (all places where you can freely talk about MFM).

And maybe you have an idea what can be also done there?


PS. Questions about MFM and v1.13 - sorry, you need to wait for Will (probably he will be back tomorrow).

---

Subject: Re: Militia Factions Mod
Posted by lockie on Sun, 08 Jul 2007 11:44:03 GMT
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good old mauser , opinions to the fore as always   , im sure will will be happy with feedback tho . ill be playing soon also , just finishing unfinished business in the next day or so (bloomin short aint it ?) , and then mfm .

---

Subject: Re: Militia Factions Mod
Posted by Mauser on Sun, 08 Jul 2007 16:28:09 GMT
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allright Willyboy, more critcism from me:

1. sometimes your radarmaps don

---

Subject: Re: Militia Factions Mod
Posted by lockie on Sun, 08 Jul 2007 16:45:49 GMT
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nice guest book scooly , glad your keepin the faith ! cheers !

---

Subject: Re: Militia Factions Mod
Posted by Olddog on Sun, 08 Jul 2007 23:33:29 GMT
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Thoughts on MFM so far.

I have so far taken Drassen, Chitzena, and Grumm and 2 sam sites. Love the new maps - it's much harder to get through without casualties - no one dead yet but everyone is recuperating in grumm atm with extensive wounds. Love the the Blight .50 and the sterling too

Only real problem I have discovered is with faction at Grumm Mine - Got attacked at night there and the civilian faction attacked me - problem is the Mine Manager Calvin went hostile too and killing him shuts the mine down - is that supposed to happen?

Other than that I'm having a lot of fun with this so I will be playing it for a good while longer. This is a well balanced mod with some nifty features - well done Will.

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 09 Jul 2007 08:24:21 GMT
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Mauser. Your setup is totally wrong... almost none of the things you mention are meant to happen. Get in touch about proper install.

Olddog. Yes that is meant to happen...

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 09 Jul 2007 08:33:04 GMT
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Mauser... after a little thought it is clear your setup is not using my binary data or the exe I spent so long making! My test games have had almost no bugs at all other than the ones described in the read-me thingy. For my tilesets to work the game must read the JA2set in Binary data, that is how the snow will appear. The weapons ammo and descriptions must be read from Binary Data and the JA2MFM.EXE. You have a hybrid thing going which is not what you or I want at all.

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 09 Jul 2007 08:35:41 GMT
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http://files.filefront.com/JA2+MFM+107+Releasezip/;7977330;;/fileinfo.html

That's the link to download & big thanks for Scooly for posting earlier.

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 09 Jul 2007 09:19:51 GMT

oops too big... I try again soon.

setup should follow the above pattern.

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 09 Jul 2007 09:24:38 GMT

The four data type folders may be double packed; once unzipped all the contents should be free within data and not inside the four seperate sub-folders I made only for zipping purposes. Sorry for the confusion this may have caused... too close to the work for my own good.

:blackcat:

---

## Subject: Re: Militia Factions Mod
Posted by Mauser on Mon, 09 Jul 2007 10:45:44 GMT

@Will Gates: guess what? you were right.

i somehow missed to unpack and copy over the misc stuff folder.
now everything works allright. all the new weapons, new merc and faction colours, everything is as it should be. and it

---

## Subject: Re: Militia Factions Mod
Posted by Andris on Mon, 09 Jul 2007 10:59:55 GMT

Can I simply put this on a vanilla gold install? I dont recall having the patches...

---

## Subject: Re: Militia Factions Mod
Posted by Mauser on Mon, 09 Jul 2007 11:28:52 GMT

@ Andris: yes, vanlla Gold should work. i have done it also and no problems so far.
JA2 Gold is version 1.12, but it should still work flawlessly.

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 09 Jul 2007 11:31:49 GMT
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Andris, just try it... I put the whole front end in the zip which has patches already applied so I'm hoping it will work. Please let me know that would be great.

Mauser. Glad that was sorted out your earlier posts gave me heart attack. Glad you decided to bite the bullet & rob Tony too... I enjoyed filling his warehouse for just such an occasion! Watch out for his colleagues here and there. For more fun item descriptions go shopping @ B-Rays. MP5 sorry a generic title... not all weapons are strictly "real life" equivolent. Some are downright fictional. Guessing you started again so the prof.dat would apply, man you work fast.

## Subject: Re: Militia Factions Mod
Posted by Andris on Mon, 09 Jul 2007 11:41:41 GMT
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:)Ok thanks I will try it today, maybe tomorrow, sheesh time is a luxury:)

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 09 Jul 2007 11:51:52 GMT
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From my work with the 1.13 version I know which bits work with ANY version of JA2. They are in no particular order Maps. Radarmaps. Prof.dat. JA2Set. JA2Pal. Tilesets. Anything with NPC in the title. Faces. Speech. Mercedt. Laptop; and maybe some others.

Mauser. If you don't like the green you can delete alot of the sti-files inside interface and just leave Mdguns, Mditems, small faces, militia maps etc. Up to you it's yours to do as you please now.

Other News.

MFM for 1.13 approx 75 % complete.

SoG'69 Hybrid for 1.13 approx 25 % complete.

## Subject: Re: Militia Factions Mod
Posted by Mauser on Mon, 09 Jul 2007 11:56:26 GMT
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Quote:Mauser. Glad that was sorted out your earlier posts gave me heart attack.

well, sorry about that will. the last thing i wanna do is seeing you die on a heart failure, before you finished the 1.13 version of MFM! :naughty:

Quote:Glad you decided to bite the bullet & rob Tony too... I enjoyed filling his warehouse for just such an occasion! Watch out for his colleagues here and there.

oh no, i didn

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 09 Jul 2007 12:09:24 GMT
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Great stuff... however as you didn't start new game the full faction character assignment will not apply so maybe for this game you won't have a problem with Tony's friends. Glad the sneaky thief option is still valid. I just blast my way in when the time comes... no finesse at all.

---

Subject: Re: Militia Factions Mod
Posted by Khor1255 on Mon, 09 Jul 2007 12:17:25 GMT
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Will, I'm sure you know that when you do a conversion to any mod with a different Tabledata you should also delete all or most items from every map then replace them with ones that fit with the new mod. Otherwise you will have Schmeissers that eject .223 or .38s loaded with 20 rounds and other more serious weirdness.

I just thought I'd remind you in case it would be something you missed. It really doesn't take that long per map and if they are your own maps you know where everything is so it takes even less time.

I'm really glad you are progressing well on the 1.13 version. Can't wait to sink my teeth into this one.

---

Subject: Re: Militia Factions Mod
Posted by Mauser on Mon, 09 Jul 2007 12:39:25 GMT
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Will GatesGreat stuff... however as you didn't start new game the full faction character assignment will not apply so maybe for this game you won't have a problem with Tony's friends. Glad the sneaky thief option is still valid. I just blast my way in when the time comes... no finesse at all.

hmm, does that mean that normally tony

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 09 Jul 2007 12:50:17 GMT

Don't want to write spoilers really however.

Tony will go hostile if you steal from him or his several friends... they have to see you do it of course. Other factions are different and have different "tolerances" some higher some lower.

Placed Militia. approx 4 maps they help you a bit. approx 4 maps you rescue them from being locked up. In San Mona for instance the enemy (you did have enemy troops in all of San Mona right?) will gas them upon being alarmed.

Start your war with Kingpin in the usual ways and they'll help but not much.

## Subject: Re: Militia Factions Mod
Posted by Mauser on Mon, 09 Jul 2007 15:29:52 GMT

@Will gates: ah, understood. i can imagine, why they won

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 09 Jul 2007 15:59:31 GMT

1. Clip size bugs err.. bug me. Never got to bottom of it. Enjoy it when it's in your favour!
2. Editor refused to understand my new clip sizes. Gave up trying to solve in 1.07. Not a show stopper. May be ironed out in 1.13
3. Throw grenade at blue flag or don't place flag in first place.
4. They're only neutral right now...
5. They behave more realistic in 1.13 thank god. If 1.13 allows long term schedule I'll tweak that too so they don't show up til later on.
6. Thx; not noticed this before.
7. Lucky you! Not no intentional.

## Subject: Re: Militia Factions Mod
Posted by Khor1255 on Tue, 10 Jul 2007 03:49:43 GMT

Will, the 1.13 will sort the clip size (and incorrect type) bugs out neatly but you must delete all placed items on maps (especially guns because they are the most XML crosreferenced and thus the most screwed up by xml changes), even the items that are in the hands of enemies and such (RPCs, NPCs, and EPCs are all dependant on Proedit values so their inventories should never be changed in the map editor).

