PROJECT MAGMA

MYTH II: SOULBLIGHTER

Version 1.5

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1. Introduction

Version1.5 began as a bugfix release, intended solely to eradicate some of the annoying glitches present in the 1.4.x series. As the months went by and the project gathered steam, new improvements on the user interface plus some revolutionary mapmaking enhancements saw this progress to being a major release.

Make no mistake though, this is still the Myth II you know and love, playing better than ever on today's operating systems. Old 3rd party plugins created both before and after Version 1.4 should work correctly with this update, and gameplay should be as smooth and intuitive as ever – it is essentially 1.3 gameplay without the bugs. For those who prefer Myth without units clumping together, the Anticlump and TFL Gameplay options are still present and have been improved since 1.4.

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

2. Installation

BE SURE YOU HAVE MYTH II Soulblighter Installed! If you do not have Myth II Soulblighter already installed, please install it from the installation CD that you purchased. *You do not need to apply any other update patches before upgrading to 1.5.*

a) Unzip the installer archive. Chances are if you're reading this file you've already done this.

b) Run the installer. The installer will place the appropriate files where they need to be in order to update your copy of Myth II.

3. Are You New to Myth II?

Myth is an addictive battlefield strategy game with great depth of gameplay that never grows stale. Unlike other RTS games, Myth wastes no time with growing crops, collecting taxes and raising armies. It cuts right to the chase and focuses on the fighting itself. Nor is Myth a game purely for those with lightning reflexes and rapid key-pressing skills, as success depends just as much on intelligent foresight, planning and use of formations and terrain. Add to this an immersive solo campaign, the ability to play over the internet even with a slow connect plus a plethora of high quality 3rd-party plugins (along with tools to make your own) and you have a game that will keep you entertained for years to come.

The best place to begin is the Myth II Manual which can be found on your CD. Most of the contents of the Introduction section are now obsolete – Bungie no longer owns Myth or offers support and you cannot play on bungie.net anymore (details on where you *can* play are listed under *4. Playing Online* below). However, the rest of the Manual is an excellent guide to the game. If you get tired of reading and what to get your hands dirty, fire up the game and play the Tutorial.

By way of background, Myth II was released by Bungie in 1998 as a sequel to the first game in the series, Myth TFL (1997). Bungie released Patch 1.3 of Myth II in 1999. In 2002 members of the Myth player community obtained the sourcecode to the game, and in 2003 a series of updates were released (1.3.2, 1.4, 1.4.1 through to 1.4.4) that brought many enhancements including the ability to run under Mac OS X using OpenGL. 1.5 includes all features offered in these updates, corrects some bugs they introduced and provides many new enhancements. The following sections list the changes from the previous version of Myth II…

4. Playing Online

Free online play is available on either of the two most popular Myth II 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

Each service requires a separate set of plugin files be installed in order to play on their respective services. Be sure to read all of the information regarding getting your account set up and your computer configured to play on their game servers.

5. Changes from version 1.4.4

5.1 General
   a) Fixed cursor flicker and greatly reduced Direct3D related input lag under Windows.
   b) Increased speed and memory efficiency of OpenGL renderer and made it work under MacOS X 10.3.3 and later.
   c) Added a Windowed Mode under OS X. Instead of taking the whole screen, you can run Myth inside a window using either the software renderer or OpenGL. This feature may become available for Microsoft Windows in future updates. This also allows you to chat to other players on a gaming server without having Myth take over your entire screen.
   d) Fixed the cause of input lag on pre OS X Macintosh systems.

e) Introduced a method for selecting the multiplayer server you wish to play on from within Myth. Note: although this makes a new "metaservers" folder, you still need the files for your server of choice (and only for that server, not others as well) to be present in the plugins folder, the same as you always did.

f) The Mouse Wheel is now usable on both Windows and Mac OS X, and its in-game action can be specified in Control Preferences to Zoom, Move (forward/back), Cycle through Presets, or nothing if you prefer.

g) Fixed some causes of crashing under Windows, and corrected some errors in the scripting code that could crash Myth with some 3rd party solo plugins.

