

Hello Everyone

I was trying to put some advanced modifications on my mods but unfortunately I had a lots of problem with that. I'm not very experienced in programming so why this is not easy for me and I'm looking for help wherever I can. If you are reading this, that means that you are probably going to help me with finishing this modification. For every kind of help I will be very grateful.

There are four main problems which are preventing me from finishing my modification.

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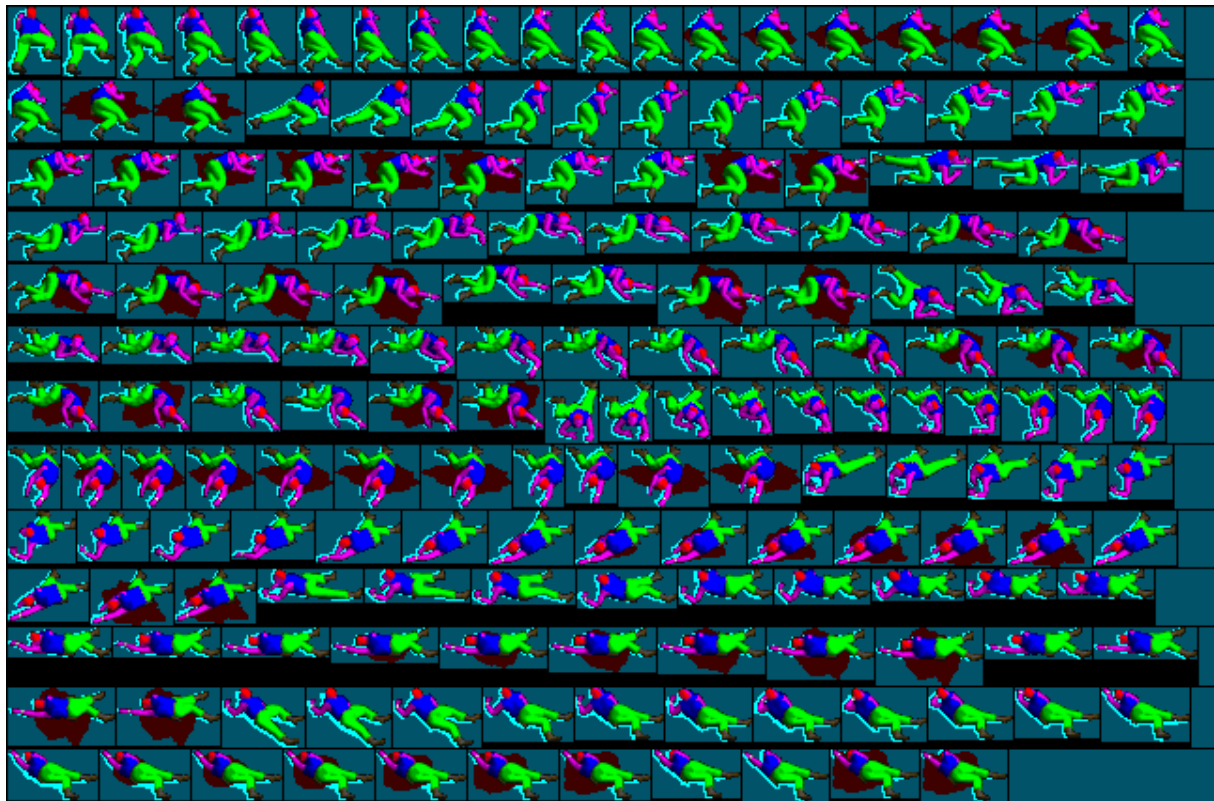
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1. S_P_DIE Animation

This error is occurring even when I compile a pure source code of Jagged Alliance 2. When I launch the game by this new EXE file, the game will always crash when she used this animation. At the very end of this animation, the game just crashes. This error is applying to all three body types: big male, normal male and female. Unfortunately I am not able to fix that problem.

SOLVED



2. Resolution

With resolution I have two problems. First one is applying to dimensions of resolution. When I increased resolution further than 800x600, then the game crashes while the map is finishing to load.

Second problem I have with scrolling the tactical map by keys and mouse. In 800x600 resolution, the bottom part of the screen is blinking. Other parts of the screen works fine.

Main definition of the resolution is in the file:

... / BUILD / Local.h – in line 24 i 25.

Also every dimension of the screen has been changed:

640 is now SCREEN_WIDTH,
480 is now SCREEN_HEIGHT.

Changing the dimensions of resolution is not enough to have a bigger size of the map. We have to do one more thing. We have to increase the bottom and right border of the screen. To do that, we have to change code in following file:

... / BUILD / TILEENGINE / Renderworld.c

Bottom border of the screen is in line 549 and 550, right border of the screen is in the line 552.