You then replace the items using your 1.13 Map editor (which draws from the correct XMLs for

your project) and everything should be groovy.

If you need any help with this, these next two months are maybe the last time I'll really get to put out any serious effort. I would be more than happy to help but time is going by by for me in early September.

---

## Subject: Re: Militia Factions Mod
Posted by Mauser on Tue, 10 Jul 2007 04:27:56 GMT
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allright Will G. some more rambling from me

- throwing grenades at unremoveable blue flags works.

- you really love barbed wire and hate flat rooftops, dontcha?
sometimes you usage of barbed wire and impassable walls and hedges is quite excessive. the few flat rooftops that are there, you mostly cannot climb because they are completely surrounded by barbed wire. bad design choice. especially when there are enemys on a completely inaccessible roof.

- also, some maps are only accessible from certain sides through a small funnel, due to your excessive use of impassable hedges. don

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 10 Jul 2007 08:18:54 GMT
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Traps can also be disarmed... kept for later. [color:#FF0000]n.b. in 1.13 enemy & civs have equal chance of triggering these traps... but I am listening & will adjust the maps for 1.13 and a 1.07 update[/color]

Hedges can be "opened". There are also some gaps hidden from view.

Militia training in all towns only works on the 1.13 so far... if anybody knows how to make it happen on the 1.07 I'm all ears.

Clip bugs are map related yes. Buy the VS ammo from somewhere or someone and it arrives correctly.

Annoying neutrals have their place... besides you can always remove them... either in game with violence or in editor just delete... up to you. Likewise the traps, just open in editor and delete them if you don't like them.

Nobody has even noticed the slightly less annoying Ira...

---

Subject: Re: Militia Factions Mod
Posted by wolf00 on Tue, 10 Jul 2007 11:04:04 GMT
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hi will-mfm for ja2 1.07 is complete? if is your ansver yes please give me link to dowload ..

Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 10 Jul 2007 12:30:26 GMT
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http://files.filefront.com/JA2+MFM+107+Releasezip/;7977330;;/fileinfo.html

1.13 version will be reasonabley soon (much better all round). I will also release second version of the 1.07 maps only, without the factions so much (but what would I call it then?).

1.13 SoG'69 Hybrid is what's eating my time right now; guess I'll park it for a few days.

Subject: Re: Militia Factions Mod
Posted by wolf00 on Tue, 10 Jul 2007 12:47:38 GMT
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thx i check this ver for ja2 clasic

Subject: Re: Militia Factions Mod
Posted by Mauser on Tue, 10 Jul 2007 19:01:04 GMT
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@ Will Gates: impatiently waiting for your 1.13 version!

in the meantime, some more observations:

why do the armed civilians get hostile in the night, even if you were in the sector for the whole day and eliminated all enemys? and in other sectors, where you have full control and own militia, they don

Subject: Re: Militia Factions Mod
Posted by Andris on Wed, 11 Jul 2007 07:20:36 GMT
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Will you said you needed the feedback. Didnt have too much time with it though:(

1.Experienced a nasty tearing sound upon arrival( only heard it once but I thought my soundcard

smoked away:))

2.The civiliand are ok, but tend to play "catch" with the bullets:)

3. 800x600 I cant wait for that

4. Are the South American guns gonna fit in the 1.13 chaos?

5. Lol Mauser, you are getting guns dropped? I have only seen ammo dropped in Omerta:), looks like the handtohand and steal comes into play yet once again:)

Great mod Will! Will this be compatible with dbb mod Im currently using with 1.13?

---

Subject: Re: Militia Factions Mod
Posted by wolf00 on Wed, 11 Jul 2007 07:40:48 GMT
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will: your mod is nice i see here some inspirations from deidriana lives,mod have one eror-short text in items+guns tag ...

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Wed, 11 Jul 2007 11:04:37 GMT
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@ Wolf00: Error? Please explain a little more fully, thanks. Like to make it as good as I can.

I'll make update of all maps this weekend. I have decided to put all factions in locked rooms etc so it's up to you to let them out or not; couldn't get rid of them entirely as they are half the point after all.

---

Subject: Re: Militia Factions Mod
Posted by wolf00 on Wed, 11 Jul 2007 11:17:09 GMT
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not a error, in short-weapon & items have too short descriptions ...

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Wed, 11 Jul 2007 11:45:03 GMT
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Ah I see. Go shopping at B-Rays for extended descriptions...

---

Mauser: as Hans would say "always ze same story, nothing but komplaints". But seriously; Cows coz they ammuse me. I'd like a greater selection of creatures but my animation skills aren't good enough.

Apart from magnetic factions is it a thumbs up or a thumbs down?

---

Subject: Re: Militia Factions Mod
Posted by Mauser on Wed, 11 Jul 2007 15:30:14 GMT
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Quote:I'll make update of all maps this weekend. I have decided to put all factions in locked rooms etc so it's up to you to let them out or not; couldn't get rid of them entirely as they are half the point after all.

well, couldn

---

Subject: Re: Militia Factions Mod
Posted by wolf00 on Wed, 11 Jul 2007 18:50:33 GMT
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something smell here  :innocent: -im in alma military base-first sector,it is time after battle im walking around colecting weapons+items, & civilians suprise me,atacking on my squad ...

---

Subject: Re: Militia Factions Mod
Posted by Mauser on Wed, 11 Jul 2007 19:39:53 GMT
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wolf00something smell here  :innocent: -im in alma military base-first sector,it is time after battle im walking around colecting weapons+items, & civilians suprise me,atacking on my squad ...

let me guess, it

---

Subject: Re: Militia Factions Mod
Posted by wolf00 on Wed, 11 Jul 2007 20:56:28 GMT
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no this thing is hapen on daytime ...

---

Subject: Re: Militia Factions Mod
Posted by Mauser on Wed, 11 Jul 2007 23:04:08 GMT

---

wolf00no this thing is hapen on daytime ...

huh, that

---

## Subject: Re: Militia Factions Mod
Posted by Olddog on Thu, 12 Jul 2007 02:39:16 GMT

Hmmm - seems like I'm getting a different experience than Mauser - So far I have conquered Drassen, Chitzena, Grumm, half of Cambria and 3 sam sites (and one special cache). So far only Grumm mine has had repeated counterattacks - Drassen was only attacked once by 8 soldiers which the militia just handled with no losses - each sam site has also only been attacked once (I'm at day 49 - so I'm slow). Armed factions have mobbed around me, but apart from one group going hostile at night, none of the others shows any hostility at any time (unless I attack them of course). Am I missing something?

@Mauser
Are you getting major counterattacks and large scale conflicts?

---

## Subject: Re: Militia Factions Mod
Posted by Mauser on Thu, 12 Jul 2007 02:51:50 GMT

@ Olddog: no, not really.  was waiting for a couple of days at central SAM for enemy forces to attack, but all that happened, was that multiple patrols just stacked at the sector below and sat there for over a week. the sector is now populated by maximum number of enemys.

i am currently circling around them, trying to attack from below and removing this threat for good.

i had a couple of normal attacks on drassen mine and on chitzena, but noting the militia couldn

---

## Subject: Re: Militia Factions Mod
Posted by Olddog on Thu, 12 Jul 2007 03:07:30 GMT

I had a strange experience in Grumm Mine - was training militia and moved a new merc into the sector. As soon as I went into the sector My training mercs were spotted and all the civilian including the mine manager attacked. After a reload I trained up my militia to help with the inevitable battle only to discover that only 2 civilians attacked, both dispatched by militia and now I can move about that sector night and day with no problems.

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 12 Jul 2007 08:34:25 GMT

Can't answer questions right now as have not slept for two days... the result is below... Njoi.

http://files.filefront.com/JA2+mfm+fixed+maps7z/;8030268;;/fileinfo.html

 :blackcat:

---

Subject: Re: Militia Factions Mod
Posted by Scooly on Thu, 12 Jul 2007 09:01:42 GMT

Nice

Files list and installation instructions are already avaible on the website:
http://mfm.jaggedalliance.pl/en/download.php

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Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 12 Jul 2007 12:39:24 GMT

Mauser; if I recall rightly you started your game on Novice? I never tested on that setting. The mod is designed for experienced and expert in the 1.07. In the 1.13 Novice is great fun and everything happens as it should. Also as you started the game without my binary data you are missing a lot of the sense I tried to create in places and the confusion I deliberately sowed in others. You would need to start new game to see it all properly... to which scroll up a bit for link to fixed maps.

