



BATTLEZONE MAGAZINE

Volume 1 Issue 3

ZST: Super Strat Pack
10 Excellent Strat Maps

With Zeeder's AI3 dll for
improved level 3 AI with
classic and new maps by TV

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Interview with Time Virus

By Jonathan "Lucky Foot" Snyder

JS: So, TV. When did you first encounter Battlezone II?

TV: I used to play a game called Heavy Gear online. It was based on human piloted mechas and the feeling could be compared to playing jai ali with hand grenades while on 200 kph jet skateboards. It was team based DM covering a lot of terrain with a slight nod to strategy and bases. It needed a patch, which Activision never provided and so soon died off.

Then came Heavy Gear 2, quite a bit different, but still in high-speed mechas. More emphasis on strategy and base attacks than HG1. Some one found a chat exploit that again Activision refused to patch, that could crash the game lobbies. Players were growing tired of the lobby crashes and looking for a new game. We all anticipated the coming of BZ2. So that's where I first heard of it.

I bought the very first release 1.0 as soon as it was out and was disappointed to find it would not run on my rig at the time due to some program error. My already poor view of Activision was sinking rapidly. Patch 1.1 was finally released and then I could play with my Heavy Gear two buddies. Most had already left by then complaining of warp, weapons imbalances and server crashes. But I stayed because I liked the whole concept, the high speeds combined with maneuverability plus the strategy was excellent.

Then version 1.2 came out. They overly nerfed some weapons that admittedly did need some correction. Scavengers got broken in that patch and ruined a great many games from broken pools. The physics changes seemed to contribute to the effects of warp as well. Instead of moderating hovering, it became even easier to leave the surface of walls aggravating the warping effect.

But the addition of multi-world frequency adjustment was a mostly good thing, although I think it should have been capped at two instead of the one allowed. And they improved the server code stability quite a bit that was very welcome.

JS: What is your favorite thing about it?

TV: Probably the story element. Landing on planet with only your recycler and a team, then building an entire base. The hover units are very important part of the unique game play however. The team communications are also very appealing.

JS: If you could change one thing what would it be?

TV: I'd like to change many things but I guess the number one would be the warp/ghosting that occurs in multiplayer. I've started a mod with slightly reduced speeds to attempt to keep things within the prediction codes capabilities. Interest was only moderate, and it would have needed a lot of beta testing to get it right so I never did

finish it. It was part of the BZNES II project also never finished for related reasons.

It's a hard call though. The biggest harm to the game has probably come from the AV exploit that lets any player crash a server. I'd love to see a patch for that issue alone. Maybe that would be the one thing I'd pick instead.

JS: What brought on the idea of creating ZST?

TV: I was heavily involved in the beta testing of FE and gained some skills modding BZ2 while helping to finish it. Before that I had tried to stay away from modding, somehow sensing the vast amount of time it could consume, preferring to play instead. As players got more and more into hovering over bases in empty chain scouts killing useless defenses, playing got less fun. So I spent more time messing with modding when I got free time for BZ2. My first big mod was BZNES, and you may notice one of the preset messages was "no hover killing bases this server". That's how we used to handle the hover issue.

Now I still wish that rule was in effect, as people hover just out of GT range in scouts or tanks despite the improvements in the ZST defenses. Still, I prefer the capability to hover over the idea of removing it from the game.

Anyways that was part of the motivation and another part of it was to promote my website, map packs, utilities, and mods by Zeeder and I. Then others in the community took it and used it to promote their own websites. A lot of bad assets and re-synching games were the result of not following ZTV asset guidelines. Now I wonder if I should have made it into such an open source system.

JS: How long did it take to complete?

TV: ZST was the quickest mod I think we've ever made. It only took 2-3 months. Zeeder and I had been working on ZTV that is extremely involved and we took a bit of a break to create ZST. No new units, a few DLL tweaks, only a few dozen new ODFs.

