Tech Release Update

The TR update will fix bugs and make several improvements in gameplay.

Some key points
-This update is not compatible with the current version.

Summary of changes:

<u>**Herc Systems:**</u>

Turning.
Turning is handled on the client side. This should improve your Herc's responsiveness dramatically. Herc position is still handled by the server. As a result of this change, the true orientation of enemy vehicles may vary slightly from what you see on your screen.

Turning in place.
Hercs no longer need to take a full step to turn in place. Small turns while standing still are now possible.

Backturning
Is now an option that can be turned on in Options Screen (the default is OFF).

Reverse
A new keymap action "ACTION_REVERSE_THROTTLE" has been added to facilitate instantly reversing your direction. You can set the throttle range in the keymap from 0.0 to 1.0 instead of the default –1.0 to 1.0 and use the new action to make the throttle behave like Earthsiege 2. See input.txt for instruction on changing key mappings.

Alpha Strike
You can launch an Alpha strike of all weapons on your Herc, regardless of type. This will be accomplised by setting the action command   TO ACTION_FIRE -1.0 (instead of 1.0). Unless you have missiles selected (and locked) as the active weapon, they will not seek if you do an alpha strike. See input.txt for instruction on changing key mappings.

Centering the View
The command ACTION_LOOK_CENTER will return your view to the center when bound to a key. See input.txt for instruction on changing key mappings.

Zoom View
The commands ACTION_ZOOM_SET and ACTION_ZOOM_ADJUST will now zoom your view when bound to a key. See input.txt for instruction on changing key mappings.

Target Display
Your target's orientation with respect to you is now indicated in your target display. A bug with the target name has also been fixed.

Deceleration
Deceleration/Stopping rate of Hercs has been increased. Makes ducking with the new missile lock possible.

Missile lock
Target attitude is now factored in the missile lock. You can now hit a "crouching" target with missiles. Crouching (or standing up if you are crouched) after a missile is fired will still cause it to miss.

Lasers
Lasers have been changed to a beam weapon type. Damage has been increased.

Missiles
Initial missile velocity, range, and damage have been decreased.

Lead Indicator
The lead indicator now does a much better job adjusting for lag. Target crosshair has been adjusted slightly to fix a small error.

Server Changes

Server Query List
CPU speeds will now be listed for the servers. Dedicated server will have a special "antenna" Icon.

Packet Rate
You can now change the packet rate at which your server sends messages out. The only time you probably want to change from the default setting of 10 is if you are running a server over a modem. Decreasing the packet rate will reduce the effects of lag allowing more players to connect to your game.

Command Line Server
You can now launch a server from the command line. Doing so will enable you to list the players in the game and kick players out.

To launch a server you will need to open a command (DOS) window, change to your install directory (e.g. c:\Dynamix\ES3ALPHA) and type:

es3.exe –s autoserver

This will open a special command window. In this window you can use the following commands:

playerlist
Lists all the players currently in the game and their stats. You will need to use this to get the player ID number if you want to kick someone off your server.

kick playerID "Message"
This command will kick a player from the server and optionally send them a message. You need to use the playerID number to kick someone off the server. Here is an example

%kick 2049 "You have exhibited poor sportsmanship."

quit
This will shut down the server.

Server game attributes can be changed by editing the file **autoserver.cs** with notepad. It is found in TR install directory (usually Es3Alpha). You may also create your own <filename>.cs files. To use them type es3.exe –s <filename>.cs instead of autoserver.cs

Gameplay Changes

Team Games
Killing a teammate now REDUCES your kills by one.

Scoring
-Score lists are now persistent between missions if no Frag limit is set.
-Lives are now called "deaths" on the score card. You begin each game with 0 deaths.
-Deaths are now tallied when you die, not when you drop into the game.

-Score is now calculated by (100 X (kills/deaths+1))

Death Messages.
All death messages now indicate both the slayer and the victim.

Obscenity filter.
You may now censor messages received by your machine. This is selectable via the OPTIONS menu.
Censored words appear as @$@#!! style text. Player names are not censored in the server query list,
however.

Bug Fixes

Cyrix Bug Fix.
The processor auto-detection scheme will work with the Cyrix-based processors.

Collisions
A bug has been fixed so that you should no longer get stuck on trees or under the building overhangs.

Drop points.
The chance of Hercs stacking up when dropping in the game is now greatly reduced.

Keyboard input
Simultaneous keypresses are now handled much better.

Mouse Movement In the Shell
The mouse should move much more smoothly in the shell, especially on slower machines.

Joystick Hat Targeting
This has been tweaked to make it a less jerky/sensitive.

Joystick Targeting
The crosshairs now behave smoothly when controlled with a joystick.

Screen Modes Saved
Screen resolution and hardware mode are now saved properly.

Window Positioning
Issues arising with minimizing a window in hardware mode have been addressed.