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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. It is built on the extended and freshly compiled MechCommander 2 system files based on the source code released by Microsoft and covered under the shared license agreement. Several additional tools and viewer are provided to allow easy mission design. This package contains five example missions for your testing pleasure.

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**wolfman-MC2X includes:**

- wolfman's extended MC2X Mission Editor (content and feature revision 44)
- wolfman's extended MC2X Gaming Core (content and feature revision 44)
- wolfman's extended MC2X Viewer (Encyclopedia) (content and feature revision 44)
- **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
- **Dege's** "dgVoodoo 2.61" (recommended for Win10 installations)
- the re-distributable of important library files
- MC2X WIPE (to easily eliminate all \*.lst,\*txm, and thumb.db files and arm folders)
- the maps "Metropolitan", "RedRock Outpost", "Paradise Defense", "City Assault", "Stormbreaker's Mudhole" and "Operation Delta"
- MC2X SkyViewer folder
- MC2X TerrainOverlay Viewer folder
- MC2X RandomMaps Viewer folder
- MC2X AmbientTune folder
- MC2X TerrainDetail Viewer folder
- MC2X OverlayMask Viewer folder
- MC2X OverlayMaskShape Viewer folder
- MC2X Water Viewer folder
- MC2X WaterDetail Viewer folder
- MC2X dgVoodoo Backup folder

**Thank you and credits to** (in alphabetic order):

***Aetron, Battlemaster, Dege, Karl, Magic, Marceror, Paul, Raven IIC, Rollin, Starman01, Tyberius44 and VossieWulf***

The features and the inventory available in MC2X are to some 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.

After almost 14 years of collecting inventory and features and improving I stopped to continue an anyhow incomplete list of who deserves credit for which features or object.

***Magic*** has by far provided the most inventory and MC2-insights over several years.

THERE IS A LOT OF MAGIC IN MC2X --- Thank You

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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 and for 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, Win7 Ultimate (32bit and 64 bit), win 8.1Pro (64bit) work just fine.
- win10 users should install the included dgVoodoo files developed by Dege.
- visit : <http://dege.fw.hu/> for more infos and support regarding dgVoodoo
  
- DirectX 9 or better
- DOT NET Framework 4.0 or better
- Visual C++ Redistributable Package (x86) (Visual Studio 2005)
- Visual C++ Redistributable Package (x86) (Visual Studio 2012)

<http://www.microsoft.com/en-us/download/confirmation.aspx?id=26347>

- \* 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

\* System will select best possible resolution automatically and go full-screen-mode.

\* Implemented Resolutions:

1280by720, 1280by800, 1280by1024, 1366by768, 1440by900, 1600by900,  
1600by1200, 1680by1050, 1856by1392, 1920by1080, 1920by1200, 2048by1536

All selection that fit on your screen can be selected manually as well and used in window-mode

- \* You may open the dgVoodoo Control panel and adapt the settings to your installation needs; under Win10 I recommend to **NOT** *“disable and passthru to real DirectX”*.

\* You may create desktop shortcuts for the following folders

SkyViewer  
RandomMapsViewer  
TerrainDetailView  
TerrainOverlayViewer  
OverlayMaskViewer  
OverlayMaskShapeViewer  
WaterViewer  
WaterDetailView  
AmbientTunes

\* 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:

<http://www.mc2x.net>

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**Please send me an e-mail and let me know, if you feel that I did not give the credit deserved by somebody. Let me know if you find something that should not be included in the wolfman-MC2X package. I will review and make or eliminate objects from the package.**

**wolfman@wolfman-x.net**

Read as well:

**MC2X WarriorBrains.pdf**  
**MC2X Advanced Scripting Options.pdf**  
**MC2X MechSwapper Documentation.pdf**  
**MC2X Terrain Overlay.pdf**  
**MC2X Terrain Overlay X.pdf**

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