JS: What's your opinion of the state of BZ2 today?

TV: Depends what day you ask me I suppose, but in 1.2 multiplayer it's a tightly closed community with no chance of ever expanding any longer due to the attitude of today's vets and the AV exploit.

Part of my motivation to work on improving the game was the idea we could get some old players back, or new players involved to check out the new facets of the game. So I'm not as enthusiastic about that prospect as I used to be.

JS: What mods have you worked on?

TV: Forgotten Enemies , TV's Steady Scope Sniper Keys, BZNES ,Mr. Lister, ZTV multiplayer missions ZST Strat, Icarus Strat , BZNES 2

JS: Do you see any benefits to 1.3?

TV: Well keep in mind I haven't tried 1.3's latest versions. I think the last version I tested was public beta release 2. These days when I try to join a game it always says connection refused so I haven't been able to keep up with latest fixes.

There are many benefits to 1.3, especially for modders interested in multiple new races or players that left because of empty chain scouts hovering their base.

But for me the value of the benefits are very subjective. Many came with a cost that may or may not have been worth it. Of course this value varies from one's perspective.

For example in an attempt to fix a glitch where you could build over turrets thus concealing them, they added a gluey effect that really removed one of the fun parts of multiplayer where you play ring around the extractor as it sets. Now if you do that you get stuck in the glue/push effect and die.

I'm sure a fair bit of effort was utilized to make this conversion, but the reality is by the time it was implemented, it was a non-issue for multiplayerers.

We all just agreed it was cheating and refrained from doing it universally. Yet the resulting complications, the impediment to the AI it creates and the fun decreasing aspect of it was a rather high price to pay for a non-needed improvement.

Adding increased damages was another multiplayer detraction. 1.1 was nice when you could fly thru tunnels and over bridges without taking damage. But other people will see it as adding "realism". But I don't play a game where hovering ships are created from a living ore pumped out of the ground without using any pipes for "realism" and many multiplayerers feel the same.

The whole 1.3 approach struck me as a big government approach where if anything was ever even slightly considered cheating, no effort was denied to remove it from the game. This makes the game play's morality, code enforced rather than voluntary. Part of the interest in multiplayer is the variety of human responses possible. By deleting the possibility to "do bad" the contrast of "playing well" was decreased. A yin yang sort of thing I guess.

Probably the biggest complaint I have with 1.3 is they actually retarded the scavengers pathing. Scavengers are the basic building block of the game, to cause them any detriment whatsoever seriously detracts from the entire game. The combination of changing the physics of buildings and tracked

vehicles interactions harmed the pathing, as did some terrain interactions. And then even when these impediments were overcome, the pathfinding was deficient.

I hope they have fixed the scavengers by now, I can't imagine not. As I've mentioned scavengers are just too important to the game.

That said, they did do a thorough job of removing exploits. 1.3 should appeal to those who like a strictly enforced morality in their game play.

JS: Does 1.3 help or hinder you in your modding efforts?

TV: For me it's a hindrance, because I tend to base my mods on quirks and side effects in the game engine, to provide a more unique experience and story line. But as they have changed the engine to try and have less "quirks" it breaks most of our efforts.

All of Zeeder and my multiplayer missions hinged on some quirk or another as a key link to the story line. I don't think a single mission or map we've made will work now in 1.3.

I haven't looked into what would help me much, because I never wanted for anything much. Except to reduce warp and remove the chat bug exploit.

That's how the patch started out in fact, about the chat bug exploit, but it grew way too far and with too much emphasis to the modder and not the multiplayer. Back then FE multiplayer was a pretty big thing, and so I think the developers were taking a reading from that by focusing on extra races and fixing some exploits that FE had already handled fairly well.

I never cared that I could now add 26 races into the multiplayer environment. You can only play 2 races at a time in strat regardless of the additional options.

JS: Does Battlezone II still hold your interest?

