



[HTTP://4TH-DIMENSION.ROCKT.ES/](http://4th-dimension.rockt.es/)

1. Introduction
2. Installation
3. Features
4. Changelog
5. Credits
6. Disclaimer

1. Introduction

„4th Dimension“ is a modification for the game „Supreme Commander – Forged Alliance“. The mod improves the game in all aspects where we, as the developers, think that the game could need some improvements. Just to name some of these parts, the mod changes the graphics of a lot of effects like explosions and projectiles, it makes the game feel more realistic and changes the balancing in a way, so that most units are useful over the full length of a game, while in FA, lower tech units become obsolete very fast. Another big aspect of the mod are our completely new units, which include some new experimentals. The whole mod is based on the „4th Dimension“ mod for the game Supreme Commander.

2. Installation

When you have unpacked the zip file, move the **“4th_Dimension_193”** folder in:
C:\Users\yourName\Documents\My Games\Gas Powered Games\Supreme Commander Forged Alliance\mods

Do the same for the **4t_Dimension_Explosions_10** folder (or you won't see the new explosions).

In game, activate the **4th Dimension** mod and the **4th Dimension Explosions** mod in the mod manager. That's all.

IMPORTANT: Don't put the zip file in the mods folder. It can produce bugs.

3. Features

- ▼ Completely new high quality units
- ▼ New balancing that feels more realistic
- ▼ Improved explosions and effects
- ▼ Bigger tarmac sizes
- ▼ Factions are more different: Cybrans regenerate faster, Aeons have popup turrets,...
- ▼ Bigger trees on all maps
- ▼ Added death damage to most units
- ▼ Higher muzzle velocities for most projectiles
- ▼ Slower and less effective Reclaiming

4. Changelog

1.93

- gunships can now attack air factories again
- Seraphim air units have adjusted HP now (faction is still not selectable, but this is important for the campaign)
- some hitbox changes
- increased uniform scale of some mobile T1 AA units a bit
- removed advanced jammer because of bugs (will be put back when we are able to fix them)
- the Explosion effects are now separated into a sub mod. You have to activate it to see the improved explosions

1.92

- Aeon pop up turrets are working correct again
- Cybran Drone Carrier doesn't auto attack anymore
- added range ring to absolver
- reduced muzzle velocity of Vulcanizer to 80 (from 100)
- increased range of cutter to 20 (from 18)
- increased mass and energy costs of Crusher
- reduced rateoffire of Brick to 0.21 (from 0.25)
- reduced damage of Percival to 1200 (from 1400), also increased mass costs to 1180 from 1080
- increased speed of Chimera to 2.05 (from 1.85)
- fixed UEF ACU engineer suite (finally :D)
- increased Damage of Mongoose to 40 (from 20), also decreased muzzleSalvoSize to 8 (from 10) (primary weapon)
- increased Damage of Hoplite to 80 (from 60)
- added advanced jamming for radar jam units like the UEF frigate or Mongoose.
- readded visible plasma ball for the cybran tactical missile defense
- increased rateoffire of UEF and Cybran tactical missile defenses a lot

1.91

- fixed GC animation speed
- fixed UEF ACUs engineering suites build time
- fixed a lot of icons for the new units
- reduced Aeon T3 torpedo bombers HPs to 440

- reduced build speeds of Rampage and Overlord to match the speeds of other experimentals
- increased costs of UEF T3 point defense by about 20%
- doubled damage of UEF satellite
- removed LOGs from Vulcanizer
- removed the old veterancy system - so now FA system is activated for all units
- added missing range rings for some units
- increased accuracy of most Rampages weapons, increased stun duration to 1.5(1) sec and reduced stun radius to 5 (7)
- added scorch mark for cybran mobile missile launcher
- Fatboy can now only build T1, T2, T3 engineers, Mobile Missile Launchers, SABs and Percivals
- Annihilator and Beholder have now the selection priority of PDs
- increased speeds of LABs, SABs, Harkon, Meson and Chimera by ~10%
- increased acceleration of most land units by 10-50%
- reduced rate of fire of SAM launchers by 10% (so 10% less dps) but added 2000 HP
- damage reduction ability of Aeon popup defenses was broken and is now removed (animations are still in). Will come back asap
- reduced T1 stationary AA damage by 25% (Aeons even more) and decreased accuracy of T1 AA
- decreased duration of burning trees and plants- initial release. Seraphim faction has been removed (you will take Aeons if you chose them) until we have balanced them in a future version

5. Credits

Actually there are 3 main developers in the mod team:

- "Resin Smoker" (joined version 1.8)
- "Ebola Soup" (joined version 1.9)
- "Optimus Prime" (founder of the mod)

Thanks to:

"Goom" for some nice ideas and script help, "Sorian" for his AI support, "Robotronic" for his 3dsMAX exporter and a lot of other fans who inspired us or helped us testing and gave us feedback.