

Urban Chaos-1.13 Hybrid FAQ 2009/10/25

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Disclaimer

This game modification and the files that comprise it are provided as is without any warranty. Use of this installer and the files it contains are completely **at your own risk**. The creators and those involved with the UC-1.13 Hybrid take NO responsibility for injury, fatality, damage or loss that may occur with use; including that suffered by: data, software, hardware, career, productivity, person, self-esteem and well being.

This game modification and the files that comprise it have not been tested in conjunction with any other Jagged Alliance 2 or Jagged Alliance 2 1.13 Mod aside from those specified below under System Requirements. Please bear in mind that the only true original Urban Chaos experience, is the original Urban Chaos experience with all the limitations of the old 1.07 exe.

This document does not imply the existence of support for this game modification or the files that comprise it.

What Is It?

UC-1.13 is a JA2 1.13 mod, designed to allow use of the Mod Squad's Urban Chaos maps, characters and basic storyline. By itself UC-1.13 is not a complete mod. Instead it is meant to take an existing Urban Chaos "Data" folder and integrate it into the JA2 1.13 mod platform. All credit for the concepts found in, and the actual original Urban Chaos Mod belongs to its creators the Mod Squad.

System Requirements

By now you should have:

- Jagged Alliance 2 1.13 updated to at least SVN Revision 1148 (current as of 13 June 2009) fully installed and working
- The Original Urban Chaos files

Extracting the Needed Files from the Original Urban Chaos Mod

- 1) create an easy to find folder named "UC Target"
- 2) copy the ja2.exe file from the 1.13 install into the "UC Target" folder.
- 3) launch the original Urban Chaos installer, and direct it to ja2.exe in the folder named "UC Target" and run. This will unpack all the original Urban Chaos files.

Installation

- 1) Inside UC Target folder, find folder "DATA" and rename "DATA-UC"
 - 2) Copy "DATA-UC" to root folder of working Jagged Alliance 2 1.13
 - 3) Extract files found in the UC-1.13 Hybrid Mod archive into root folder of working Jagged Alliance 2 1.13
 - 4) Launch UC-1.13 Hybrid via the INI Editor's drop down menu; selection: `vfs_config.UC113.cfg`
- 4 Alternate) edit JA2.ini so that `VFS_CONFIG_INI = vfs_config.UC113.ini`, launch Jagged Alliance 2 as normal.

What Is It Specifically?

- Replicates the basic Urban Chaos items/weapons mod
 - the combined M16/M203 is not included due to the fact we can create practically any number of different under slung grenade launchers needed, also the 1.13 engine cannot as of yet have permanent and “invisible” attached Grenade Launchers)
 - some items moved out of the original 350 for consistency
 - which items appear is controlled by game type selection made at start
- Extends beyond the basic Urban Chaos items to include Stock Jagged Alliance 2 items, JA2 v1.13 items, and some specific to this mod
- Stats will be 1.13 modified for the “folding-stock-as-attachment-system”
- City layout as implied by the strategic map, all city tiles are garrisoned, as are a few other landmarks in Danubia
- Road layout as implied by the actual tactical maps, allowing increased mobility by vehicles
- Milita training now allowed in all cities (yes now you can train militia in Atremo and Port Kip)

Modes of Play:

Tons of Guns – controls if common items from beyond the original Urban Chaos set (items beyond the old Jagged Alliance 2 item limit of 350) appear. Exceptions being: Load Bearing Equipment, .40S&W ammo for the MP-445 Varjag (9mm in original UC, but .40S&W in JA2 1.13), Tex’s .356 revolvers and ammo, and Mike’s submachine gun.

Sci-fi – controls if items such as prototype weapons, AET ammo, thermobaric grenades, and the stealth suit appear. Tons of Guns must also be set to ON for the sci-fi tagged items to appear. The Crepitus have been disabled in Sci-fi mode as they are not part of the UC story line.

Item Notes:

Armour AP Modifiers

All Vests (unless specified)	-5
All Leggings	-5
Striker Vest	-1
Striker Leggings	-1
Commando Vests	-2
Commando Leggings	-2
Stealth Ops Vest	+5
Stealth Ops Leggings	+5
Ghillie Suit Jacket	-10
Ghillie Suit Pants	-9
EOD helmet	-7
EOD vest	-15
EOD pants	-20
FLX-C 2000	0
All Plates	-3
Leg Protectors	-2

Attachments/Features Key

F.Stk - Folding Stock

Heavy BP - Built-in Heavy Bipod (there is a big To-Hit penalty if you fire from anything but prone)

F.Sup - Flash Suppressor

SFS - Sound/Flash Suppressor (*Flash Suppressor, Intermediate Cartridge Suppressor, and Hi-Power Ammunition Suppressor*)

TB - Threaded Barrel (*Flash Suppressor and Pistol Suppressor*)

BP - Bipod

CMag - Beta-C Magazine

D.Bill - Duck Bill

FG - Foregrip

LAM - Laser Aiming Module

SCP.Mt - Scope Mount (*6x Scope and 10x Sniper Scope*)

SM.SCP - Small Scope (*Scope Sight*)