TV: Hmm. In a vague sort of way. Playership is so low these days that I'm not motivated to finish any more material. I have lots of stuff almost done, but the work of making things install nicely, work with various resolutions and so forth just seems too much effort for the interest level these days.

If a patch was available to fix the chat bug exploit in 1.2 and nothing else I might get back into it again. For now I play BF2 when I feel like multiplayer gaming.

JS: Any last remarks you would like to say, Tv?

TV: Go Ron Paul 2008!!!!▲

BZ2Scripter For Dummies

By Jonathan "Lucky Foot" Snyder

I know the title is a little predictable, but when you're racking your brains for a title you take what you come up with. In this issue of BZ magazine and in this tutorial I'll be covering how to make a Mission DLL with the Scripter. The things you will need are:

The BZ2Scripter — <http://www.bzscrap.com/downloads/Utilities/dllscriptor/>
Copy of Battlezone II
A Mission Plan

What you'll need to know is how to bring up the editor with ctrl+E and also how to get to the path window (which is pressing Shift+F9).

ONE: The Mission Plan

First of all you need to sit down and plan what happens in the mission. Going straight to the DLL and making it up as you go will work if you are patient and really creative, but the majority of people need to sit down and think about what is going to happen before they start writing. I can do both depending on what day it is.

For this mission we will assume the following is the plan.

1. The player is guarding a recycler that has just deployed and Rebel ISDF are closing in on the position.
2. The player must wait 10 minutes before reinforcements arrive.

And for a title we'll call this mission, "Fight over Pluto."

TWO Beginning the script.

Now that we have a plan of operations and know what is going to happen in the mission, it's time to get to the nitty-gritty and get the mission script to work. Launch the BZ2Scripter by clicking on it and you'll see it open up. On the left hand side you'll see a text window with the words objects, positions, variables, text and a longer line at the bottom that says, [routine,main,1,true].

This is a base of a script that starts up every time you make a new script. DO NOT delete any of it cause it's all needed.

Let's explain each line before we continue.

[objects]

This is where any unit you create or refer to in the mission will have its name put. If it's not here you won't be able to tell the unit what to do. It's like the phone book that the DLL will look up to see if the person you're calling is even there. I'll explain more when we start getting in to the functions themselves.

[positions]

I honestly don't use this much, but this is where you can set the exact grid positions of things in BZ2. If you launch BZ2 in editor mode and then hit Shift-F9. Any-

where you move the mouse you'll see coordinates in the bottom left hand corner. Put those numbers there and when you call them in the functions that's exactly where they will spawn.

[variables]

As it says. This is where you put numbers. You would use it when, let's say you want the mission to continue when the player reaches a 100 scrap. A Variable will be a place that the computer can put the number it's tracking.

[text]

This is the most simple of all the words. This is where you place in-game message that display on the screen when you're in mission.

THREE: The meat of the script

Okay, let's get going. First of all open up the empty map that I have provided for you above. Go in to editor mode and then click object. Type in the config slot "ibrecy" (Without the quotes). Your computer should hesitate for a moment and then allow you to place a ISDF recycler. Before you place it, type in the label slot, "recycler" and then place the number 1 in the team slot.

Go ahead and place it by your scout. Now, save the map. (remember always save when you do something big.)

What you have done is placed a recycler with a label. Exit the game and bring up your script. In the Objects section, type "recycler". This tells the computer that there will be a unit by the name of recycler.

Now, after the main routine, add the following lines:

START:

getbylabel,recycler,"recycler"

What this just did is tell the computer. "Get the label recycler and then look on the map for a unit named Recycler."

With this command now the DLL will be able to see and track the recycler you just placed earlier.

Now, let's add some text. (remember, a script is linear like a play script. It starts at the first main and reads the way down. You've got to put your mission in order as it happens. You can't have objective 3 above Objective 1. It'll execute objective 3 first messing your script up.)

