

**MULTI
THEFT
AUTO**
Vice City
0.2

MultiTheftAuto:Vice City (MTA:VC) Public Beta Version 0.2.2

0. Table of contents

1. Introduction to Multi Theft Auto: Vice City	p. 3
2. The installation	p. 4
3. Quick start guide	p. 4
3.1 Normal mode	
3.2 Stunt Server	
4. Detailed guide	p. 5
4.1 So what is there to do? (normal mode only)	
4.2 Passengers	
4.3 Weapons balance (normal mode only)	
5. Running a server.....	p. 6
6. Quick keys table.....	p. 7
Appendix	
A. Known Issues	p. 8
B. Additions/fixes for 0.2.....	p. 8
C. License Agreement for MTA:VC.....	p. 9

1. Introduction.

MTA:VC, (MultiTheftAuto), is a modification for GTA3:Vice City to allow multiplayer gaming in the VC world over the internet and LAN. It is a work of love and dedication without official support from Rockstar North, (Although they do know and approve of our work). This is the second release supporting Vice City and is still very much a beta rather than a 'complete' package so please bear this in mind when playing. Bugs can be reported via the bug forms on the website, (<http://MTAVC.com>). We have worked hard to include many improvements and changes to the first public beta release (MTA:VC 0.1), a list of these can be found at the end of this document.

This patched version is an attempt to fix the primary reason for the Unhandled Exception errors all suffer from frequently whilst playing. Please note not all crashes are, or can be fixed in this way. It also introduces version 0.1 of our Stunt Server/Game mode.
(more details below)

For more information on the history of MTA and a chance to join the largest GTA-based community on the web please visit us at MTAVC.com.

2. Installation.

IMPORTANT: MTA will NOT function alongside any other GTA:VC modifications. This includes custom made cars and locations.

If your install has any of these a good fix is to copy your entire VC directory to a new location, ('c:\modified\GTA Vice City' for instance), and install a fresh copy purely for MTA.

The package contains everything you need both to play MTA and to run an MTA server, (windows version, to run a linux server please download the seperate linux server from MTAVC.com).

Zipped Archive: Just point the self extracting archive to your Grand Theft Auto Vice City directory and hit extract. No original game files will be altered or replaced by MTA.

Installer: Run the installer as normal, please ensure you give it the correct location of your Vice City installation and allow it to create directories and shortcuts.

3. Quick start Guide.

After installation simply run MTAclient.exe. Enter a username you would like to use, (Nick:), and the server IP address, (Host:) and port, (Port:), into the relevant boxes. Password is only required if you are joining a private server and are aware of its current password, otherwise leave this blank.

Server details can be obtained via All Seeing Eye, (<http://www.udpssoft.com/eye2/>), or from the IRC channel #MTA-servers on irc.multitheftauto.com.

3.1 Normal MTA Mode server: (please see further down for stunt server details)

Once connected the 'Start Game' button will be available, clicking this will run Vice City. Once the introduction movies have finished select 'Start MultiTheftAuto' From the game menu and you will be presented with a choice of six 'careers', Note the starting weapons of each and select the one most suited to your playing style by pressing Enter. (Please allow the career menu to load fully before selecting. Hitting enter too soon may crash your game)

Career details.

Career Choice	Spawn location	Enemies	Features	Radar colour
Cop	Police HQ	Robber and VCC	Only career able to use armour	Pale blue
Robber	Prawn Island	Cop and VCC	Most spawn area vehicles	Purple
Mexican	Airport Terminal	Sailor and VCC	Most powerful weapons	Bright Pink
Sailor	Cargo Ship	Mexican and VCC	+2 health heal per second	Green
VCC	Random	Other VCC	Highest number of starting weapons	Dark Blue
Racer	Hymen Stadium	None	Fastest spawn vehicles	Light Green

3.2 Stunt Server.

In this mode you will again be presented with six choices, now called Pastimes, Four motorcycles based, two cars based.

Unlike normal MTA there are no weapons, all players have armour and instead of kills the object is to make money (and generally have fun). Money is earned by performing stunts, the more impressive the stunt the more cash you will be awarded. In this first version the money is not displayed on the scoreboard, this will be addressed in future versions of the stunt server.

Other differences consist of ramps scattered throughout the city, extra health pick-ups and a bonus 'pick-up' at each spawn. I'll let you discover for yourselves what this particular one does.

4. Detailed guide.

Once the game has launched you will appear in the 'spawn' location that corresponds with the career you selected, take a few seconds to familiarise yourself with the layout of the screen. The standard Vice City health and equipment displays are intact but you also have a chat box at the top left of the screen that shows the last few messages from the players on the server, to talk to them press 'T' followed by your message, and 'enter' to send. (You can also chat to people on the server in the MTAclient.exe's chat window, but note no /commands work in there). Pressing TAB will bring up the all new scoreboard that displays player names, current kills and ping for all people connected to the server. Identification of other players is made much easier in 0.2 by the player information display, press F9 and you will notice the name and health status of each player is now displayed below their in-game model. Notice the different coloured 'blips' on the radar, these represent players of different careers as seen in the career table above.

