WING Commander: Invasion

Thankyou for downloading this first BETA release of this in progress project for Star Wars Empire At War: Forces of Corruption (expansion). This readme should give clear information and instructions with regards to installation, uninstallation, current mod progress and what is likely to appear in the next version. Therefore, the readme has been split into various sections to help deal with these.

Mod Installation

It is a good idea to unzip the “WING\_COMMANDER\_INVASION” zip file to a temporary place (such as your desktop) BEFORE installing the mod. Following the instructions below will give you a cleanly installed mod, which should not interfere with any other mods or the stock game:

* **Navigate to and open your Forces of Corruption main folder (not everyone installs the game to its default location). A quick way of doing this if your unsure is do a simple search for the filename “swfoc.exe” (without the quotes).**
* **Now open the WING\_COMMANDER\_INVASION folder which you have previously unzipped. This will provide you with a folder with the name “Mods” and .bat executable file named “Wing Commander Mod.bat”.**
* **Copy the Mods folder and .bat file from the Wing Commander Invasion unzip to the main Forces of Corruption folder (the one with swfoc.exe located in it). You may receive a warning about the already present MODS folder but you are safe to agree to continue copying the files to this main Forces of Corruption folder. Its contents will be safe.**
* **Finally, right click on the Wing Commander Mod.bat file that you should have in your Forces of Corruption main folder and select the option to “SEND TO” and choose “DESKTOP (CREATE SHORTCUT)”.**
* **Run the game from your desktop using the shortcut you just made. If all has gone well then after a short time you should see the Wing Commander: Invasion main splash screen.**

Mod Uninstallation

Although it wont hurt your game in any way to leave this mod in the mods folder, should you wish to remove it just delete the following files/folders from your main Forces of Corruption installation:

* **WCINVASION *(this is a folder located in the MODS subfolder)***
* **Wing Commander Invasion.bat *(this file in the main Forces of Corruption folder and its associated desktop shortcut can also be removed***

Thats it. The mod has been removed from your system.

Mod History

To give some idea on where this concept came from I need to go back to around Jan 2000. The original version of this mod was to be a complete total conversion for the game Star Trek Armada and the first conversion for that game was the Tigershark (this was actually converted with a program called “Softimage” back then as there was no 3dmax converter available). Unfortunately at the time the original modding team had made very poor progress and I happened upon its profile on Wcnews.com. After much in the way of contact between myself and several members of the mod team I started helping them with only the conversion process (something which I had gained needed experience from a previous mod for ST Armada). Wildcat (team head) had the necessary tools to extract the necessary game assets from the original stock WC games so did his best to provide all he could. Manic provide much in the way of support with gathering necessary weapon textures and sounds. Trenthowell provided a much needed support in testing and general helping so between the four of us we set about putting the original project together. The project itself made some good progress and actually managed to reach around 75% completion stage but when I lost contact with other team members the project was left to gather dust. A small patch was released to fix a few bugs, but only three of the mods sides (Confederation, Nephilim and Border Worlds) were complete. The Kilrathi was completely missing and thats how the project has stayed to this day (its still available from wcnews fan projects download section).

Mid way through Feb of 2008 I came across an old cd with a stack of backed up files from my ST Armada modding days including the original project. After modding EaW/FoC since the available tools were released and with the meagre 3d modelling experience I’ve gained over the years I thought that the EaW/FoC game engine would be perfect to attempt to make a new version of the mod. After the first fighter and capital ship test models were done I found out that the meshes themselves were badly outdated so set about the process of making improvements where ever I could (almost all the capital ships have been rebuilt or had updates done to them). With much in the way of help from the likes of Raziel Kanos, z3r0x, Rissien, multiple members of the EaW community (such as it currently is), Epytron Omega and many members on the wcnews.com and Hard Light Productions forums this project has finally reached something I can call a BETA release.

Wing Commander Invasion *(v1.0 Beta)*

Be advised that the term “BETA” denotes that this mod is still heavily WORK IN PROGRESS and therefore any contents listed below is subject to change without notice. No 3rd party derived releases are supported and whilst this release has been heavily tested and bug checked there may still exist bugs or problems (none of these should cause game crashes should the mod have been installed correctly as detailed above) which should be reported me via the contact methods at the bottom of this readme.