Let's display some text for the player to know what he is doing. In Under the text line place the following:

GuardBase,

"The base is freshly deployed. Guard it\n until help arrives. You've got\n 10 minutes."

This is the message text. The \n you see means carriage return. Create another line. This keeps the text from going off the screen.

Now, *under the getbylabel you just added at the main routine, add:

Display,GuardBase,white

What this just said is: "Display the text section Guard-Base, and make the text white."

Then add:

Wait,60

That should be obvious. It tells the mission to wait 60 seconds before proceeding down the list.

So, your script should look like the following:

**[objects]
recycler**

[positions]

[variables]

[text]

**GuardBase,
"The base is freshly deployed. Guard it\n until help
arrives. You've got\n 10 minutes."**

**START:
getbylabel,recycler,"recycler"**

Display,GuardBase,white

wait,60

Now, let's see this in action before we proceed! Go to the build button and hit build. If you didn't save it'll prompt you first. Once you save it'll tell you that there are errors or a message like this should appear.

Now, you just need to add the DLL to the missions folder in your bz2 folder and re-boot up your mission. You should see the message display on the screen!

FOUR: Trouble is imbound!

Okay, exit the game and delete the DLL. We don't need it anymore. If you ever alter your map, make sure to either delete or remove the DLL, cause the mission will start launching and you don't want to edit anything while the mission is running.

Boot up your mission again and this time hit Shift+F9. This will bring up a weird yellow and blue blocky screen. This is where you will set paths and points. Push 1 and then 2 and then click on a location on the screen. You'll see a red dot appear. If you click down in the lower left hand corner, a menu will appear with a text box that says path_1. That's the name and you can change it. Hit escape and then a little away from the base, maybe toward the left, click and add another dot. Name this one bandit1. Add two more and name them bandit2 and bandit3. This is marking on the map where the DLL will spawn the enemies we will be adding in to the script. WITHOUT it the units you tell to be created will not show up!

Save your map and exit.

Under recycler in the objects section, add bandit1,

bandit2, and bandit3. You've got to tell the DLL that those units are going to show up.

Now, Add the following lines below the wait,60 of the main routine.

**createp,bandit1,"ivscout",5,"bandit1"
createp,bandit2,"ivscout",5,"bandit2"
createp,bandit3,"ivscout",5,"bandit3"**

createp (notice the p) means create place. It's going to look for one of those dots. Bandit1 is the name in the DLL to track, "ivscout" is the ODF name of the unit, the 5 stands for Team 5, and then the bandit1 in the quotes is the dot on your map. It's going to place a scout at bandit1. You do that for every unit you create...in this case, the three attackers.

Now, there going to just sit there and look stupid, so we've got to tell them to attack.

Add these lines below. The last createp line

**Attack,bandit1,recycler,1
Attack,bandit2,recycler,1
Attack,bandit3,recycler,1**

Attack is just what it means, attack! Bandit 1 is the unit to go attack and recycler is it's target. 1 means that the commander has no authorization over it. It's attack or die trying!

These three lines will make the three scouts jump and rush toward your recycler. See the importance of having getbylabel? If you didn't have that, then the scouts would have not known what to attack.

Okay, now your script should look like this:

**[objects]
recycler
player
bandit1
bandit2
bandit3**

[positions]

[variables]

[text]

**GuardBase,
"The base is freshly deployed. Guard it\n until help
arrives. You've got\n 10 minutes."**

[routine,Main,1,true]

**START:
getbylabel,recycler,"recycler"**

Display,GuardBase,white

wait,60

**createp,bandit1,"ivscout",5,"bandit1"
createp,bandit2,"ivscout",5,"bandit2"
createp,bandit3,"ivscout",5,"bandit3"**

**attack,bandit1,recycler,1
attack,bandit2,recycler,1
attack,bandit3,recycler,1**

You want to try it? Go ahead. Do the same thing as we did with the last test. You should have the number of lines in the build and then the scouts should come after you.