4.1 So what is there to do? (normal mode only)

How you play the game is entirely up to you, we have tried to maintain the freedom of choice and action that is the cornerstone of the GTA series of games.

If you want to go on a rampage and kill everything in your path you can. Simply travel to another player using their radar blip and open fire.

If you want to grab the nearest vehicle and cruise the streets you can. Simply approach the vehicle and press 'enter' to take it.

If you want to be taken for a ride you can. Simply approach a passenger door of another players vehicle and press 'HOME' to enter as a passenger. pressing 'enter' will exit you from the vehicle at any time.

If you want to race other people you can. Either spawn as Racer career and take a hotring racer, or travel to one of the faster vehicles parked in the city itself and organise some racing with the other players.

If you want to stunt you can. Simply find the vehicle you wish to use and stunt!

Many people do all of the above and more in the space of a few minutes. This is the beauty of MTA:VC.

4.2 Passengers.

The passenger code introduces a whole new element to the MTA experience, you can now get organised and transport your 'gang' to the battle zone. No more getting stranded in a remote area and having to run for minutes or suicide to return to vehicles. If there are no vehicles you feel like driving nearby simply request a lift from somebody, when they arrive press 'HOME' to enter the vehicle as a passenger. (NOTE: Do not get onto an 'empty' motorcycle as a passenger, this will crash your game with an unhandled exception error).

Stunting has a whole new dimension too, now your spectators can be inside/on your vehicle as you stunt rather than having to stand by and watch the action from a distance.

We have introduced the much needed 'capture screenshot' command, default key F12, so no need for still capture programs anymore. Screenshots are saved to the root of your GTA:VC directory in the form of bitmaps.

If you are stranded or perhaps you just dont feel like being a mexican anymore, typing '/kill' into the in-game chat box will do just that, providing you are not inside a vehicle you will lose all health and die, returning you to the career choice screen.

4.3 Weapon balance (normal mode only).

Now that careers have been introduced we are handling the weapons in a different manner, no more multiple m60 pickups scattered throughout the city, (in fact there are NO m60 pickups, the only way to have one is to be mexican, or kill mexicans)

Weapon pickups are now hidden in various locations, the general rule being the more powerful the weapon the more effort needed to acquire it, pickups close to your chosen careers spawn point are primarily of the same type as your starting weapons. To vary your arsenal of guns you will need to travel some way to locate pickups of a different type, so a mexican will need to travel some distance to swap his Python for a Colt45 for instance.

5. Running a server.

Note that a server for MTA:VC 0.1 was VERY demanding on your upstream bandwidth. The netcode has been improved in some ways from the 0.1 release, showing around a fifty percent reduction, but it is still advisable to start with a low number of players, four for example, and work upwards until lag begins to show itself.

Setting up the server details is very simple via the Server Config Tool. Simply run this and enter the relevant details into the empty areas.

Server name: The name that will appear on the All Seeing Eye server browser if you choose to be listed on it.

GTA Version: In later versions MTA will support both GTA3 and GTA:Vice City, for now the only available option is GTA: Vice City.

Maximum number of players: The maximum players you will allow onto your server at one time. (limited to 26 for this patch)

Port: Please choose a port that is NOT being used by any other process in your machine.

ASE: If the button is green ASE your server will be shown in ASE, if the button is red your server will not be shown in ASE

Server Type: Select either MTA or MTA Stunt depending on which type of server you wish to host.

Server password: If you wish to run a password protected private server enter the password here and tick 'Enable'

MOTD: Message Of The Day, use this to enter the greet message your players will receive upon entering. The contents are entirely up to you but it can be used to specify your server is a Stunt server for instance, or could have your contact details for reporting any problems.

Admin Panel.

Enable: Tick this to apply the settings below.

Shutdown: This enables the admin to shutdown the server totally via the Admin Tool. Be very sure you trust any admin before setting this

Admin Port: if you wish to be able to perform admin duties, such as kicking and banning troublesome and unwanted players, set this to a different port to the servers port detailed above. Note this must also be a port that is unused by anything else.

Admin Password: Set the password required to connect to the server with the Admin Tool. This prevents unauthorised people from accessing the admin functions of your server.