h) 1.3 Films are still supported, however 1.4/1.4.x films are not. The old application may still be used for viewing these films. You may no longer crash the game by trying to watch a film on a map to which you don't have the correct plugin available.

i) On Mac OS X, the cause of your screen turning black if you hit Command-` has been been fixed. Also Myth will set filetypes correctly on files it opens.

j) The maximum number of meshes that Myth can see has been increased from 512 to 2048, allowing you to have a lot more files in your plugins folder.

k) The Continue Saved Games dialog now displays the date of each saved game.

l) The "bungienet" preference is now called "metaserver", and has had a few structural changes inside, meaning that you'll need to retype your login and password again the first time you reconnect to a server.

m) When joining a game via a specified TCP/IP address, Myth will remember that address so that it can be used again without retyping.

n) While watching films, you can now press F9 to switch between team and friend/foe overhead map colors. This is very useful for locating units on the map when team colors are hard to distinguish.

5.2 Gameplay

a) Bugfix: Units will not ignore target assignments and choose their own. Note that they will still do this if blocked by other enemies or if their original target dies.

b) Units will no longer venture onto impassable terrain and get stuck there.

c) Units told to move that are in the act of attacking will not ignore your movement order.

d) The old "Zook turning" bug, whereby units turned 90 degrees after self-inflicting attacks and sometimes 180 degrees before the attack will no longer occur. This was sometimes seen with journeymen and heron guards healing themselves, but most often in the WW2 plugin where the consequences could be dire indeed.

e) The 1.4 bug whereby Myrkridian Giants wanted to retreat from melee battles has been corrected.

f) The cause of the ancient "trow magic dirt" bug has been fixed. This was typified by a trow getting stuck against enemy units and unable to retreat despite there being ample room to do so.

g) When an attacking unit's target dies, it is slightly more likely now to switch to an enemy in front of it rather than turn to attack one behind.

h) The "crash on pickup" bug, seen often in WW2 and Fetchball, has been fixed.

i) In Assassin, the bug where units would remain on the map, frozen in "flinch"mode after their team has been eliminated has been fixed.

j) Flying units are no longer blocked by ground units and vice versa (ie they can fly over them rather than having to find a path around). Flying units will also keep a constant height flying over models such as houses – in all previous versions they shot upwards beyond view.

k) When the maximum limit of in-game projectiles is reached, Myth stops creating projectiles until some slots become available. This can result in bodies not being created & other things that look

plain wrong. Now, when it senses the limit is being approached, Myth will stop creating blood, smoke and water ripples until the number of projectiles goes down again, greatly increasing the likelihood that important projectiles will be created.

l)   Previously, Myth had no means of working out which team came first when there was a tie in the Hunting and Body Count gametypes. Now it will order the teams by whichever reached the score first.

m) Much of the 1.4 pathfinding and physics code that implemented "TFL Gameplay" and "Anticlump" has been replaced with code from TFL itself, making for much smoother, more enjoyable and technically accurate gameplay.

n)   When a unit has so many kills that the icons fill the status bar, a number indicating its prowess will be displayed. Myth also tallies up to 255 kills per unit, the old limit being 127.

o)   The overhead map will not be cropped if you have a high display resolution.

p)   There is a new keystroke – I for Inventory – this does nothing in regular Myth but is there to support units holding multiple projectiles (a new mapmaking feature).

q)   The north east starting positions on Chest and Float no longer have a wight on impassable terrain, and the bug that made units take indirect paths and sometimes get stuck on the north of the island has been fixed.

r)   The "Twice Re-born" update to Twice Born that was present in Patch 1.4 back when Version 1.4 was released has been returned to Patch 1.5. This allows you to control the flanking allied armies in co-op play, as per the original design goals of the level's scripter at Bungie, David Bowman.