FIVE: What Next?

Well, we've got a mission to write. Refer to your mission objective list and we'll figure out the next step. It says that the player has to guard the base for 10 minutes. Well, you saw the wait command. You can set the wait command for 6000 seconds, but that isn't very pretty. Maybe you want to use the clock that plays up in the top in the original BZ missions. Well, that can be arranged. The command is: starttimer

Add this line to your script underneath the attacker.

Starttimer,6000,3000,1500

The first number is the total amount of seconds (displayed on screen in minutes, the second number is at what point that it turns yellow, and the last number is when it turns red.

Now after that add:

wait,5800

Now, the player has to defend his base for 10 minutes before the script will even continue...but there aren't any attacking vehicles coming. Do you have to keep put in createp, attacker orders? Not at all. You just need to create another routine. It's not that hard. I'll explain it next.

SIX: Routines Galore

A routine is the line that has the line Routine in it. The only one in our present script is [routine,main,1,true]. At the bottom of your script place.

[routine,attack_waves,0,false]

This is the beginning of your new routine. Now, with a new routine, it is totally separate, like a separate script, BUT the computer executes them at the same time. So, while it is reading the first one, it's also reading the second one. Here is an explanation of the line.

Routine stands for routine. It tells the computer that this is a new one and not part of the old one.

Attack_waves, That's the name of this one. They must have unique names.

0 stands for priority. It is at zero priority right now.

False, stands for how many times it's going to be called.

Now add the following lines. You should recognize them by now.

BANDIT_COMING:

createp,bandit1,"ivscout",5,"bandit1"

**createp,bandit2,"ivscout",5,"bandit2"
createp,bandit3,"ivscout",5,"bandit3"
createp,bandit4,"ivtank",5,"bandit4"
createp,bandit5,"ivtank",5,"bandit5"**

**attack,bandit1,recycler,1
attack,bandit2,recycler,1
attack,bandit3,recycler,1
attack,bandit4,recycler,1
attack,bandit5,recycler,1**

wait,120

JumpTo,BANDIT_COMING

There is only one new command here. JumpTo. That's simple. When this is reached, it's jumping back to the Label BANDIT_COMING. What this thing will do is create all five bandits, send them at the recycler, and wait 2 minutes before looping and doing it again.

Since this is running separately it'll be executed the same time as the main script is being executed.

Now, if you notice, I've got the routine attack_waves effectively turned off. The 0 and the false make it turned off. So that you don't swamp the player at the beginning when he doesn't have any defenses, we need to set a time that he has and then turn the routine on.

Go back to the main routine and place the following code before wait,5800.

Wait,120

Runspeed,attack_waves,1,true

Now that just turned on the attacking ships script and so the player should now have units coming after him and it will keep coming till you specify to turn it off with the same command, but instead of 1 and true, you set them to 0 and false.

Your script should look like the following:

**[objects]
recycler
player
bandit1
bandit2
bandit3
bandit4
bandit5**

[positions]

[variables]

[text]

**GuardBase,
"The base is freshly deployed. Guard it\n until help
arrives. You've got\n 10 minutes."**

[routine,Main,1,true]

**START:
getbylabel,recycler,"recycler"**

Display,GuardBase,white

wait,60

createp,bandit1,"ivscout",5,"bandit1"
createp,bandit2,"ivscout",5,"bandit2"
createp,bandit3,"ivscout",5,"bandit3"

attack,bandit1,recycler,1
attack,bandit2,recycler,1
attack,bandit3,recycler,1

starttimer,6000,3000,1500

Wait,120

Runspeed,attack_waves,1,true

Wait,5800

[routine,attack_waves,0,false]

BANDIT_COMING:

createp,bandit1,"ivscout",5,"bandit1"
createp,bandit2,"ivscout",5,"bandit2"
createp,bandit3,"ivscout",5,"bandit3"
createp,bandit4,"ivtank",5,"bandit4"
createp,bandit5,"ivtank",5,"bandit5"

attack,bandit1,recycler,1
attack,bandit2,recycler,1
attack,bandit3,recycler,1
attack,bandit4,recycler,1
attack,bandit5,recycler,1

wait,120

JumpTo,BANDIT_COMING

Go ahead and test it again. Did you make sure to put the new dots for bandits 4 and 5? :D I purposely didn't say anything to see if you would notice. If you did get it before hand, bravo!