6. Quick Keys table.

(Defaults, keys may be changed via the binding system detailed below)

T : Talk ingame
ENTER: Enter vehicle as driver
HOME: Enter vehicle as a passenger
Right Mouse Click: (On foot) Activates the 'car scanner' when on foot. This shows all vehicles on your minimap/radar.
F9: Player details ON/OFF
F10: Hide/Show chat history
F11: Show scoreboard
F12: Take screenshot (using '/screenshot title.bmp' inside the in-game chat will name the resulting bitmap)
TAB: Exchange weapon (when attempting to pick up one of same 'class')
/kill: (In in-game chat) Commit suicide and return to career choice screen. (NOTE: this does not work when you are inside a vehicle.)
/quit Quick exit from GTA Vice City. Used if you wish to start a new game for whatever reason.

Key Binding. (Advanced users only).

Keys can now be set via in-game chat using the command structure '/bind [keyname] [function]'
These are saved to the file 'config.cfg' in the root of your Vice City directory upon exiting the game, this file can also be edited manually in notepad.

For example '/bind F7 showscores' Would make F7 show the scoreboard rather than the default key TAB

Available keys are: Numbers 0 thru to 9, letters a through to z, F1, F2, F3, F4, F5, F6, F7, F8, F9, F10, F11, F12, num_0 through to num_9, num_mul, num_add, num_sep, num_sub, num_div, lshift, rshift, lctrl, rctrl, mouse1, mouse2, mouse3, mouse4, mouse5, bkspc, tab, pgup, pgdn, end, home, insert, delete, arrow_l, arrow_r, arrow_d, arrow_u.

Available commands are: showplayers, showscores, say, screenshot and showchat.

(To change standard game controls such as accelerate, look left, look right, use the normal 'options' menu inside Vice City)

Appendix

A. Known issues.

- There are still some passenger code issues that crop up occasionally, most relating to the way motorcycles are handled differently from other vehicles by VC, it is recommended that the rider always mounts the motorcycle BEFORE the pillion, (passenger), to avoid these. Mounting an 'empty' motorcycle as a passenger WILL crash your game.
- Exiting a helicopter when a passenger can sometimes result in death by the rotor blades, usually when parked, the current 'fix' is for the pilot to exit first.
- Rear wheels. These appear to be constantly 'skidding' when other players are driving, we have yet to find a satisfactory fix for this and felt delaying release purely to fix this wasn't necessary.
- Engine noise. When riding as a passenger you do not hear the engine noises by default, although pressing your own 'accelerate' key should play them.
- Cars stop dead when the driver 'bails'. This is linked to the way we synchronise the data for occupied vehicles. Improvements in our netcode as we get closer to a final version should eliminate this.
- Changing your resolution in the MTA:Vice City options menu will currently crash the game. It is recommended you set this in single player beforehand.
- /kill does not function correctly when a player is inside a vehicle, you will 'die' once u exit it. If driving you will be able to continue driving but it will not be synced (other players will not see car moving) if passenger you will be a corpse in the passenger seat until u exit the vehicle.
- Selecting 'Start New Game' from within the Vice City options menus can crash the game, it is advisable to use the /quit command and then hit the start game button on the client once more.
- New Fire, occasionally a vehicle may fail to give warning before exploding, this is rare and primarily occurs when using motorcycles in the stunt server.

B. Additions/fixes for version 0.2.2

- Vice City car fire replaced by a particle effect smoke/fire system. The original fire was the cause of 90% of the remaining Unhandled Exception Errors.
- Many server and client tweaks to reduce the chances of crashes
- Stunt server version 0.1 added
- Additional anti-cheat/file altering prevention added.
- Maximum players now set to 26, this is due to file size limitations and will be raised once more in MTA:VC 0.3

Additions/fixes for version 0.2.

- Vehicle exit bug fixed (The most common Unhandled Exception error cause)
- Passenger code
- New chat system with recent chat display
- Player name and health display
- Anti-Trainer/cheat systems.
- Scoreboard added.
- Working score/kills system
- Chat flood protection
- Improved netcode (up to 50% bandwidth savings when running a server)
- Start Game button on client
- Ping displayed both in client and on new scoreboard
- Choosable Careers:
- Colour coded radar blips

- New spawn points
- Weapon balancing
- New weapon pickup locations.
- Armour now only usable by police career
- Horns and sirens are now synced.
- 30 additional vehicles in new locations
- Many original vehicles changed/moved
- Hotring opened
- Players connecting with no name now prevented
- Key binding engine
- Screenshot key (bind able)

C. Credits.

AJH: *Testing, Memory hacking.*

Blokker_1999: *Testing, Webmaster, manual*

Cray: *Lead Programmer.*

IJsVogel: *MTA Founder, Project Leader, Coding.*

Kent Simon: *Server Programming.*

Morris 'headfonez' Perry: *Main.scm coding.*

MrBump: *Lead Tester, Stunt.scm coding, manual.*

RISO: *Testing.*

Sintax: *Client/Server programming.*

Slush: *Vice City Hacking, Programming.*

TermNL: *Testing.*

trx: *Main.scm coding.*