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## MECHCOMMANDER 2 - WOLFMAN'S EXTENDED EDITION - STAND ALONE → WOLFMAN - MC2X

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wolfman-MC2X - Readme

03/31/2012

(Revision 20)

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*wolfman-MC2X is for non-commercial enterprise only!*

*This is for fun and keeping a great game of tactical command alive.*

*Every use is under your sole responsibility and at your own risk.*

*Read Microsoft's Shared Source Limited Permissive License for use of MechCommander® 2 carefully.*

*If you do not agree, don't use wolfman-MC2X in any ways.*

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**wolfman-MC2X is** an extended MC2 gaming and mission design environment.

Several additional tools and viewer are provided to allow easy mission design.

This package does not contain any campaign but three example missions for your testing pleasure.

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### wolfman-MC2X includes:

- the extended and freshly compiled MechCommander 2 system files based on the source code released by Microsoft and covered under the shared license agreement
  - the re-distributable of important library files
  - wolfman's extended MC2X Mission Editor (content and feature revision 18)
  - wolfman's extended MC2X Gaming Core (content and feature revision 18)
  - wolfman's extended MC2X Viewer (Encyclopedia) (content and feature revision 18)
  - **Poison's** "MechSwapper" tool (revision 2.5.2) to exchange units in existing missions
  - **Jussi's** "MC2 Warrior Brain Tool" to easily allocate or create warrior brain files
  - MC2X Advanced Scripting Options
  - MC2X Sky Viewer
  - MC2X TerrainOverlay Viewer
  - MC2X RandomMaps Viewer
  - the map "Metropolitan" for your testing pleasure
  - the map "RedRock Outpost" for your testing pleasure
  - the map "Paradise Defense" for your testing pleasure
  - the map "CityAssault" for your testing pleasure (160x160)
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**Thank you and credits to:** **Battlemaster, Karl, Magic, Paul, Rollin, Starman01 and Raven IIC**

The features and the inventory available in MC2X are to a large extent the collection of the work of the people mentioned above. They deserve the credit for their outstanding work and my greatest thanks for being able to feature their results in MC2X. See the incomplete list of features and collected stuff for individual credits as good as I can remember after almost 8 years of collecting inventory and features and improving MC2.

**Magic** has for sure by far provided the most inventory and insights over several years.

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**wolfman-MC2X is** neither a total conversion nor a revolutionary approach to change MC2; it is intended to be an evolutionary improvement over time. This is a stand-alone installation; do not mix with any other MC2 installations or expansion packs.

wolfman-MC2X is based on the released MC2 source code; the source code release did not contain multiplayer gaming functionality nor embedded video capability.

Therefore wolfman-MC2X does not support multiplayer gaming nor in game videos.

Because of the missing video capability of the released source code, wolfman-MC2X does not contain the CARVER V campaign and is not fully compatible to missions or campaigns designed under wolfman-x!

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**wolfman-MC2X is not** compatible to any other MC2 mod or campaigns/missions designed under other development environments. Never mix with files from other authors.

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### Installation:

- wolfman-MC2X and its tools require:
  - win XP SP3 or better (Win Vista and Win7 work fine)
  - DirectX 9 or better
  - DOT NET Framework 4.0 or better
  - XNA Build CTP from Microsoft

<http://www.microsoft.com/downloads/details.aspx?FamilyId=868FE562-5DED-4BB1-8648-708D3481BDA3&displaylang=en>

- \* Extract XNA Build CTP and don't double click XNABuildSetup.exe.
- \* Double click XNA Build System.msi.
- \* It will install and report an error
- \* Just finish the install and it should be OK for the editor to work

- Visual C++ Redistributable Package (x86) (Version: 2.0.50727.5069)

<http://www.microsoft.com/downloads/en/details.aspx?FamilyID=FB01ABE6-9099-4544-9AEC-0AC13F19BC50>

\* The Microsoft Visual C++ Redistributable Package (x86) installs runtime components of Visual C++ Libraries required to run applications developed with Visual C++ on a computer that does not have Visual C++ installed.

These runtime files are part of the wolfman-MC2X installer package and will be offered for selection towards the end of the installation.

Select to install if you have not done before.