***CONFEDERATION***

The overview for this race is that they are supposed to be the “good guys” and are generally otherwise known or referred to as “terran”. Their ships are diverse and much like todays navy can be classified in destinct categories: Destroyer (light/medium/heavy), Cruiser, Carrier. All carrier classes will carry fighter squadrons and whilst armed are relatively poorly armoured. Therefore, its advisable to use the other support capital ships to defend them. The following is a basic list of ship class available to the Confederation player:

* **Arrow, Bearcat, Excalibur, Ferret (buildable from start), Hellcat, Hornet, Piranha, Tigershark and Wasp (also available at start but acts as the Confed Bomber).**
* **Bengal (carrier and assault cruiser), Midway (super carrier), Plunkett (heavy cruiser), Confederation (fast action heavy cruiser), Behemoth (super ship and single constructable), Durango (medium carrier), Hades (fast attack cruiser/light carrier), Murphy (light destroyer/anti-fighter), Ranger (medium support carrier), Vesuvius (advanced heavy carrier)**

All fighters for the Confederation player are bought as a single squadron of 2, 3, 4 or 5 fighters but the fighters are independantly controllable. There are 5 available heroes for the Confed side and except for the TCS Midway the others are based on ships from the above list. Specific starting units for the Confederation are 3 squadrons of Tigershark fighters and their associated starbase.

***KILRATHI EMPIRE***

The dreaded Kilrathi Empire can be described as warlike and feline in appearance and can be considered the “bad guys”. As with the Confed side, the Kilrathi ships and fighters serve in a similair fashion. Again fighters are launched from their associated capital ship and the classes reflect the type of role each capital ship will play. The following in a basic list of ships available to the Kilrathi player:

* **Bloodfang (available to build but from a higher tech level), Darket, Dralthi (starting fighter), Ekapshi (revised to MKIII and a Bomber), Strakha, Vaktoth.**
* **Bhantkara (heavy/main fleet carrier), Dreadnought (single buildable), Fralthi II (medium/heavy cruiser), Fralthi II-C (medium carrier), Kavor (light carrier/heavy destroyer hybrid), Ralarrad (light destroyer/anti-fighter), Ralaxath (heavy destroyer), Zhu-Feng (fast attack destroyer)**

Kilrath fighters are bought and used in the exact same fashion as the Confed fighters. There are currently 3 capital ship based heroes including the unique Snakier MKII (used by the Kilrathi Emperor). Specific starting units for the Kilrathi are 3 squadrons of Dralthi fighter and associated starbase.

***OTHER CHANGES***

With this being a beta release there are several things which still need to be implemented (see below this section) but the following is a quick list of current changes to the game play:

* **Space Bouy:** This is a smallish structure which replaces the merchant spacedock. Although it is named as a “navigation bouy” in game the WCI model should not be confused with the actual WC universe version as the two are significantly different. This structure is, as with the original merchant spacedock is capturable and allows the player or AI to construct several classes of capital ship and fighters at a partially reduced price (be advised that this structure will eventually allow the players to buy more advanced ships in a future release).
* **Earth:** There is a special texture included in this release which has been hex edited over an existing planet and renamed as “Earth”. Be advised that it DOES NOT REPRESENT THE CURRENT PLANET EARTH and I believe is supposed to be set some 200+ years in the future (it is supposed to show a possible view of how the earth would look were the planet to succum to global warming (missing north/south ice flows and reduced land mass).

Other than these two minor changes the only other part thats changed is the inclusion of new music for much of the game. At the time of this beta release these music tracks have been available for sometime from WCNEWS and I am therefore of the mind that these are fine to use. However, should there arise any doubt in future then they will be removed and stock music re-enabled.