SEVEN: Hit Their Base!

Okay, time to get to the last two important things. Two have the player win and how to have a player loose.

This is going to take you going back to do another getbylabel command up with the other one.

Make sure your DLL is not running and load up your map. After that go back to objects and place another ibrecy, but this time name it e_base and put it on team 5.

Under getbylabel,recycler,"recycler" put:

Getbylabel,e_base,"e_base"

And make sure e_base is in the list of objects.

We need to have two new routines created. One to watch to see if the player recycler is still around and the other to see if the enemy recycler is still around.

Add these two new routines:

[routine,enemy_around,1,true]

getbylabel,e_base,"e_base"

ENEMY:
Isaround,e_base
IfEQ,true,ENEMY
clear
Display,Ending,green
Succeed,15,"missionwin.des"

[routine,player_around,1,true]

getbylabel,recycler,"recycler"

AROUND_ME:
Isaround,recycler
IfEQ,true,AROUND_ME
Clear
Display,BaseFail,red
Fail,15,"missionfail.des"

This is another one of those loops. Isaround does just that, checks if the object is still around and not destroyed. IfEQ stands for If Equal and then true, go back to this label. So it won't proceed till the object is gone.

Then clear cleans out the memory of previous mission text and then displays baseFail in red.

Fail ends the mission and you know that last screen that tells you the ending. It'll display mission-fail.des there. (Which is simply just a text file re-named.)

Same with the Succeed.

Don't forget to add the following lines in text:

Ending,
"That'll teach them. Good job!"

BaseFail,
"You've failed!"

Notice that I had to put the getbylabel in those new routines. Anytime you are referring to something you pre-placed (not created with the DLL) you must point to it or the DLL will think it's not there and fail the mission. That means every new routine must have a getbylabel if it's going to see the pre-placed units.

So, your whole entire Script should look like the following.

[objects]
recycler
player
bandit1
bandit2
bandit3
bandit4
bandit5
e_base

[positions]

[variables]

[text]

GuardBase,
"The base is freshly deployed. Guard it\n until
help arrives. You've got\n 10 minutes."

Ending,
"That'll teach them. Good job!"

BaseFail,
"You've failed!"

[routine,Main,1,true]

START:
getbylabel,recycler,"recycler"
getbylabel,e_base,"e_base"

Display,GuardBase,white

wait,60

createp,bandit1,"ivscout",5,"bandit1"
createp,bandit2,"ivscout",5,"bandit2"
createp,bandit3,"ivscout",5,"bandit3"

attack,bandit1,recycler,1
attack,bandit2,recycler,1
attack,bandit3,recycler,1

starttimer,6000,3000,1500

Wait,120

Runspeed,attack_waves,1,true

Wait,5800

[routine,attack_waves,0,false]

getbylabel,recycler,"recycler"

BANDIT_COMING:

createp,bandit1,"ivscout",5,"bandit1"
createp,bandit2,"ivscout",5,"bandit2"
createp,bandit3,"ivscout",5,"bandit3"
createp,bandit4,"ivtank",5,"bandit4"
createp,bandit5,"ivtank",5,"bandit5"

attack,bandit1,recycler,1
attack,bandit2,recycler,1
attack,bandit3,recycler,1
attack,bandit4,recycler,1
attack,bandit5,recycler,1

wait,120

JumpTo,BANDIT_COMING

[routine,enemy_around,1,true]

getbylabel,e_base,"e_base"

ENEMY:
Isaround,e_base

IfEQ,true,ENEMY
clear
Display,Ending,green
Succeed,15,"missionwin.des"

[routine,player_around,1,true]

getbylabel,recycler,"recycler"

AROUND_ME:
Isaround,recycler
IfEQ,true,AROUND_ME
Clear
Display,BaseFail,red
Fail,15,"missionfail.des"

ENDING: That's a simple version.