- \* Install wolfman-MC2X into a clean directory!
- \* Edit the mc2s.ini file to link WarriorBrainTool to your specific file folders
- \* Edit prefs.cfg to set your preferred screen resolution (very important for widescreen users)

Resolution	= ?
0	= 640by480,
1	= 800by600,
2	= 1024by768,
3	= 1280by1024
4	= 1600by1200,
5	= 1440by900,
6	= 1680by1050,
7	= 1920by1200
8	= 1366by768

I experienced that the resolutions have been detected and presented in the options screen using NVIDIA graphic cards; it seems not to be detected and shown in the options menu for ATI cards but it works fine when defined through this file.

- \* Create Desktop shortcuts for the SkyViewer, TerrainOverlayViewer, OverlayMaskViewer, and RandomMapsViewer
  - \* Set these Viewer folders to thumbnail presentation mode
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## Uninstall Impact:

- Use the wolfman-MC2X Uninstaller
- The uninstaller deletes all files that came with the installation.
- Any mission data files that came from independent installations or any savegame files are not impacted.

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## Support:

Visit wolfman's forum for support at:

[http://s2.invisionfree.com/wolfman\\_x\\_forum/](http://s2.invisionfree.com/wolfman_x_forum/)

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## Incomplete list of wolfman-MC2X changes, new features and additions compared to original MC2 release

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### Features

- all vehicles, aircrafts and elemental type units available for purchase
- number of skies extended from 21 to 41 and 20 additional sky textures integrated
- number of base terrain textures extended from 5 to 11
- 6 additional base terrain textures integrated
- additional terrain overlay cement 4 (crumbled) selectable in editor integrated
- additional cement4 overlay texture added
- 20 additional terrain overlays selectable in editor integrated
- 20 terrain overlay textures added
- wide screen resolutions (1920x1200, 1680x1050, 1440x900) implemented
- Mechlab's MC2 add-ons further improved, corrected or made functional and integrated
- "Battlefield Intelligence System" implemented (textbox coded by **rollin**)
- additional extra large terrain map size added (160x160) with key input by **magic**
- additional map size available in editor (160x160) (200x200 and 240x240 not fully functional yet)
- default heights maps for new terrain sizes up to 240x240 added
- QuickSave for Solo Missions implemented with key support by **rollin**
- night to day shift option activated (requires mission designer's scripting)
- gaming system extensions for advanced scripting implemented (mc2xplay, mc2xcore and mc2xscript)
  - + mission ID code for use of advanced scripting options
  - + mission specific player brain option
  - + player unit self repair option
  - + enemy unit jammer option

- + fuel option
- + mc2xcore extensions on/off
- + MC2X integrity check option
- 9 additional inventory categories added "Hovercrafts", "Aircrafts/Spacecrafts", "Ground Vehicles", "Elementals", "Rebel", "Big City Buildings", "Camouflage Buildings", "Special Units", "House Kurita", "House Marik", and "House Kurita - Pagoda"
- capability to capture enemy structures extended to all unit types
- 14 additional digital ambient sounds implemented to be used in mission script files
- several new warrior brain templates added to allow easy warrior.abl file creation as part of "MC2 Warrior Brain Tool"
- improved skill levels for ace, elite, veteran, regular and green pilots
- new warrior type (Mercenary) with new syntetic voice and a new skill set
- new syntetic voices for ace, elite, veteran, regular and green pilots
- added SpecialTunes 1-3
- a variety of units and buildings can be captured to increase resource points
- command center can act as turret control
- mobile sensor control vehicle and mobile turret control vehicle added
- two additional general use abl files (NOP for "no operations" and NOPPD for "no operations powered down")
- two additional wav files (betty30 and betty120) for general use in mission design implemented
- two additional wav files (redalert and redalert2) for general alarming in mission design added
- improved purchasing files for single and multiplayer gaming as well as campaign design
- modified overlay masks to reflect changed purchasing options
- mission test brain flag automatic repair mode for units integrated in player brain
- revised multiplayer purchasing files without wolfman's prototype weapons
- enemy unit default brain abl file "mc2xattack" added
- generic mission script file "mc2xscript" extended by tutorial section added