***TO DO LIST FOR NEXT RELEASE***

As with all in progress mods that I do personally, I try to stick to a specific pattern of things to add and update. With this in mind and now that the primary selection of units are available and ingame (albeit functioning to a low, but bug free standard), I can concentrate on the following as set out below:

* **Weapon changes:** I was hoping to include updated weapons projectiles for this v1.0 but this will not be the case. Therefore, with luck the changed weapons will be in the next release.
* **Unit Sounds:** This is something that is not gaurenteed for this mod. I am no sound engineer and finding suitable sounds for the units themselves might prove difficult. Therefore, whilst this is planned for the next release, it may or may not make an appearance.
* **Additional space turrets:** There are a few changes I need to make to the stock turret weapons including introduction of at least two for each side. These will probably use the stock models but projectile and function will differ.
* **Additional skirmish maps:**  Although I would never consider myself a map editor I will endeavour to include a good selection of additional maps (playing on the stock ones isn’t a great deal of fun when structures can be placed two far apart in some cases). This may also include a selection of space props (function and usage will be known at another time).
* **Galactic Conquest:** Although the mod is currently only really playable in skirmish mode, I have plans to make a complete selection of GC’s. This will require the replacement and introduction of many retextured planets (as defined by the addition of Earth for this beta even though the planet doesn’t actually appear in a GC at the present time). I will be creating a semi close aproximation (but severely scaled down) of the WC uninversal map which I’ve gotten a good quality reference image of. This will probably be quite indepth but please remember that there IS NOT GROUND COMBAT IN THIS MOD.
* **3rd side introduction:** At the current time the third side is still undecided. Its possible that the Border Worlds faction will be included as playable and the Nephilim be included as a pirate replacement (or this will be the other way round).

So there you have it. The current status of the v1.0 is playable but much still to do for the next version and my time table for this is quite far away yet (its take just over 12 months for this v1.0 beta to be ready).

***KNOWN ISSUES***

As it currently stands there is a small selection fo known issues. As these are known it is unecessary to report them in any way:

* **Unit Sounds:**  Although I have endeavoured to disable ALL unit spoken and weapon/engine sounds there may be a few I’ve missed. These will not effect the game in any way but can get a little annoying at times.
* **Fighters:**  An issue with buying and calling in fighters has been shown. Because they are individually controllable but called in as a squadron all but one fighter from a squadron will appear instantly where you click to place them. The last fighter will “hyper” in as normal.
* **Text:** There will be possibly be minor issues with regards to spelling errors, grammar and/or incorrect weapon naming etc.etc. As this is not essential to game play this will be checked and fixed in a future release or patch.
* **Radar Blips:** I have come across a highly annoying bug which, whilst doesn’t crash the bug, does cause irritation. When playing as the Confederation side you will be able to see ALL radar blips (player and enemy) as normal, but when playing as Kilrathi you will only be able to see your own radar blips and not the enemies. I will be making sure that this will be sorted out during one of the beta releases, but if any player or modder does know the cause behind this please contact me ASAP using the contact details below.

**\*\*\* IMPORTANT NOTICE \*\*\***

**Under no circumstances is any part of this project or the files contained therein to be used, reverse converted, ported to other games, or otherwise changed, altered or edited in any way, shape or form without my explicit written permission, for works that are likely to be re-released. This mod, and its contents are placed under a restricted release list and should any site be inclined to re-release this mod in any way shape or form then further releases will be withdrawn and the project cancelled in its entirety. Site with authorisation for hosting this are:**

[**Mod DB**](http://www.moddb.com/)

[**Star Wars: Empire at War Demos, Mods, Patches & File Downloads**](http://empireatwar.filefront.com/)

[**Wing Commander CIC**](http://www.wcnews.com/)

[**AlphaBlue Modding**](http://alphabluemodding.com/)

[**EEAW Files**](http://everythingeaw.com/files/index.php)

Be advised that the reason for this is so that accounts can be kept on where any mod assets are being authorised for external 3rd party usage and/or release.

***CONTACT DETAILS***

Due to this being a beta release you, as the end user, as solely responsible for correct installation of the mod and the files contained therein. I cannot be held liable fo responsible for 3rd party missuse of the assets contained in this and future/subsequent releases. In all other cases, such as bug finding and/or suggestions please feel free to contact me via one of the following methods:

**MSN:** [mapayne@hotmail.com](mailto:mapayne@hotmail.com)

**EMAIL:** [mapayne@mail.com](mailto:mapayne@mail.com)

**FORUM PM:** Everything EAW, Armada Fleet Command, File Front Community Forums, United Studios Forum.

*If you read the whole thing then well done!! I don’t think theres any spelling/grammar mistakes but you never can tell really can you. Oh and this was written in MS Word 2007 so its possible that other text readers might not display the characters properly in some parts.*