That was a simple example on how the script works. There are many more functions, even functions I still don't know how to use. Just remember Labels, routines, and loops and you'll got a grasp of it. If you've downloaded the .zip version of this magazine, the original .bzs file (the Scripter file) and the mission has been included for you to look over. I'm available for any questions if you care to ask any. Just send them to: Morg223@jtworld.net and be sure to add Bzmag or something in it so my aggressive filter doesn't remove it from the inbox.

I hope this tutorial helped!

Jonathan Snyder is the creator Hidden Enemies and Cerberi Revenge. He is also founder and editor of the Battlezone Magazine.

Dune Command

By Fishbone

Dune Command releases it's first public beta!
Download it at:

<http://www.bz2md.com/downloads/dcB45.zip>

Hidden Enemies

By JonathanS

HE is continually being developed toward a more stable alpha. Once it completes all the assets it will enter Beta stage.

<http://www.bz2md.com/smf/index.php?board=47.0>

FleshStorm

By Lizard

The 1.2.1 patch has been released and another, the 1.3 in development which will not only take care of a few minor bugs, but add more content to the already growing game.

http://www.lizard.clara.co.uk/FsWebsite/FleshStorm_Download.htm

BZRAP

By SkyNet

Under new management. The BZRap has again picked up steam and is on the path to development. Skynet is presently waiting for content.

<http://www.bz2md.com/smf/index.php?board=19.0>

Battlezone: Classic

By Avatar

Waiting for the release of 1.3pb4 before it goes public.

<http://www.bz2md.com/smf/index.php?board=43.0>

X-MOD

By -X-

X-mod is in 3.2 beta 2 stage with more units in the game.

<http://www.bz2md.com/smf/index.php?board=45.0>

ARC MOD

By Arc Angel

Presently in the Development stage with the solidifying of storyline and concepts.

<http://arc.bz2-server.com/forum/>

Doom's Day/ WarFront

By SeanTheGreat

Warfront is on it's Beta 1.0.2 release with a new race.

<http://www.bz2md.com/smf/index.php?board=55.0>

Rise of the Jenova

By Raven

RavenMod is going through a complete overhaul of unspecified proportions. The Alpha that had been released to the beta testers is now considered obsolete.

<http://www.ravemod.com/>

Zephyr

By spAce

Zephyr is under new management with General Black Dragon at the helm. He is presently developing the 0.7 patch..