## Fixes

- fixed forklift problem of original version
- encyclopedia extended
- positioning options of mechbay 2 reduced to 90 degree turns to allow access from all positioning angles
- fixed issue of mechs walking through some walls
- fixed issues of units passing under railtram
- infantry type movers do not damage forest anymore
- editor restrictions to administer extended inventory eliminated
- tripled number of displayable polygons and potential objects
- tripled number of object IDs
- attribute meters scale adapted to new weapons
- wolfman's prototype unit variants no longer accessible for purchase
- changed capturability of objects and reduced respective resource points
- fixed issue with customization of Centurion mech
- sensor ranges reduced and sensor equipment for some vehicles changed
- fixed some pilot skills issues
- overlay masks modified to reflect changed purchasing options
- automatic editor screen resizing error (shrinking) fixed: coded by **rollin**
- Liao Elite Barracks issue fixed (**Magic**)
- 12 weapon nodes for mechs and 4 weapon nodes for vehicles supported (**Magic**)
- deploys Mobile Artillery instead of Fixed Artillery
- carries more mech icons in a 512 x 512 unit icon file ( aircrafts have individual icons now)
- all retired pilots are back because number of pilot icons was extended (multiple system files changed)

## Inventory

- **Magic's** entire MC2 inventory (multitude of buildings, vehicles, turrets and mechs including his very latest designs)

- **Paul's** "Scenery Pack" (buildings and structures like monorail)
- **Rollin's** building set (multiple buildings for example all new big city buildings)
- **Karl's** inventory additions (several mechs like Fafnir, Lupus, Hellfire,,MadCat MK3, Bloodkite, Naga, Owens, Sunder and Elementar as well as vehicles like Saracen, JEdgar, Savannah,Striker)
- **Starman01's** inventory additions (buildings like the Mechhangar model, prop.vehicles, mechs like: Uziel, Argus, Thanatos, 3D model for Mobile Turret Control, Mobile Turret )
- **Raven IIC's** additions (for example Champion mech)
- plenty new camouflage texture variants of different buildings added
- island rock set added
- green beacon light can operate now as a hidden LOOKOUT (name changed to "surveillance unit")
- new energy weapon "Neutron Gun" added
- new hidden Black Jack mech variant "Neutron Jack" added
- new Manticore vehicle variant "Neutronizer" added
- additional Warship (old BroadSword chassis) added
- CargoBroadsword capturable for 30000 resource points
- new Pandora Turret firing Neutron Guns added
- additional hovercraft "Taifun" firing Neutron Gun added
- additional copter type "Light 'Copter"
- an additional new infantry calling for airstrikes (Call4Strike)
- an additional modified "storm" equipped with thunderbolts, more armor, more speed (ThunderStorm)
- an additional modified aerospotter with stealth technology and more armor (UltraSpotter)
- an additional new powered armor firing thunderbolts, more speed, more armor (Yeti)
- a modified powered armor (Elemental)
- APC modified to carry MG array
- an additional vehicle equipped with 2 rotary AC5 and heavy armor (Undertaker)
- an additional vehicle equipped with 3 Gauss rifles (Alacorn)
- a new rocket launcher (Scott Rockets)
- a new turret firing Heavy Thunderbold Rockets (Pandora Turret)
- a new ballistic weapon (X Gauss Rifle)
- two new energy weapons (EnergizerA and B)
- a new high frequency seismic weapon (Quake)
- a new high temperature rocket weapon (TangoBlue)
- a new energy weapons representing a medium range heavy flamer (FireWall)
- a new high frequency desintegrator (HFD)
- a modified powered armor firing HFD (HFD Elemental)
- a new turret firing Quake (Spicer)
- a new turret firing X Gauss
- a new turret firing Energizer A
- a new turret firing TangoBlue
- a new turret firing FireWall (FireBall)
- several mech variants using X-Gauss, Energizer, RAC or Scott Rockets added
- an additional copter firing Energizer A (Lightning)
- an additional hovercraft firing Quake (Pollux)
- an additional hidden copter firing quake(Tantal)
- an additional Cargo Broadsword
- an additional aircraft that can act as Sensor Control with more armor and using Quake or TangoBlue (SlayerHawk)
- an additional Slayer variant using RAC5
- an additional hidden Wolfhound IIC variant firing TangoBlue (Wolfhond Blue)
- an additional hidden Kodiak variant firing TangoBlue (TangoMaster)
- a modified Hunter firing TangoBlue (Monster)
- an additional hidden Hellhound variant firing FireWall (HellFire)
- an additional hidden Hollander II variant carrying HFD (Silent Hunter)
- new Pandora Turret firing Neutron Guns added
- additional hovercraft "Taifun" firing Neutron Gun added
- new additional rebel crates, awning, flag, banner and headquarters
- a new Rebel Headquarters functioning as gate control
- a new Rebel Heavy Gate
- a new mystical rock formation that serves as a powersource and can be destroyed