Factions are either stood stationary where appropriate, in a locked building or some other form of blocking device; or as far away from the likely action as possible. There are a few exceptions but for the most part they are out of your hair so to speak. Improves pace of combat some. Also removed are the flare mines at doors and a few other "doh" traps. Minor adjustments to this and that.

& in answer to an earlier question why is the enemy at A9 Omerta half asleep. It's a balance thing the game does all by itself and i'd rather it didn't but there you are. It feels 12 enemies is too much for the player so softens them up automatically... you can set their health but not their energy levels and that is the bit the game reduces typically. Again in 1.13 this is not so much a problem as the balance is higher anyway especially on Insane vs. Queens Pool of 4800 & upwards.

Basically in 1.07 a number of patrols are missing because there are 10 or so sectors which have a garrison which didn't before. You notice it more on the easier settings that's all. Not a problem in 1.13 for the obvious reasons.

Subject: Re: Militia Factions Mod
Posted by shed23 on Fri, 13 Jul 2007 21:13:24 GMT
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Enjoying this, thanks Will.

Subject: Re: Militia Factions Mod
Posted by Marlboro Man on Sat, 14 Jul 2007 10:57:11 GMT
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From what I reading here, your mod is very good. Hopefully I will get to play it this decade. ))) I haven't had any time to do anything lately.

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 16 Jul 2007 08:15:39 GMT
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Stand by for upgrade. I'm about to upload small 1.22mb Upgrade.
Features:
2 new Exe's (Queen's Offensive & Defensive Queen), both have counterattacks working properly!
3 new Map.Bin's (Novice, Normal, Expert)
4 better maps (I hope I have cured the sleepy guards of Omerta effect)

Probably best to keep a copy of original download exe & map.bin in a folder called "just in case" or something but I'm 96% sure the new stuff works fine.

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 23 Jul 2007 14:29:29 GMT
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Downloads of MFM 1.07 just went to 100. Slightly less uptake of the fixed maps and upgrade. I'm also happy with general response so far. Keep playing JA-heads!

Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 21 Aug 2007 14:36:58 GMT
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Downloads just went over 200 which means approx 5% of target audience imho. Excellent Dudes!

Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 02 Oct 2007 15:52:50 GMT
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Now closer to 300. I am pleased. Been enjoying playing the damn thing at last too. 1.07 Expert;
Queen's Offensive; & only just holding on. Playing Novice on 1.13 koz I'm still not used to the
slightly smarter enemies. Both better than I'd hoped kids. But now is the time to say goodbye. I
leave this job (& e-mail address) on friday & that will be that for a while. I've had a blast. Also time
for credits whether you want them or not. The following people helped in no particular order and in
varying degrees from in depth "how to" stuff and good advice all the way through to simple
encouragement and enthusiasm (when it's all going wrong this is vital so don't knock it!).

Ramfall. Rudedog. The Scorpion. Khorr1966. Bearpit himself. T-Bird. MM. Scooly. Len552. Lalien.
Lynx (RIP). Lockie. Willywonka. JJeffrey. An anonymous guy (his choice). Various others sorry if
I've lost your tags. There's no such thing as a truely solo effort. Thank you all.


 :cheers:

---

Subject: Re: Militia Factions Mod
Posted by lockie on Tue, 02 Oct 2007 17:04:58 GMT
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you leavin the forum too ? and no more workin on mods ? this wont do at all , at all ! if so thanx for
mod and comments on various topics , i for one enjoyed it , sad if your off bud , cheers and hope
life gets better soon.

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Wed, 03 Oct 2007 09:18:25 GMT
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It's not totally permanent I hope. I'll be back. Just don't know when etc. As for real life stuff; it's all
for the best reasons. I have a great new girl. Great new job starting soon. Moving back to my
favourite town where many of my friends still live. It's all positive. The only negative is the ability to
see my kids as ex-wife refuses to meet me half way to exchange them. Will mean a lot of driving
for me but will be worth it. It's the begining of a new age. (well for me anyway)


 :redracer:

---

Subject: Re: Militia Factions Mod
Posted by Kaerar on Wed, 03 Oct 2007 11:49:32 GMT
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Thanks for everything mate including the Off Topic discussions
Haven't been able to speak to many people who can talk without getting angry cos you don't

agree with them

Hope you come back soon

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Wed, 03 Oct 2007 12:07:52 GMT
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It's an attitude I've arrived at best summed up by an old quote from somewhere and is at the crux of what real democracy & debate should be.

"I strongly disagree with everything you are saying; but I'd fight to the death for your right to say it."

Chillax and Njoi.

---

Subject: Re: Militia Factions Mod
Posted by Kaerar on Wed, 03 Oct 2007 12:16:29 GMT
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Damn right mate. Damn right

No matter what your title is you are still a man or a woman just like everyone else!

---

Subject: Re: Militia Factions Mod
Posted by gmonk on Wed, 03 Oct 2007 16:24:23 GMT
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Cheers and seeya sometime soon I hope!  Sounds like a lot of positive stuff is goin' on for ya.

I hear ya on that quote, my own belief, too.

monk

---

Subject: Re: Militia Factions Mod
Posted by herb on Tue, 20 Nov 2007 10:13:08 GMT
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yo folk can someone help me. I need a file TILESETS/9/3MONGRA1.STI. Because without it i cant start the game

But for MFM do i need ja2 v1.13 or not. i have ja2 v1.13-1080EN. it is ok?

**Subject: Re: Militia Factions Mod**
Posted by Will Gates on Tue, 20 Nov 2007 12:43:45 GMT
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Marko: you need everything I made for 1.07, various updates and then the 1.13 conversion download. Sorry it is a complicated procedure but it was the only way. All tilesets and similar (maps, npc stuff) are in the 1.07 download. Simply copy the files you need into 1.13 data area. Some err "basic" instructions included with 1.13 conversion set. If still stuck get back to me.

---

**Subject: Re: Militia Factions Mod**
Posted by herb on Wed, 21 Nov 2007 08:47:46 GMT
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Hello Will

Correct me if I'm wrong:

1. install original ja2
2. install ja2 v1.13
3. install ja2 mfm
4. install fixed files
OK

But i have one problem with my install CD ja2 GOLD. I can't start because some files of TILESETS folder are missing. It is possible to get that files (whole TILESETS folder of original ja2 GOLD).
my email:herba222@yahoo.com

or anybody elese

thx guys

---

**Subject: Re: Militia Factions Mod**
Posted by Will Gates on Wed, 21 Nov 2007 12:28:07 GMT
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This doesn't look right to me. You will need install mfm over your GOLD. Add the various fixes etc.

Then Install 1.13 over a different copy of GOLD. Add the various MFM bits you need from 1.07 (not everything by any means). Then add the last stuff in the 1.13 conversion kit. Remember to also copy the alarm sound file over as I forgot to include it in the 1.13 release.

I'm think I'm confused now. If I ever do more work on this mod I will make a 100% stand alone 1.13 version.

---

Subject: Re: Militia Factions Mod
Posted by herb on Thu, 22 Nov 2007 08:58:01 GMT
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you really need v1.13 or is enough original ja2?

---

Subject: Re: Militia Factions Mod
Posted by lockie on Thu, 22 Nov 2007 17:58:24 GMT
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i seem to remember i used vanilla ja and not 1.13 , hmm try it and see , if it messes up , reinstall !

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Fri, 23 Nov 2007 08:51:32 GMT
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You can run MFM in Normal JA2 or 1.13; the choice is yours.
In normal JA2 version you get a few toys which don't appear in the 1.13 version.
However in the 1.13 version you get the unlocked militia in Omerta; Estoni; San Mona etc.

---

Subject: Re: Militia Factions Mod
Posted by lockie on Fri, 23 Nov 2007 16:47:59 GMT
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and there you have it from the maestro himself ..taaa  daaa ! cheers will .

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 26 Nov 2007 13:39:20 GMT
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I also made a version of the mod for the old Russian 800x600 exe but never released it as it was maps and characters stuff only... there weren't any complex editors that worked with it which was a shame koz otherwise it would have been my chosen format.

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 03 Jan 2008 13:38:50 GMT
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Downloads are nearing 500 which means approx 10% of forum members. I thank you. Much appreciated.

Subject: Re: Militia Factions Mod
Posted by lockie on Thu, 03 Jan 2008 19:13:34 GMT
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oh you modest old thing , xmas rush being over , s'pose your modding , perhaps ? mebbe putting all mfm bits n pieces into one easy package for ease of use for us techless , feckless gamers keen to retry the mod with no crashes to desktop ....