5.3 Multiplayer

a)   When a host starts a game but doesn't have the right plugins enabled, previously this would result in everyone in the game being dropped to the main menu. Now it will merely take you to the postgame stats screen, where you can berate the unfortunate host for getting it wrong.

b)   The "1.4" text is no longer obscuring the game icon.

c)   You no longer see "M2" appended to player names in the game lobby, where by definition everyone is running Myth 2.

d)   The timeout on joining games has decreased from 30 to 15 seconds.

e)   Scoring bugs for Capture the Flag and Captures (stemming from 1.1) have been corrected.

f)   From the server lobby, clicking on a Red, running game used to give you the (rather obvious) message "Game in Progress". Now it will tell you either the plugins you are missing, or "Game Data does not match" if your patch files are different from the host's.

g)   Plugins are now loaded in the order of unit tagsets first, mesh plugins second as they were in 1.3, however a mapmaker can define a unit tagset to load last if they wish. This was done to allow some old plugins that require the 1.3 ordering to work, while not removing the benefits the 1.4 method provided for mapmakers.

h)   You can no longer start a networked game with all players being on the neutral observer's team.

i)   At the end of a networked game in which one or more players may have dropped, the player list will no longer contain invalid teams.

j)   Access to the "Multiplayer" dialog box from the main menu is now speedier and consistent with the other second-level dialogs in that it does not stop playback of music when opened.

k)   You should no longer be able to Ally with players who've dropped.

l)   When a co-op game ends it will now indicate whether it is a win or a loss.

m) Fixed a cause of early-game OOS originating from 1.3, that also caused OOS when several games were played using the same host settings.

n)   Lag in the metaserver lobby when you have a lot of plugins has been greatly reduced.

5.4 Mapmaking

The mapmaking enhancements in Version 1.5 will be described in much greater detail in the "Myth II 1.5 Mapmaking Guide", which will soon be available at http://projectmagma.net. Activation of many of these features will require version 1.5 of Fear and Loathing, which at present are only available on Windows. Work is progressing on updating the Mac tools so that they will run natively on Mac OS X and have the new features available in their Windows counterparts.

a) Limits on the numbers of many types of tags that you can include in a map have been greatly increased, many to Myth 3 levels.

b) Default behaviour of artifacts returns to that of 1.3. You may, however define that an artifact keeps its charges after being dropped, and that only the restricted monster type can use its override attack. Artifacts can also have a time limit set now, defining the length of time they can be held by a unit before disappearing.

c) Artifacts may also have an "override monster" in addition to an override attack. Using this, you can make a unit change its sequences, speed, attacks and so on simply by having it pick up an artifact.

d) Monsters can be specified to hold up to 9 artifacts at once. The new Inventory key (defaults to "I" can be used to choose which is active, and shift-I to discard them. Support is also available in the CTRL, TUNI and GEOM map actions for switching artifacts and seeing whether units are holding them in their inventory.

e) The Monster Attack definition now contains a new "Can be Interrupted" flag. When this is on, movement orders will make the monster abort the attack and move immediately.

f) A new "burning death" projectile group is available in the Monster tag.

g) "Can be propelled", "Propelled System Shock" and "Damage to Propulsion" values in the Monster Tag have been introduced, allowing a unit to be thrown around by damage.

h) Flying units can be attacked by any unit with a ranged attack, regardless of whether they're missile or melee AI.

i) Units can be defined as not having the "uphill bug" seen in WW2, whereby a bullet-shooting unit will stand still rather than fire.

j) Projectiles can now be setup to be destroyed by the speed with which they are accelerated, rather than just by damage. This has been used to greatly enhance the physics in TFL Gameplay.

k) Negative damage-to-velocity values in Projectile Damage will now work. In other words, you can make objects fly towards the source of damage, as per the Myth 3 ghol shaman attack.

l) Unit local projectile groups are now removed when the unit dies or is made invisible.

m) TFL's "Harass" map action AI included, and can be activated using a new "Timid" flag in Loathing. It behaves quite differently to Myth2's Harass.

n) A new Local Physics type from Myth 3 – Explosive Gas. The less said the better.

o) Units can be designated as "respawning". This means that when they die, they come back to life again Deathmatch-style. Options allow you to define whether they return using their own entrance effect or the default teleportation method, whether they return immediately or when scripted, and whether to appear at their starting or death locations.

p) The default singleplayer team names of Light, Dark and Neutral can be overridden by the mapmaker.

q) There have been additional options added to the Geometry Filter, Unit Control, Attack and Test Unit script actions.

6. Credits

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