- a new mystical rock field
- a new Large House functioning as turret control (Large House 2)
- an additional reinforced barricade that stops Mechs
- a new pirate's banner
- five additional civil cars in different colors
- an additional vehicle (Repair Hover)
- added Falcon Banner, Wolf Banner, Pyramid coded by Magic
- added Mother's Clan banner and flag
- added Steiner medium wall and post (type 5)
- desert camo turret firing Swarm LRM added
- added heavy copter variant "Evac Copter"
- new metal plated walls and gates with increased damage points (S\_3 Type)
- new heavily armored walls and gates with increased damage points (S\_5 Type)
- Digger and Bulldozer added
- added tents in different colors
- added pilot (WOLFMAN) including new sounds and pictures
- added pilot (GUNNER) including new sounds and pictures
- added pilot (DEATHFX) including new sounds and pictures
- added pilot (NAIL) including new sounds and pictures
- added pilot (VOLARIS) including new sounds and pictures
- added pilot (XENOMORPH) including new sounds and pictures
- six hidden Mercenary pilots (WASP, NEEDLE, PYRO, VANDAL, SPONGE, DELTA)
- several additional Mech variants
- new textures for Mobile Turret Control and Mobile Sensor Control
- new solar collector by **Magic**
- new Command Vehicle using 3D model by **Starman01**
- new turrets using 3D models by **Starman01**  
(star LRM turret, star Ion Cannon turret, star AC20 turret, star Calliope turret)
- revised pyramid by **Magic**
- new forest clump by **Magic**
- Zeuss MK2 by **Magic**
- additional high capacity Repair Bay 3 (gray)
- Mountain Facility Entrance
- two new dense forest clumps by **Karl**
- new units (Saracen, Savannah, JEdgar, Striker, Elementar, Salamander, Omen) by **Karl**
- House Kurita - Pagoda Set ( walls, gates, posts, turret control, and 3x2 pagoda buildings) by **Karl**
- Loading Crane. Farmhouse, Field Storage, Elemental Barracks, Elemental Hangar by **Karl**
- 5 Administration buildings by **Karl**
- Petrol Station by **Starman01 and Karl**

### Appearance

- game executable and mission editor appearance adapted
- default configuration modified
- default background tunes changed
- differentiated textures for Pandora Turret and Fixed Thunderbold Unit and Fixed Calliope Unit
- tacmap size 256x256

### Settings/Limits/Defaults

- texture fractalization extended to level 15
- drop weight limit selection changed to values between 1 and 1200 tons
- shallow water definition extended to values between 0 and 200
- max number of enemy units on map increased by 50 to 164
- max number of captures increased by 20 to 50
- max number of turrets increased by 64 to 128
- fog pos set to 60
- max number of units for purchasing doubled to 256

- tree size factor selection extended to values between 0.5 and 2.5
- default setting for compass changed to "not shown"
- default fog levels changed (-100/-200)
- max rain drops setting for weather increased to 1500
- unit turn speed for heavy units reduced
- units maximum tonnage level increased from 100 to 500 tons (Colossus)
- limit for listing units in purchasing selection doubled to 512
- limit for weapon nodes increased to 12
- all unit speed levels revised
- two additional higher speed levels for airplanes added
- number of potential pilots doubled
- revised all pilots and their skills
- differentiated textures for Pandora Turret and Fixed Thunderbold Unit and Fixed Calliope Unit included
- several revised inventory textures
- several gaming system file names changed to improve gaming system integrity
- overlay masks modified to reflect changed purchasing options
- new enemy unit default brain abl file "mc2xattack" added
- new generic mission script file "mc2xscript.abl" added
- modified configuration preferences

**Please send me an e-mail and let me know, if you feel that I did not give correct or enough credit for any design or origin of work. I will change the entries in the Readme file to reflect it as good as possible.**

Read as well:

**wolfman-MC2X WarriorBrains.pdf**

**wolfman-MC2X Advanced Scripting Options.pdf**