Subject: Re: Militia Factions Mod
Posted by Will Gates on Fri, 04 Jan 2008 15:16:50 GMT
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You may be surprised. My move to Maldon is coming undone. Soon I will be back in Sheffield & probably with some time on my hands. I'll keep y'all posted.

Subject: Re: Militia Factions Mod
Posted by lockie on Fri, 04 Jan 2008 19:03:08 GMT
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crikey Will , things aint simple in your neck of the woods ! really hope it's gonna suit you better and mebbe nearer little 'un ? besta luck bud.....  :sadyellow:

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 07 Jan 2008 10:49:34 GMT
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It's the push towards some simplicity that's driving this. I'll be back near my three kids. I'll have some time for JA again. I also hope to keep it going with my lady; but if not at least I tried my best and it was great while it lasted!

Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 26 Feb 2008 17:49:45 GMT
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Yeah downloads just passed 600. Currently I'm working on the UB add-on for MFM; unsurprisingly called MFM Tracona. Screenies next week kids.


Tracona Prison.

Rescue Rude Dog (Dynamo & Shank just placeholders for now).

Work in progress; mended the UC Robots missing sound files etc. They take a lot of killing.

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 03 Apr 2008 12:29:01 GMT
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more adaption of the unused parts of UC.

---

Subject: Re: Militia Factions Mod
Posted by Mauser on Sun, 06 Apr 2008 11:07:12 GMT
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hey Will, glad to see that you

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 07 Apr 2008 10:50:31 GMT
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Thanks Mauser. That is indeed a high compliment. Hmm the stuff I'm working on currently is a UB Campaign for MFM... I have limited free time for my favourite hobby at the moment (better than the zero I had from sept 07 to Feb 08; but still not enough!) so am concentrating on very small 50 map thingey. Once released you could always renumber them and import into JA2 1.13 if you wish. There will be approx 20 urban sectors (inc 2 prisons; an airstrip; various factories and bases; a hospital; housing; retail; monestary etc) 15 farm sectors and 15 forest sectors. I wish I had the time to do everything justice inc that SoG 1.13 idea but I just don't at the moment. Once this little campaign is done (or one free weekend if one crops up) I can make a Vanilla 1.13 map set quite easy I think... just a question of opening every single map; deleteing all the items and starting again! Not much fun for me!!

 :blah:

---

Subject: Re: Militia Factions Mod
Posted by Kaerar on Fri, 11 Apr 2008 12:13:02 GMT

---

Hey Will you know the sniper guns have Beta C-Mags rather than short Sniper mags on them

Do you need a hand editing any of the guns for MFM?

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Fri, 11 Apr 2008 12:28:23 GMT

Sorry I don't know much about guns n stuff. I found those nice looking weapons in the unused part of Urban Chaos and thought to myself hmm they look cool I'll adapt them for my UB-MFM fictional set. Are they based on something real then? I'm happy with 15 x 6mm for a sniper really. They're damn good in testing so far.

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Fri, 11 Apr 2008 13:21:15 GMT

Downloads of MFM just went to 700. Fantastic. Less uptake of fixed maps, upgrade and 1.13 conversion kit though. It's all there if you want it... but really 700 is amazing. I never anticipated this response at all!

---

Subject: Re: Militia Factions Mod
Posted by the scorpion on Fri, 11 Apr 2008 15:21:59 GMT

hopefully, it motivates you to keep on modding Will.

---

Subject: Re: Militia Factions Mod
Posted by Mauser on Fri, 11 Apr 2008 19:50:34 GMT

Will GatesThanks Mauser. That is indeed a high compliment.

not at all Will. it

---

Subject: Re: Militia Factions Mod

---

Posted by Kaerar on Sat, 12 Apr 2008 09:14:25 GMT
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Will GatesSorry I don't know much about guns n stuff. I found those nice looking weapons in the unused part of Urban Chaos and thought to myself hmm they look cool I'll adapt them for my UB-MFM fictional set. Are they based on something real then? I'm happy with 15 x 6mm for a sniper really. They're damn good in testing so far.

All the guns are HK's. The top ones are all G36's and their variants and the tan ones are the XM8's and their variants. I see to make the Machine pistol version of the G36 you chopped the stock off! I'm quite happy to give you some sci-fi stuff if you want based on real weaponry

email me if ya like on kaerar 'at' dodo 'dot' com 'dot' au and we'll discuss it a little

---

Subject: Re: Militia Factions Mod
Posted by Mauser on Sat, 12 Apr 2008 12:18:31 GMT
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Will, have you followed the "bigger maps project"?

http://www.ja-galaxy-forum.com/board/ubbthreads.php?ubb=showflat&Number=181040&Main=11 652#Post181040

it

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 14 Apr 2008 08:08:22 GMT
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Bigger Maps? No not at all. Was not aware it was anything more than an idea. Cool. I'll investigate. However time is tight. I have no free weekends between the kids and the girlyfriend so limited to weekday evenings only  Love the new signature.

Kae i'll drop you a line later ok. Smart.

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 21 Apr 2008 11:57:16 GMT
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Kaerar. that dodo e-ddress no work & your PM slot is full. Not ignoring you...

---

Subject: Re: Militia Factions Mod

Posted by Kaerar on Tue, 29 Apr 2008 04:03:54 GMT
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Sorry mate, PM's cleared and I can't check the dodo addy at the moment (just re-installed after my gfx card died  )

Subject: Re: Militia Factions Mod
Posted by rizzla on Mon, 19 May 2008 12:06:02 GMT
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I have finally gotten to try out your MFM mod - thanks a lot, Will, it's really great fun.

If I may nitpick:

- The installation files. One zip would have been enough. I'm computer able enough to work it out, but it's a bit confusing and not as simple as it could be. Also an updated zip with the new maps and the "patches" would have been nice, only keeping the exes and map.bins separate.

- The factions. Do all members of each faction always wear the same shirts? I think they do. Anyway, would have been gtood in the readme if you had told us which shirt colour belongs to which faction. And maybe a bit more info, too - like explaining that the militia (green dots) has often been locked away and stripped of all weapons so if you want their help, you better make sure they can find a gun quickly.

- 1.07 vs 1.12. Would have preferred basing it on the 1.12 exe. The better AI (from UB) provides more of a challenge (uses break lights, for example). I guess the 1.13 users get the better AI? I should really upgrade sooner or later.

But those are small things. I loved the start in Omerta, the AI may be a bit dumb but it's satisfying to have them fight with you, I don't mind that it takes longer. I'm a chicken so I started on the medium difficulty level but to be honest I find it too easy. Especially having Carlos (or at least his gun) and Miguel so soon makes the early part of the game fairly easy, plus you've provided us with some goodies right from the start (regen boosters, compound 18/30). My fault I guess - after playing with a MERC only squad in a game where basically no weapons were dropped (I blame it on that 800x600 exe you sent me - I uninstalled that, then installed your mod and the drops work just fine) I'm finally ready for the expert level.

Thanks again for the great work. Once I've discovered more I'll report back.

Subject: Re: Militia Factions Mod
Posted by Will Gates on Fri, 23 May 2008 10:16:06 GMT
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You mean I should make a fixed whole release? It's a thought but I'm still coming across the odd thing that needs attention (mostly details others might not even notice). Once a full year has passed since original release I might do a full re-release.

Subject: Re: Militia Factions Mod
Posted by rizzla on Sun, 25 May 2008 07:21:16 GMT
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Will GatesYou mean I should make a fixed whole release? It's a thought but I'm still coming across the odd thing that needs attention (mostly details others might not even notice). Once a full year has passed since original release I might do a full re-release.

It's just more convenient. Plus it'd give you the chance to re-arrange the original zip.  Unless I missed something I see no reason why it can't be just one zip with the folder structure inside so you'd just have to extract it once into the main directory. Apart from the two different .exes and the three map.bins. I'd put those into a separate folder (call it MFM). Have the readme extract to either the root directory or the new MFM folder (make a small installation.txt which points to the actual readme).

---

Subject: Re: Militia Factions Mod
Posted by Burzmali on Tue, 27 May 2008 21:02:43 GMT
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what damn faction unites Annie (MoM) and Pablo   there sure should be some illustrated book about all the uniforms (in different shades of green) those factions wear. and i'm really missing Reuban with his hedgetrimmer - too many hedges needing not just trimming but napalm or other radical solution   :bomb:


just kidding - thank you, it's nice to have some surprises again in good old Arulco...

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 02 Jun 2008 12:09:14 GMT
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I felt I was kind enough by "uniforming" factionalised RPC's NPC's & EPC's. No guide other than instinct... "is this a sleazeball or somebody I can do business with?" the only question you need ask yourself; give or take the odd cheeky exception.