In addition the game has borders for the cursor of the mouse. When cursor reached that border, the map is going to scroll. These borders are in the same file (Renderworld.c). Bottom border for the cursor of the mouse is in line 3757, the right border for the cursor is in line 3764.

3. Classic New Attachment System

A.) Main definition of attachments is in file:

... / BUILD / TACTICAL / Item types.h – in line 45.

B.) The positions of attachments (for both maps: tactical and strategic) are in file:

... / BUILD / TACTICAL / Interface items.c – in line 467 and 482.

C.) In original and pure source code (in file Item types.h) there is a piece of code with *"typedef struct ... OBJECTTYPE"* and he is directed to two things:

- Attachments to the guns,
- Attachments to the money, that are also four (10, 100, 1000 and Done).

If we want to increase amount of one of them we have to write a second code with OBJECTTYPE. So I did this like is in the JA2 005 source code. All following files are in following folder "... / Build / Tactical".

a.) I added *"typedef struct ... OBJECTTYPE_OLD"* to following files:

- Item types.h,
- Soldier control.c,
- Soldier control.h,
- Soldier create.h,
- World items.c.

b.) I added *"typedef struct ... SOLDIERTYPE_OLD"* to following files:

- Soldier control.c,
- Soldier control.h.

c.) I added *"typedef struct ... SOLDIERCREATE_STRUCT_OLD"* to following files:

- Soldier control.c,
- Soldier control.h.

d.) I added *"typedef struct ... WORLDITEM_OLD"* to following files:

- World Items.c.

I do not know how it is works but after adding this code, the map has been loaded successfully and all new attachments were working correctly. Unfortunately the new attachments are causing that all enemies and civilians are disappearing from the maps and the game very often crashes. I have no idea how to fix it.

4. Enlarged Inventory

With the enlarged inventory I have the same problem which I have with classic New Attachment System. When I add new inventory slots then all enemies and civilians are disappearing from maps and the game very often crashes. I have no idea how to fix it.

Below I wrote about all code which is necessary to add new inventory slots.

A.) If we want to add a new inventory slots we have to change following code:

... / BUILD / TACTICAL / Soldier control.h – in line 247,
... / BUILD / TACTICAL / Interface items.c – in line 522,
... / BUILD / TACTICAL / Interface panels.c – in line 351,
... / BUILD / TACTICAL / Soldier create.c – in line 80,
... / BUILD / STRATEGIC / Mapscreen.c – in line 444.

B.) I increased the amount of head slots which required changes in following files (search by word: **HEAD5POS**):

- BUILD / STRATEGIC / Assignments.c,
- BUILD / STRATEGIC / Mapscreen.c,
- BUILD / TACTICAL / Interface Items.c,
- BUILD / TACTICAL / Interface Panels.c,
- BUILD / TACTICAL / Items.c,
- BUILD / TACTICAL / LOS.c,
- BUILD / TACTICAL / Opplist.c,
- BUILD / TACTICAL / Overhead.c,
- BUILD / TACTICAL / Soldier Control.c,
- BUILD / TACTICAL / Soldier Control.h,
- BUILD / TACTICAL / Weapons.c,
- BUILD / TACTICALAI / AIUtils.c,
- BUILD / TACTICALAI / Attacks.c,
- BUILD / TACTICALAI / FindLocations.c,
- BUILD / TACTICALAI / Movement.c,
- BUILD / TILEENGINE / Explosion Control.c.

C.) I also increased the amount of big slots, which required changes in following files
(search by word: **BICKPOCK7**):

- BUILD / LAPTOP / IMP Confirm.c,
- BUILD / STRATEGIC / Assignments.c,
- BUILD / STRATEGIC / Mapscreen.c,
- BUILD / TACTICAL / Interface Items.c,
- BUILD / TACTICAL / Interface Panels.c,
- BUILD / TACTICAL / Items.c,
- BUILD / TACTICAL / Opplist.c,
- BUILD / TACTICAL / Soldier Control.h,
- BUILD / TACTICAL / Soldier Create.c.
- BUILD / TACTICALAI / AIUtils.c

D.) Below is the list of the files in which I changed the code to prepared him for a lot of
new small slots (search by word: **SMALLPOCK22**):

- BUILD / LAPTOP / IMP Confirm.c,
- BUILD / STRATEGIC / Assignments.c,
- BUILD / STRATEGIC / mapscreen.c,
- BUILD / TACTICAL / Interface Items.c,
- BUILD / TACTICAL / Interface Panels.c,
- BUILD / TACTICAL / Items.c,
- BUILD / TACTICAL / LOS.c,
- BUILD / TACTICAL / Opplist.c,
- BUILD / TACTICAL / Soldier Control.h,
- BUILD / TACTICAL / Soldier Create.c,
- BUILD / TACTICALAI / AIUtils.c,
- BUILD / TACTICALAI / Attacks.c,
- BUILD / TACTICALAI / DecideAction.c,
- BUILD / TACTICALAI / NPC.c.

