

# PROJECT MAGMA

# Myth

## THE FALLEN LORDS™

Version 1.5

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## 1. Introduction

1.5 began as a massive merge of the Myth code bases; a very large portion of the code base is now shared between all the various versions of Myth. So TFL has received some of the improvements we've made to the core code for the Myth II 1.5.x updates. As a result TFL is now fully Mac OS X & Windows XP compatible.

Game play is identical to Bungie's 1.3. Only a few places where TFL would crash were changed in 1.5. TFL has been extensively tested against Vid Master films from 1.3.

The most significant improvements in 1.5 are in the form of OpenGL rendering and that the game runs at the resolution of your desktop.

Be sure to visit <http://projectmagma.net> for information, discussions and plugins to download.

## 2. Installation

BE SURE YOU HAVE MYTH TFL Installed! If you do not have Myth already installed, please install it from the installation CD that you purchased. MacOS X users can use the update install to install the game from the original CD if needed. *You do not need to apply any update patches before upgrading to 1.5.* TFL includes the optional files needed for online game play at both MariusNet & Playmyth.net.

### 3. Playing Online

Free online play is available on either of the two most popular Myth gaming servers. For more information on obtaining an account for either of these services, please visit their web sites located at:

<http://www.playmyth.net>  
<http://www.mariusnet.com>

The Updater can install the required files for either of the above services.

### 4. Changes from version 1.3.0

- a) Support for Windows XP & Mac OS X.
- b) Game runs in the resolution of your desktop.
- c) Open GL rendering.
- d) Supports the secure metaserver protocol used by Myth II & III.
- e) Support for large #s of plugins under Windows.
- f) Cutsscenes are once again displayed correctly.
- g) Reads the metaserver address from the tag files.
- h) Fixed various causes of in game crashing.
- i) Right click now attacks ground by default

### 5. Credits

Paul Bucher, Programming & Team Leader  
Alexei Svitkine, Programming  
Yotam Gingold, OpenGL Programming  
Andrew Sumner, Programming  
Michael Sheets, MacOS X Installer  
Michael Bagnall, For getting the code and making it all happen  
Capital – For testing and being persistent with bug reports.