If I'd been able to work out a way of randomising their loyalties I'd have done it to some of them just to keep you all on your toes!

---

Subject: Re: Militia Factions Mod
Posted by Burzmali on Thu, 05 Jun 2008 12:34:37 GMT
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just to give some feedback...

---

it has turned into 'kill-em-all' quite quickly. and who bothers to check the uniforms in the dark - God recognizes his own, as the saying goes. had to kill Calvin and Chitzena mine in 'shot down' - no problem, as i have loads of money and never liked the guy anyway. but reloaded and gabbi-ed through the battle to see what happens. in the beginning Calvin and his pals were neutral - just a bit nervous maybe. i kill all the soldiers, Calvin still neutral. i could freely leave the sector from the big map, pick up stuff and so on. just when Miguel went to talk with Calvin, that dumb dirtminer starts to talk about pushups instead. hmm, seems old Yanni living all alone now in whole Chitzena.

cleaned San Mona - Angel not giving his quest, but thats understandable, as he can go to Shady Lady and pick up Maria himself from the ruins whenever he cares. then, some days later, Ira and Shank went to San Mona to do some business with Tony. and there is Mickey - Mickey, mind you! - talking dirty and making obscene gestures to the lady. so Shank had to shoot him. good thing was, Shank discovered he likes that BSA LMG he was about to sell as it feels the lightest weapon to him even together with spare magazine. now lil' Breeham has even some use, shooting more dangerous things than black birds and dirty old men.

strange thing - all criminals were present. didnt expect that and hired Slay (good thing the disc works!) after selling two heads to Carmen, so now three others rot without any bonus :grimreaper:

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 05 Jun 2008 15:24:28 GMT
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good stuff. calvin and mickey are both hicks so you can only do business with them during daylight. hiring slay and then meeting carmen has some very nasty consequences. It is possible to end up at war with every single faction in the end but I don't recommend it.

tip/spoiler: pablo and doreen are both employed by kingpin... it might be worth doing the san mona quests before even entering drassen!

---

Subject: Re: Militia Factions Mod
Posted by Sgt York on Mon, 09 Jun 2008 13:52:10 GMT
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Will GatesYou mean I should make a fixed whole release? It's a thought but I'm still coming across the odd thing that needs attention (mostly details others might not even notice). Once a full year has passed since original release I might do a full re-release.

Will, same question for you as for Scorpion:  what are your thoughts/recommendations about installing MFM over the new version of 1.13 ??  Thanks

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 09 Jun 2008 14:38:18 GMT
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Sorry I've not kept up to date with the highs & lows of 1.13. I stuck at 687. Since then I've taken it off because I needed the memory for something else (must get a new PC!). I intend to reinstall once my real life has calmed down a bit.

Any answer I give will therefore be a guess. All the folders in Data should be fine as I never got the items to work in 1.13 anyway. It does mean items placed in maps might be a little odd sometimes but not too bad I hope. I see no reason why my garrison / composition / strategic xmls shouldn't work either. Try it and see. Not much help I'm afraid. I got fed up with the moving target and not being able to edit the items with the JA2IE / WeEdit combo I was used to*. Lost the will and ran out of time.

*somebody kindly sent me link to cheap or free xml editor but was not workable with Windows ME!

Right now I'm still doing my UB campaign "MFM Tracona" & tweaking MFM 1.07 for it's (hopefully) anniversary fully patched even nastier exe & map binned version**. Autumn I work on 1.13 again provided I can sort out the items with relative ease.

** incidentally I've also done this to UC 1.07 recently just for a laugh and to see how much it will take before it breaks!

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 12 Jun 2008 14:22:34 GMT
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11 months on:
830 downloads of mod;
less of patches & 1.13 conversion kit but all totalling a nice round 2000.

Small anniversary patch to come 07.07.08. Extra Nasty map.bins x 3. Some missing battlesnds (not many just being a stickler). One new map and associated radarmap.

---

## Subject: Re: Militia Factions Mod
Posted by Burzmali on Tue, 17 Jun 2008 11:49:12 GMT
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Frodo was cute  :bunny: having maybe a bit too high rank, but worth every penny.

Manuel was OK as a backup. could not get very friendly with pvt Ryan, think he was somewhat irritated by mustard gas the bad guys managed to treat him with. and could not communicate much with that grumpy thug on southern island.

landing onto island was really thrilling - only one guy from that platoon of locals survived. (this really reminded that Vietnam mod!)

also those strongholds-warehouses were fun to deal with. and teleporters were a nice touch!

in the beginning the battles were quite tiresome and every time i thouht that this now must be the last of bad guys there were still three or five more. closer to the end, with good guns and armor, it does not really matter if there is a dozen more or less of those weakies without decent guns or armor. and as i was playing with "old" version, not 1.13, there was a decent final fight in the palace despite me coming in from the underground.

so, thanks for some nice battles. waiting for something Extra Nasty   :wave:

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 17 Jun 2008 12:20:38 GMT
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My pleasure. Hope you were playing with the "fixed" maps etc. The thug I assume you mean is Colonel Kurtz; and he should be hostile... well he always is to me anyway! What does your version of the prof.dat have him listed as in terms of faction? If it's the wrong one then I may have to include new prof.dat with anniversary patch (which would also mean including all of Rearranged Rons female faces as well... something I've added since for my own enjoyment). Ryan is not RPC or EPC but recent conversations with Scorpion have showed me that he could have been with a little work... dammit another time maybe.

The UB addon for this Mod is now only 3 maps away from serious testing which I'm personally really looking forward to; just to be able to play again for a while. After everything is done and dusted I'm going to spend a looong time playing other peoples mods and having a blast.

---

Subject: Re: Militia Factions Mod
Posted by Burzmali on Wed, 18 Jun 2008 15:30:22 GMT
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Kurtz seems to belong to queens faction, like Elliot. come to think about it - when the battle started in palace, Elliot was neutral and queen D herself also, both turned hostile only after the queen got hurt. Kurtz seemed ill-tempered, but his message - your road ends here! - was somewhat logical, as we were on an island. so we parted... not exactly as friends, but as strangers in the night :waving:

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 12 Aug 2008 10:24:08 GMT
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Filefront downloads just hit 1000. I'm impressed. I also feel guilty that with so many people having

a look and or playing it, I should have spent more time on spit & polish. It can always be better but there is a point at which you must stop tinkering and release the damn thing. The next chapter (in JA2UB) is almost at that stage itself now. One or two last tests to run. Then grit teeth and release.

## Subject: Re: Militia Factions Mod
Posted by rizzla on Thu, 21 Aug 2008 21:45:02 GMT
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I feel guilty for not praising your work earlier.

After a break I returned to JA2 and your fine mod and today I took Tropico. Great fun that landing sector, even though I brought a mortar along none of the "volunteers" survived. Kurtz wasn't hostile btw. All in all an outstanding mod, having great fun with it. Thanks a lot, Will!

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 01 Sep 2008 08:24:50 GMT
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Tinker with Kurtz in pro-edit. Him & T-2000 aren't as hostile as they were meant to be. Give him Kingpin tag or similar if you want him to join battle.

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 12 Jan 2009 13:05:00 GMT
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Apologies to the gun-nuts. I bought a new monitor and can now see that some of my big gun sti's are way clunky. Sorry folks they all looked fine in my old dark monitor. Oops my bad.

Been dicking around with the exe's and various other tinkerage mostly to do with spawing, patrolling and counter-attack balance. Cambria under siege by 300 enemies anyone? Screenshot tomorrow *. Skin of teeth job this, the f*ckers take back whole cities if you're not careful.

* srcatch that, screenie doesn't do it justice. Seriously hard slog but worth the effort.

## Subject: Re: Militia Factions Mod
Posted by Off_Topic on Tue, 03 Feb 2009 19:25:50 GMT
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Hey Will,

I wanted to put up an entry for the 1.13 version of MFM but i have a few questions...

1.If set up properly, should MFM 1.13 have N.I.V.?

2.Sorry, but your instructions aren't very clear when it comes to the conversion, when i follow them exactly,

JA2 Gold - All MFM 1.07 files - Different install of JA2 1.13 - Copy the files you have listed (including alarm) from original MFM 1.07 & conversion files into new JA2 1.13 Data Folder.

I get a weird hybrid that will load with N.I.V. but has a lot of items replaced by Mortar graphics and then crashes...

But, if i have it installed up to 1.07 and then install 1.13 2085 into it & only copy the conversion kit files into 1.13 data it seems to run but with no MFM Main screen & No N.I.V.