Others not important problems.

A.) I was trying to make the tank cannon to work not only with tanks but also with mercenaries but I failed to do that. Tank cannon is still working only with a tanks. When mercenary is trying to shot from tank cannon, he remains motionless..

B.) The attachments to the guns are looping always to the first positions. I was trying to make, that where we put the attachments, there he will stay but I only found the way to stop looping of the attachments when we are removing them. It is in file:

... / Build / Tactical / Items.c – in line 5741.

I changed the value of FALSE to TRUE.

C.) Maximum number of mercenaries in the game is 18. Whatever I tried to do to increase that number, it did not bring any effect. I only found all code (I think that is all) which is responsible for number of mercenaries in the game.

... / BUILD / TACTICAL / Overhead.c – in line 297,

... / BUILD / TACTICAL / Overhead types.h – from line 26 to 31 and from line 255 to 257,

... / BUILD / TACTICAL / SOLDIER CREATE.H – in line 21.

... / BUILD / STRATEGIC / Map screen interface.h – from line 44 to 45, in line 114 and 202.

D.) In classic version of JA2 (Gold 1.12) we can increase amount of ammunition in one clip to 255. Everything here is working fine but when I want to increase ammunition further then 127 then the vertical line which is showing capacity of the clip is going down. Really I don't know in which file (or files) I should searching for a solution of this problem.

This problem is also applying to armor. When our body protection reach the 127% then the percentage are dropping down.

E.) I have a problem with burst mode. In JA2 Gold 1.12 we can't shoot more bullets in burst mode than six. I'm trying to change that but with no success. I'm still searching and searching where could it be but also with no success. Maybe someone remember in which file (or files) this blockade could be taken off.

New weapons and items

To the source code I added all weapons and items from all series of Jagged Alliance 2. They are working perfectly but I deactivated it because classic New Attachment System and enlarged inventory is not working correctly. It is better when they are deactivated for easier checking what is wrong in the source code.

Below are the positions for all code which was changed for new weapons and items. Pictures are not ready for them yet but I think they will be ready in a week.

Main definition of all weapons and items is in following file (there are also new weapons and items):

... / BUILD / TACTICAL / Item types.h from line 363 to 918

Other code which was changed for new weapons and items is in following files:

... / BUILD / TACTICAL /

- ArmsDealerInvInit.c,
- Handle items.c in line 1226,
- Inventory choosing.c in line 32,
- Item Types.h,
- Items.c almost whole beginning of the file and in line 2641, 3692 and 3836,
- LOS.c in line 1936, 3486, 3502 and 4278,
- Overhead.c in line 2106,
- Points.c in line 840,
- Soldier control.c in line 2795, 3173, 10606 and 10623,
- Weapons.c, almost whole beginning of the file and in line and 2573.

... / BUILD / TACTICALAI /

- Attacks.c in line 54, 456, 574, 780 and 787.

... / BUILD / TILEENGINE /

- Explosion control.c in line 1595, 1619, 1651, and 2258,
- Phycsics.c in line 1749 and 2403,
- Smoke effects.c in line 227 and 286.

... BUILD / LAPTOP /

- Store inventory.c.

Contact details and others

Below is the link for gameplay of this modification. It works only because earlier I removed all enemies and civilians from the map. In other case when map is finishing to load, the game crashes. Unfortunately enemies and civilians do not take classic New Attachment System and enlarged Inventory so that's why this is one of the main problem of this modification.

<http://www.youtube.com/watch?v=mJfGr3E6DAg&feature=youtu.be>

I will be very grateful for every kind of help, informations, suggestions or other type of help.

In set of files, you also find other three source code. First one is pure original source code of Jagged Alliance 2, second one is source code of JA2 005 (he has the same modifications which I was trying to make), third one is the latest source code of JA2 1.13 (in many cases he was very helpful).

I also uploaded three very helpful programs. First one is WinMerge for comparing two similar files, second one is Notepad++ for editing source code and third one is LookDisk for searching words or parts of the words in many files and folders. All programs are freeware.

If you want to contact me I will be

Here

<http://www.ja-galaxy-forum.com/board/ubbthreads.php?ubb=showflat&Number=292845#Post292845>

and here

<http://forum.jagged-alliance.pl/jagged-alliance-2-1-14-t2850.html#p50122>

You can always contact me if you want by mail: ja2starchris@gmail.com

Best regards

Starchris