SlideR. - Slide Rail (*Reflex Sight*)

UBAR - Underbarrel Accessories Rail (*LAM-200, UBAR-RIS Bridge Mount items*)

AR15 - AR15 Handle Mount (*Scope Sight*), Stock (*CAR-15 Precision Stock*)

RIS - Rail Interface System (*Scope Sight, Battle Scope, Reflex Sight, Reflex Scope, Thales NV Scope, TI Scope, ISM-V, RIS LAM, RIS LAM/Tac Flashlight Combo, RIS*

Bipod, RIS Foregrip, and Grip Pod)

RSA Mt. - Russian Small Arms Mounting System (*Kobra EKP-IS-03M, PO 3.5x21P, IPN51 NV Scope*)*

SVD Mt. - SVD Mounting System (*PSO-1, PSO-P, 1P21 Minuta, PKS-07, IPN51 NV Scope*)*

*Also included KORSAK-1 merged Sight + LAM combos

Folding Stock System

Weapon base stats already include Ready AP Reduction% and To-Hit% to penalties (you want to have a stock item attached at all times or both penalties will apply).

Folded Stock - Lower AP costs vs. Lower To-Hit%

Extended Stock - Higher To-Hit% vs. Higher AP Costs

To use:

- 1) Put weapon in lower hand
- 2) Remove Stock Item and place in upper hand
- 3) Drag weapon over stock and select "yes" on merger prompt
- 4) Reattach Stock Item

XM8 HBAR, Minimi belt/magazine feed, and Groza Kit modules work the same way as folding stocks.

Crash Avoidance Tips:

As we all know, Jagged Alliance 2 v.1.13 is not the most stable piece of software out there. Here is some advice on how to endure the lockups and Crash to Desktops (CTD) that may stop you from finishing the game:

- AndroidXP's Crash Monitor – if a crash cannot be avoided, better you CTD than lock the entire computer. Found here (as of 2009/10/25): <http://www.ja-galaxy-forum.com/board/ubbthreads.php?ubb=showflat&Number=109878&page=23#Post109878>
- Lockups on going to tactical mode after merc placement (you are attacking an occupied map), and general CTDs on entering Tactical view under non-combat situations:
 - Try entering from a different side of the map
 - Try loading a different map (different team) into tactical view, just prior to your attacking team entering the map
 - Try changing the number of teams attacking a map
 - Try attacking the map at a different time of day
- Error: missing or corrupt files, on re-visiting a map in tactical view
 - Unfortunately this is a random error that can only be avoided if you have a save game from before it occurs. Load the save game, lose some progress, and hope the situation that led to the error does not occur again.

These are NOT Bugs:

- Brenda and Elhi's voices
 - Elhi was dropped from original Urban Chaos release due to being underdeveloped
- Underground Bullet Train (UBT) website
 - JA2 1.13 does not currently allow removal of the old Mortuary text (which is part of the JA2.exe)
 - The in-game laptop's background has been modified to display the UBT routes
- AIM, MERC, IMP are unarmed when hired
- Smitty isn't a merchant like he was in original Urban Chaos
 - He has a shop clerk to take care of the merchant bit till someone does something about externalizing control of who is a merchant in JA2. 1.13
- Higher resolutions in 1.13 allow you to see the "fake" shooting of a NPC during one of the Brenda cut scenes. Yes Brenda goes off and there's the audio of Vince being executed, but there isn't actually any shooting. There isn't an actual shooting of Vince (like Eliot in regular Jagged Alliance 2), the clever Original Urban Chaos team just set up a bit of theatre that is supposed to be off screen (higher res wasn't possible back then).

Credits:

The Mod Squad: the original creators of JA2: Urban Chaos

Madd Mugsy, Kaiden, Rowan, Lesh, Lisac and the rest of the 1.13 programmers and contributors

The Judge : groundbreaking work needed for recreating the Urban Chaos Experience

Marlboro Man : Graphics (scopes and NV/TI gear)

Tbird94lx : Graphics (NV Scope, C8, C8 PDW, several russian SMG's, AEK-906 pistol, AUG A3, Korsak LAM, EoTech sight)

Logisteric: NPC sound and graphics

DBB/CosPlay Mod : Graphics (bayerlein: Russian Scopes; royalpotato: HK 416x2 interfaces, HK 417x2 interfaces)

Wil Gates : fixing Ehili's eyes/mouth coordinates

The Scorpion: Fixing RudeDog's portrait, original folding stock graphics

Beta Testers:

Alred27, Arven, BulletSix, Caprik, Centurion, ChrisL, DurtyDan, EdgeDerakh, Fred, GGBarfowski, Gotthard, jEbUs, Jerry, JMX, John Aries, Kaerar, Khor1966, Klaus, Logisteric, Manami, MarcFloyd, Ownator, Panpipper, Peal, Pender, PET, Pustekuchen, Ramirez, razer, Rhenus, Sachsenweger, SaintSinner, ShadoWarrior, Spinx, SPiRiT, Sukayo, Talisman, Thorn, Toan, Trailblazer, UncIE SaM, Uriens, ZaPPPa, and TimS