What is the best install procedure?

3.Is it the MFM Exe or JA2 Exe that should be used to launch the game if everything is done correctly with 1.13 conversion?

Thanks,

Offtopic

---

Subject: Re: Militia Factions Mod
Posted by lockie on Tue, 03 Feb 2009 20:28:48 GMT
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Thank goodness , thought it was only me ......

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Wed, 04 Feb 2009 09:42:57 GMT
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No NIV or other features made since 687; though DDB works apparently. Hit 1.13 exe to begin (the MFM 1.07 exe isn't one of the things you should have copied across). All from memory as is a long time since I made a conversion myself. I'll look at it if I ever get some spare time. Sorry that's a rubbish response but there you go.

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Fri, 06 Feb 2009 12:27:36 GMT
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Revisited about 60 of the 123 maps. I need to playtest the changes. Once done I may well revisit the remainder. What have I done? Fixed coolness errors in exe. Fixed 40mm HE. Re-equiped

---

many faction maps (wrong ammo in gun type thing). Added more roof top snipers. Added a quirky version of the P1 demo map. Other stuff. All in all I can't remember everything I've tweaked so I'm going to do a full and final re-release at some point this year.

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Fri, 06 Feb 2009 13:32:35 GMT
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Two other fixes I forgot to mention are the missing snow radar-maps and and more interest to the whole community a fix to tileset 45 Queen's Tropical (original game had the wrong p-roof1 & p-roof2 in the (T) folder so going to view of whole map was rendered all wrong... ok so it makes no real difference but it does get you wondering what other mistakes there are)

## Subject: Re: Militia Factions Mod
Posted by Khor1255 on Tue, 10 Feb 2009 17:08:40 GMT
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Great work on fixing that radarmap tileset.

There are obviously several map related doodlebops. I think Kriplo may have fixed the weirdo cliff rendering problem but my lack of trust in the newer versions of the 1.13 keep my testing here at a minimum.

If only we had a pre 2085 version with his map editor fixes...

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Wed, 11 Feb 2009 10:01:52 GMT
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I think I have also solved the riddle of why the crepitus only ever seem to activate at Drassen. The fix is very simple but I'm going to hold fire on what it is until I've tested it. Just think having to fight through caves you've never been in, in a whole decade of playing the damn game!

## Subject: Re: Militia Factions Mod
Posted by Kaerar on Wed, 11 Feb 2009 15:38:40 GMT
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Awww mate spill it, I gotta know what caused that rather large bug!

## Subject: Re: Militia Factions Mod

Posted by Will Gates on Wed, 11 Feb 2009 16:21:58 GMT
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Patience my precious, patience. We lead them to Her. We let Her do it.

---

Subject: Re: Militia Factions Mod
Posted by orko_oskar on Wed, 11 Feb 2009 16:32:58 GMT
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I think I fought them in Grumm once when vanilla was brand new.
I might be mistaken but I think not.

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Wed, 11 Feb 2009 16:36:22 GMT
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yup I have vague memories of it working in other places pre the 1.07 patch but back then I was a really bad player and avoided sci-fi coz I found it too tough even on novice!

---

Subject: Re: Militia Factions Mod
Posted by lockie on Wed, 11 Feb 2009 18:09:36 GMT
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Quote:Poster: Will Gates
Subject: Re: Militia Factions Mod

Patience my precious, patience. We lead them to Her. We let Her do it.


 :naughty:

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 12 Feb 2009 09:41:14 GMT
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Up, up, up the stairs we goes; & after the stairs.... the Tunnel.

Shitbag the fix will take even more cunning than I first thought but I'm on it now like badger trying to dig up some tasty bunnies. I can smell the little morsels but I can't quite reach.

---

Subject: Re: Militia Factions Mod
Posted by Kaerar on Thu, 12 Feb 2009 10:45:24 GMT
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Use a shotgun, much easier than a badger. Plus less smelly and flea infested

---

Subject: Re: Militia Factions Mod
Posted by lockie on Thu, 12 Feb 2009 10:54:41 GMT
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Badgers are wise and noble creatures , at least in Wind and the Willows .

I've never had Kentucky fried badger .............  :wrysmiley:

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 12 Feb 2009 11:38:50 GMT
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I like their tenacity. Besides pound for pound they are one of the toughest creatures on earth
(even bears avoid digging badgers up).

Whilst mucking around with fixes I have also written my best palette I reckon. It restores the JA
world to more colours than original mfm but they are more to my liking and used differently. Elite
still Black, Regular & Admin Grey. Militia cycle through three subtle types of Greenish. An autumn
Yellow and an autumn Red now in. Blue much better. Dark Green much better.

---

Subject: Re: Militia Factions Mod
Posted by lockie on Thu, 12 Feb 2009 12:29:26 GMT
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Are you doing this at work , tut , tut ......  :placard:

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 12 Feb 2009 12:35:00 GMT
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wish I was! No I'm bogged down in microstation and codebook doing hospital c-sheets.

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 16 Feb 2009 10:28:07 GMT

Sci-fi quest half fixed (or is that one third fixed?) Cambria & Alma yet to activate... I keep going until all four work then make patch for MFM & patch for Vanilla.

Even if I never manage to activate Cambria & Alma I will release what I've done so far coz the variation of the two mines is better than just Drassen time after time after time.

---

Subject: Re: Militia Factions Mod
Posted by lockie on Mon, 16 Feb 2009 11:00:47 GMT

Dont see Ripley anywhere ...... , whole new set of mercs to make !!

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 16 Feb 2009 11:49:16 GMT

Definitely worth doing someday, Hicks, Vasquez, the drop ship pilot intead of Skyrider, Newt instead of Pacos etc but only if Kaerar did some nice Aliens weaponry & associated sound files! For now I just want to get Cambria & Alma working as possible activate locations, that'll do for me.

---

Subject: Re: Militia Factions Mod
Posted by Kaerar on Tue, 17 Feb 2009 11:00:37 GMT

Can do the weaponry, not sure about the sounds but will see what I can find

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 17 Feb 2009 12:05:35 GMT

http://en.wikipedia.org/wiki/File:Aliens-The_M41A_Pulse_Rifle.png

I like the auto-sentries too even though they do run out of ammo in seconds flat. The smart thing Vasquez & Drake have would be really hard to implement: part Flamer, part LMG, part RPGL!

Sounds would have to be ripped from the film and put through the 8bit mangle (that's actually the easy bit).

---

**Subject: Re: Militia Factions Mod**
Posted by lockie on Tue, 17 Feb 2009 12:22:40 GMT
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Could the mine tunnels be as claustrophobic as the Nostromo ? Anyway , that game already made as Amiga game , Alien Breed by Team 17 ( great game ,tense as a hi-tension wire could be !  )

**Subject: Re: Militia Factions Mod**
Posted by Will Gates on Thu, 23 Apr 2009 14:18:09 GMT
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Distracted & confused & generally annoyed by the crepitus. Meanwhile I've added Mary, Joey & Oswald to Scorpions PCM (with the help of the good arachnid himself). Check out Off Topic's User Made Mods Thread & scroll down to the PCM "page".

**Subject: Re: Militia Factions Mod**
Posted by Off_Topic on Thu, 23 Apr 2009 14:23:23 GMT
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Or just click on the link in the first post

**Subject: Re: Militia Factions Mod**
Posted by Will Gates on Thu, 07 May 2009 08:02:03 GMT
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I have sent Off Topic a refined version of PCM Plus 3 which doesn't cause any crashes. I am an idiot sometimes but glad I got to the bottom of what was going wrong. If you can't be bothered to download again this is what you must do. Go into SPEECH and delete any WAV file that looks like a battlesnd (things that end with mostly letters rather than numbers e.g. ATTN or LMOK1) but leave the associated GAP files as they really are meant to be there. Millions of apologies to anybody who has had a crashtastic time because of this. Forgive me Father for I am a worm, lash lash etc.

**Subject: Re: Militia Factions Mod**
Posted by lockie on Thu, 07 May 2009 10:38:05 GMT
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Thankee young sir , it'll be appreciated by millions
 Head over to Miss Whiplash' place for further chastisement  :taskmaster:

Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 07 May 2009 11:21:46 GMT
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How long do I have to keep the punishment gimp suit on for? Only it looks like it's warming up here.


weird recruits now a real possibility...

Subject: Re: Militia Factions Mod
Posted by lockie on Thu, 07 May 2009 16:49:43 GMT
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I...Is...th... that Mary Whiplash ? I'll be right over............  :blah:

Subject: Re: Militia Factions Mod
Posted by Off_Topic on Thu, 07 May 2009 16:50:54 GMT
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The revised version is up now in the Mod Guide...

