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MECHCOMMANDER 2 - UNOFFICAL EXPANSION PACK (WOLFMAN - X)

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wolfman-x (revision 35)

04/15/2007 by wolfman, wolfman@wolfman-x.net

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wolfman-x 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 !

You need to own a licenced copy of MechCommander 2 to enjoy wolfman-x.

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

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

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wolfman-x includes:

- Mechlab's MC2 add-ons; some of those have been further improved, corrected or made functional
- Magic's entire MC2 inventory
- wolfman's new additions and features
- the wolfman-MC2X extended mission editor based on files released by Microsoft in their source code and covered under the shared licence agreement
- the re-distributable of important library files
- Poison's "MechSwapper" to easily exchange units in existing missions
- Jussi's "MC2 Warrior Brain Tool" to easily allocate or create warrior brain files
- a collection of warrior brain templates for to be accessed by "MC2 Warrior Brain Tool"
- the multiplayer mission package "WolfPack"
- Paul's "Scenery Pack" featuring entirely new buildings and structures

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wolfman's add-ons and new features:

- revised corebrain based on Mechlab's corebrain version 2.5
- fixed forklift problem of original version
- additional copter type "Light 'Copter"
- full access to purchase and customize all Copters
- full access to purchase and customize Broadsword, Slayer and Hellcat
- access to purchase all vehicles
- additional digital ambient sounds to be used in mission script files (13 new ambient sounds)
- all wolfman mission specific mech mods (based on and fully downwards compatible to Magic's csv files)
- 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)
- an additional modified "bulldog" equipped with Energizer A and B (ShockMaster)
- several additional mech variants using X-Gauss, Energizer, Rotary AC or Scott Rockets
- 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 (Slayer Hawk)
- 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 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 ace pilot (WOLFMAN) including new sounds, pictures and pilot videos
- a new ace pilot (GUNNER) including new sounds, pictures and pilot videos
- a new ace pilot (DEATHFX) including new sounds, pictures and pilot videos
- a new ace pilot (NAIL) including new sounds, pictures and pilot videos
- a new regular pilot (VOLARIS) including new sounds and pictures
- a new syntetic voice for ace, elite, veteran, regular and green pilots
- improved skill levels for ace, elite, veteran, regular and green pilots
- a new warrior type (Mercenary) with new syntetic voice and a new skill set
- six hidden pilots for use with mission-specific modified player brains (WASP, NEEDLE, PYRO, VANDAL, SPONGE, DELTA)
- a new Large House functioning as turret control (Large House 2)
- an additional reinforced barricade that stops Mechs
- a new pirat's banner
- five additional cars in different colors
- an additional vehicle (Repair Hover)
- several additional Mech variants
- a modified system configuration
- two additional general use abl files (NOP for "no operations" and NOPPD for "no operations powered down")
- modified configuration preferences
- two additional wav files (betty30 and betty120) for general use in mission design
- two additional wav files (redalert and redalert2) for general alarming in mission design
- improved purchasing files for single and multiplayer gaming as well as campaign design
- purchasing of all implemented units now available
- modified overlay masks to reflect changed purchasing options
- mission test brain flag (automatic repair mode for units integrated in player brain file)
- rebalanced weapons
- infantry type movers do not damage forest anymore
- a variety of units and buildings can be captured to increase resource points
- dropship Leopard can act as sensor control
- command center can act as turret control
- mobileHQ can act as sensor control
- revised multiplayer purchasing files without wolfman's prototype weapons
- revised Encyclopedia
- a new Desert Camo Turret
- a variety of camouflage buildings
- all pilots revised
- wolfman-MC2X extended game editor included

- added revised generic script file "wolfmission\_script.abl"
- added heavy copter variant "Evac Copter"
- integrated my multiplayer mission pack "WolfPack"
- added SpecialTunes 1-3
- added Paul's Scenery Pack featuring several new buildings and structures
- fixed some issues with extended editor
- digger and bulldozer for purchasing added

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This expansion pack is fully compatible to all missions and campaigns designed for previous revisions of wolfman-x !

This expansion pack is fully compatible to CARVER V campaign !

This is an expansion of the MC2 gaming features and available inventory.

The expansion pack does not change existing campaigns or missions and it does not contain any additional missions.

This expansion pack can be used for multiplayer gaming. All parties need to install the same revision.

Gaming in the 'All Tech'- mode gives you access to all mechs and aircrafts for multiplayer games.

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Installation:

- the integration of wolfman-MC2X components and the additional tools require the installation of:

- winXP SP2 or better
- DirectX 8 or better
- .NET Framework 2.0 or better
- XNA Build CTP from Microsoft

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

- Backup any important files from existing MC2 installation and de-install or delete all previous MC2 files and folders.

- Install the original Microsoft MC2 version ("recommended" installation) into a clean directory

- Install the unofficial MC2 expansion pack wolfman-x into the same directory

Uninstall Impact:

- Use the wolfman-x uninstaller

- The wolfman-x uninstaller deletes all files that came with the expansion pack; some of those replaced existing MC2 files.

- After uninstalling wolfman-x you need to re-install MC2 because the original configuration will not be recovered entirely.

- Any mission data files that came from independent installations or any savegame files are not impacted.

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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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