Subject: Re: Militia Factions Mod
Posted by KEN C on Fri, 08 May 2009 02:44:11 GMT
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Thanks Will, Thanks Off_Topic

Subject: Re: Militia Factions Mod
Posted by Will Gates on Fri, 08 May 2009 10:11:35 GMT
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Hold your fire, I will not harm you... OT still has to replace some files; later today and all will be well.

Playing MFM + Fixed PCM3 on three games (Novice/Normal/Expert). In 1st game have hired all PCM recruits except Darrel (man he just won't join) and have had NO crashes whatsoever since discovering my self inflicted glitch and fixing it.

Subject: Re: Militia Factions Mod
Posted by Will Gates on Fri, 08 May 2009 11:05:09 GMT
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It is done. Safe to download now. One thousand thanks to Off-Topic.

Subject: Re: Militia Factions Mod
Posted by Native_Elder on Sat, 09 May 2009 15:53:18 GMT
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Will Gates In 1st game have hired all PCM recruits except Darrel (man he just won't join)


i think he does in PCM. do you use a custom map?

Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 12 May 2009 07:50:24 GMT
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yes but it is npc & quest safe provided you can "open" the shed during the battle with queen's troops. I've looked in quest edit and marrying Flo to his dad is an important criteria but still doesn't seem to do the trick... for me anyway. Dammit I want to hear Khorr's hick lines in game! All the others join up no problems inc my newer three. Joey is super speedy (ah the unfettered joys of youth) and turns into an ok merc pretty quick too.

Subject: Re: Militia Factions Mod
Posted by Khor1255 on Mon, 18 May 2009 04:51:42 GMT
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And here I was thinking you'd get a kick out of my butchered cockney lines. They had a couple friends shooting beer out of their noses. I suppose they might not translate very well over the pond.

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 18 May 2009 09:45:11 GMT
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Accents are very hard to master. If you could distinguish between Glasgow & Edinburgh, and then take them off convincingly you'd be an actor of oscar potential. The differences between Dublin & Belfast. The subtle distinction between Cornwall & Devon etc. All you ever see on TV is super duper posh (non regional) and some kind of generic esturine cockney (which is also butchered so I think people would laugh here too... we're quite hard to offend really).

## Subject: Re: Militia Factions Mod
Posted by Khor1255 on Tue, 19 May 2009 01:06:38 GMT
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Yeah, my excuse was that he spent most of his youth in Canada but... I'm really excited to see what the modders are doing these days. I have a feeling a really great one is in the making.

Well, I am an optimist after all. I still believe in SFI Clause if you can believe that.

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 19 May 2009 13:02:59 GMT
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2 that I know of (but then again you're aware of both of those too). Such a shame good Sir Tech died fighting the evil dragon of Bangk Rupcii. SFI Clause is another matter; dormant not dead.

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 28 May 2009 08:02:42 GMT
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PCM plus 3. Final Cut or 3rd time lucky. I was still having the odd crash because the memory in turn based occasionally went over the limit. Dammit Musky why? Ah I see. Where possible all sound files now converted to EXACT JA2 FORMAT (half the size) plus Mary given buddy lines for John. Scorpion & I discussed this area and there is a lot more to do e.g. Matt & Dynamo or all the miners hate Calvin... however I won't be the one to do it. I busy with other stuff now. Will send Off Topic the final cut of PCM plus 3 later today

## Subject: Re: Militia Factions Mod
Posted by lockie on Thu, 28 May 2009 08:25:45 GMT
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Quote: however I won't be the one to do it. I busy with other stuff now.

 JA or non Ja related ?  I think we should be told

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 28 May 2009 09:04:29 GMT
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Bit of both as it happens. & some other third thing too.

**Subject: Re: Militia Factions Mod**
Posted by lockie on Thu, 28 May 2009 09:11:51 GMT
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Well thanks Dr Mysteriouso

---

**Subject: Re: Militia Factions Mod**
Posted by Will Gates on Thu, 28 May 2009 09:38:12 GMT
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Wah yoo wahn? 42 & chips?

Ok JA stuff... I look at two other peeps work, I make maps for another and some demo maps
perhaps for the secret project. Also a deep experiment which if sucessful will totally change what
modders can do with NPC's... results will be published if it works so fingers crossed on that one.

Real life stuff I have fun things to attend plus I begin to meet potential new bunnies on a dating
thing, really want to find a girlie who's into gaming and will understand my strange hobby!

That enough Mr.N.Parker?

---

**Subject: Re: Militia Factions Mod**
Posted by lockie on Thu, 28 May 2009 12:05:57 GMT
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you ge' ou' shop now , bad mans , I no give you flied lice !

Quote: begin to meet potential new bunnies on a dating thing, really want to find a girlie who's into
gaming and will understand my strange hobby!  Never going to happen   . So settle for one who'll
be content to see you mebbe twice a week

---

**Subject: Re: Militia Factions Mod**
Posted by Will Gates on Thu, 28 May 2009 12:26:42 GMT
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I can but dream of a Leelah type (from Ctrl-alt-delete comic strip). Failing that I'll just get all Fry
with a Turanga Leela type instead. Something to put in the blurb anyway "must look like Halo
Jones and sing like Elizabeth Frazer" mwha ha.

---

**Subject: Re: Militia Factions Mod**
Posted by lockie on Thu, 28 May 2009 15:06:56 GMT
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Hmmm . now I see you as 'Zap Brannigan'

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 28 May 2009 16:04:32 GMT
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Bite my shiny metal ass Scottish Meatbag (hey that makes you a Haggis). Actually I'm probably a blend of Fry, Bender & Kiff with a hint of the Professor thrown in. Absolutely no Zapp or Zoidburg in the mix thanks!

---

Subject: Re: Militia Factions Mod
Posted by lockie on Thu, 28 May 2009 16:42:37 GMT
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Hmmmph , jes' call me 'Scruffy'

---

Subject: Re: Militia Factions Mod
Posted by Khor1255 on Sat, 30 May 2009 17:32:36 GMT
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Funny, I always took you for a Hermes type.

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Wed, 03 Jun 2009 11:00:22 GMT
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Small note for anybody using PCM + 3 on an older computer. As a rule of thumb don't have anymore than three PCM characters per six man squad otherwise the memory can get tangled up and chuck you out of the game. I've got a squad of whome five are PCM so it still bugs out now & then... until I turned the read ahead function off... not really advisable but stops the crashes.

Working on a very silly 13th person for PCM hope to be done this weekend. Step forward Mr. Jerry Mellow (he already had full set of face files so was the obvious next choice) I'll do what I can with the limited lines... man!

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Fri, 05 Jun 2009 08:26:10 GMT
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Though please note this 13th silly will be a PCM for UB not JA2. Jerry is slot 076 which is Auntie

in JA2 & I wouldn't want to break the bloodcat quest. Over half the lines already done (0 to 78 e.g. std JA2 requirement, just the additional UB required lines left to do (79 to 120)). At least by externalising all his files he can be picked up by others, renumbered, used elsewhere etc. It's cool man. Real cool.

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 08 Jun 2009 08:37:04 GMT
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Sending Off Topic the Jerry Mellow files. As it stands a PCM for UB & almost all UB mods as Jerry is almost always the pilot. Can be used in JA2 if you renumber him but watch the face files... need to be realigned if used in JA2 & JA2 mods.

Additional: I hope to release final upgraded MFM & MFM-Tracona before too long; in fact I must because I'm not nearly as well as I thought I was dammit. If I suddenly stop coming to the pit at least you'll know the reason for it.

---

## Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 25 Jun 2009 14:19:03 GMT
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In the post to Off-Topic today was sent my final (yup I really hope so) upgrades for MFM & MFM-Tracona. They are full re-releases so should replace everything and no need to follow the old complicated instructions of fetch this bit from here & that bit from there etc.

MFM; tweaked SME & Map.bins (OMG I wish I'd really understood just what you could do with these 1st time round), tweaks to some items (Val now takes scopes etc), PCM+3 characters already added, a lot of map work, tweaks to JA2set & Tilesets, an additional missile base somewhere, new palette, corrected prof.dat, a third Exe included (Queen's Offensive plus Low Income) for extra toughness.

MFM-Tracona; a new map or three, corrected prof.dat, John & Tex now simultaneously recruitable in New Game (not sure what happens in Import Game), Jerry Mellow recruitable, new palette; that's about it. Hey it's only UB what did you expect!

(For 1.13 the new maps should be fine so long as you install the JA2set to binary data and the copy the tilesets themselves. Other than that, how much or how little of MFM you want in 1.13 is up to you. The prof.dat makes sense if you're using the maps because of where characters are placed etc, though I'd stick with the original MFM 1.13 versions of the prof.dat. for weapons with correct ammo reasons alone.)

Included alongside the above two re-releases is my Guerrilla Warfare style maps. This is a set using GW Maps as a base with about 50 or so more "in the same GW style" added by me. It's not for meant for Wildfire but ordinary JA2* & 1.13 instead. No clever changes to tilesets or anything fancy. Just some damn tough maps for your enjoyment. (I also corrected about 10 GW maps that

had tiny graphical errors while I was in there... not a criticism; we all make minor mistakes here and there)

*I'm using it with the 800x600 HiRes... spot on.

---

Subject: Re: Militia Factions Mod
Posted by Off_Topic on Thu, 25 Jun 2009 16:10:21 GMT
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Cool, i'll upload as soon as i get them.

---

Subject: Re: Militia Factions Mod
Posted by Off_Topic on Mon, 29 Jun 2009 09:54:32 GMT
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Hey Will,

Got your package this morning, i'll hopefully upload tonight.

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 29 Jun 2009 10:01:28 GMT
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Marvey. Give them a go yourself too. I want to be sure they're as "nasty" as I'm finding them or if indeed I'm just the world's crappiest JA2 player when all's said & done!

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Tue, 30 Jun 2009 16:38:57 GMT
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 :bow:

All hail to Off-Topic and his marvellous mechanical database; all the above stuff is now available via his super mod-depository thread.

---

Subject: Re: Militia Factions Mod
Posted by Kaerar on Sun, 12 Jul 2009 05:39:21 GMT
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Just got the latest downloads

Also could you post a list of the guns and their types please (or email it) as I have a plan you might be interested in seeing as I have time for modding at the moment
I have a full replacement of all the gun pics and some of the item pics in mind. I need to know the types of guns though as they aren't all obvious from the pics you used

OMG I managed to get the 1.07 version working

I haven't been able to do that for ages!!!

Now to get the 1.13 version sorted out :diabolical:

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 13 Jul 2009 12:45:35 GMT
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Dammit musky you mean I gotta do more work? That reminds me I did promise a slightly different map set for 1.13 (removes placed militia as all towns have training allowed/loyalty used tag) which I will do at same time as your list thing.

---

Subject: Re: Militia Factions Mod
Posted by Kaerar on Mon, 13 Jul 2009 14:30:52 GMT
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Cool, I'll also need to know if you have liberally placed items on maps, as if that's a yes I'll have to go edit the bastards

I can do a Single Click install for 1.07 now too

---

Subject: Re: Militia Factions Mod
Posted by Kaerar on Wed, 15 Jul 2009 16:09:40 GMT
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OH MAN you like to make things hard!

This weapon list has to be the list of the most obscure or useless guns to ever be made on this Earth. That Zamorana is a CZ-G2000 from Czech which was barely made due to losing out to the CZ-75 in the trial it entered. The BSA's in slots one and two are actually FN Browning BDA .380/BDA9's (that had me thrown for a while!). Pics for the Zamorana are non-existent and the one that is there is not so great for editing (meaning full redraw which takes ages!). And that's just the first few pistols.

Is there any particular reasoning behind the guns chosen or was it more for the differentiation

factor?

---

## Subject: Re: Militia Factions Mod
Posted by lockie on Wed, 15 Jul 2009 18:16:34 GMT
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Quote:Is there any particular reasoning behind the guns chosen or was it more for the differentiation factor?

In Will' defence , he aint no gun nut !  , and I believe these were in original ja files ?

---

## Subject: Re: Militia Factions Mod
Posted by Kaerar on Thu, 16 Jul 2009 02:31:03 GMT
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No, not one is in the original game

They are all however on guns.ru, so I can guess how he came by them (even used all the pics off guns.ru!).

I know Will's no gun nut (what he did with the XM8's and G36's in MFM Tracona shows that!!!), so I thought I would help out a bit (being a gun nut...). I can find replacements for nearly all the guns in the mod no probs, and stick the descriptions into the MyWeapons.txt too.

I just wanted to know Will's feelings on the subject and what to replace each gun with. For instance I wouldn't have thought the British Service Pistols would be all that common in Arulco (or wherever MFM is set unless it's near the UK or one of their colonies). There are also a couple of Lee Enfield Rifles, easy enough to make good pics for, but are they correct for the setting. Just things like that

I'm not having a go, just had a really frustrating time trying to work out what was what!!!

---

## Subject: Re: Militia Factions Mod
Posted by lockie on Thu, 16 Jul 2009 09:18:58 GMT
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I'd love to see MFM brought up to date , graphics , guns , equipment etc , and NIV .
Wishful thinking , I know.........

---

## Subject: Re: Militia Factions Mod
Posted by Kaerar on Thu, 16 Jul 2009 11:35:13 GMT
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I'm planning on the normal MFM getting the pic treatment to the best of the original Palettes and also the Tracona version (if Will agrees that is  ). The 1.13 stuff is a little harder due to some custom stuff done. If we can get the Flamer working then great. Same with the Robot. The maps need to be redone for the new weapons in 1.13 or alter the existing XML's to have the stock MFM guns and ammo in the right slots. Then use the ToG or Normal Guns settings to choose between MFM weapons only and MFM + 1.13 guns (of which the latter won't appear in map, only off corpses). But that mod is a bit longer in the making.

---

Subject: Re: Militia Factions Mod
Posted by lockie on Thu, 16 Jul 2009 18:00:43 GMT
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someone buy Will a more up-to-date pc............

---

Subject: Re: Militia Factions Mod
Posted by Will Gates on Fri, 17 Jul 2009 08:47:52 GMT
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Yes all the guns pix came off that RU site. The fictionalisation of some were part of the fun for me. This ain't reality. However for the choices it is explained way early in the mfm threads. Alrulco is next to Belize (former Brit Colony still has Brit forces there as they are too poor to fund a proper army of their own and were invaded by Guatamala on the first day of their independence I bleeve). This means stock weapons are Brit Army Surplus (circa Falklands-Malvinas clash), Spanish Army Surplus (always a trade to South America); South American (yes the Zamorana does exist) and a few odds & sods. It's a simple conceit that Alrulco probably has a mostly Hispanic population but they mostly speak English... just like Belize.

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Subject: Re: Militia Factions Mod
Posted by Kaerar on Fri, 17 Jul 2009 12:59:25 GMT
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Fair enough. I'll see what I can do to rearm the lot as Brit Army Surplus in detail

Though that Zamorana is one F***ed up image and the CZ-G2000 has just as bad pics (which is the origin of the Zamorana). If you have no qualms with the images not being side on then things will be a lot easier, and a little Fallout-esque.

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Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 20 Jul 2009 12:20:45 GMT
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Do what you desire young sir. The Zamorana actually does kind of look like that... it's one ugly

little "plastic toy" gun that happens to be dangerous by mistake!!! I even have the original photo somehwere... rustlle rustle not at work though. E-mail on it's way re: lists.

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## Subject: Re: Militia Factions Mod
Posted by Kaerar on Mon, 20 Jul 2009 13:32:38 GMT
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Thanks mate
I'll try to keep the flavour as close as possible but that Zamorana is gonna be hard to reproduce at a good level. I'm not that crash hot at a total redraw

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## Subject: Re: Militia Factions Mod
Posted by Will Gates on Thu, 18 Mar 2010 17:09:28 GMT
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Ah the sound of silence and tumbleweed rolling down the boarded up streets. Amongst other tinkering things of late have implemented a full armour upgrade (stealing the creature armour slots) and added a fourth map.bin along the lines of Insane setting. The armour I'll only send out if there are a reasonable number of requests. The map.bin is simpler. PM me if you want either.

-o-

Due to lack of recent activity here I'd say the people who want it already have it. If you need the space feel free to archive all the MFM stuff if you want Shanga. It always was niche interest anyway!

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## Subject: Re: Militia Factions Mod
Posted by Will Gates on Mon, 12 Apr 2010 09:11:42 GMT
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Not strictly MFM but have learnt a way to mod the strategic info for the 800x600 mod... it's f*ing awesome dray for fans of that format...

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## Subject: Re: Militia Factions Mod
Posted by Kaerar on Mon, 12 Apr 2010 13:57:16 GMT
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Sounds interesting

Hopefully there'll be a few more gunslingers about here to get rid of the tumbleweed

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