<Http://www.bz2md.com/smf/index.php?board=26.0>

PROJECT: SIC

By DrummaDude

No new Information

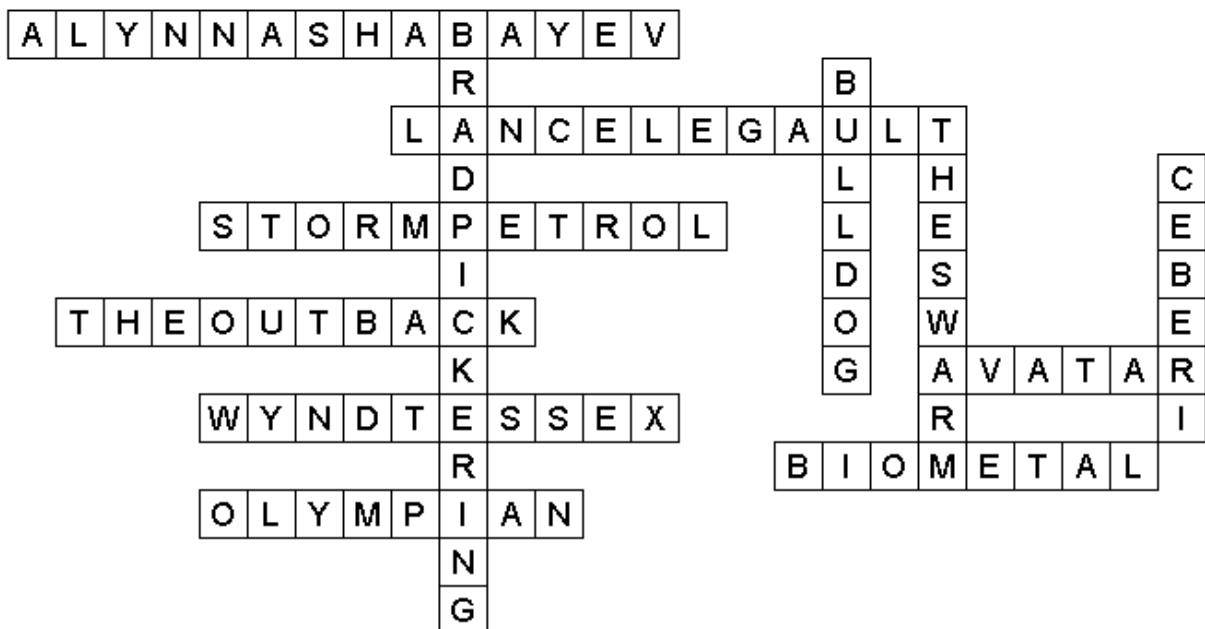
<http://www.bzuniverse.com/forum/index.php/topic,5975.0/topicseen.html>

WAS YOUR MOD MISSED?

If so, then you can have it inserted by sending a request to Morg223@jtworld.net. What you need to send is the name of your mod, your name and/or ID and a small blurb on what has happened recently with your mod.

Do you want to update the information in your section of this magazine about your Mod? Then email Jonathan at the same location with the new news. :)

Battlezone Crossword



Unseen Foes

By CWp Firebird

"USS Montana, you are cleared for drop at navigation point beta."

"Roger that Sky Eye." The Montana fell slowly from the dropship. She hit ground with an explosion of dust that fell all too slowly. The engines engaged and she was on her way to nav alpha. There she was to meet with a tank, the future commander of forces on Mars.

The CCA/NSDF war was over. The Furies had been annihilated. Now their job was to keep the peace and to make sure the research effort went onwards.

Once the giant recycler reached the nav, the commander of the tank took command.

"Montana, this is Grizzly one. I am to escort you to the main base. It's 2 kilometers past Olympus Mons. There shouldn't be any trouble along the way. Although I must warn you the terrain isn't easy to navigate, so stay close." He hit the accelerator and was on the way, with the Montana close behind.

After they had navigated Olympus Mons, there were the canyons to navigate. They weren't hard to do, it's just the pathways are small and confining.

"This is the Montana. Grizzly one we are picking up incoming ships. They don't register as known craft to the area. Would you please investigate?" the captain spoke.

"Yeah I'm getting them too. Looks like two bobcats and a czar."

His tank took a dive off the path and into the canyon. The red dust was flaring up behind his burning thrusters. The captain of the Montana swore the dust would blind any ships in the area.

He came about the Bobcats and stopped his hand steady on the trigger. "Identify yourselves."

"I'm Lt. Packson, would you lead us to your Recycler?"

"Not until I know your legal, head to the main base and we can talk there Lt."

"You lead the way." He said in a nervous speed. "Why? You don't know the way to the only base in the area?"

"No sir, it's just that? Well I thought? Aw screw you!" His AT-Stabber flailed rounds at Grizzly one. The Commander then hit the MDM Mortar and damaged

the bobcat. Then he let off a burst of SP-Stabber to the other.

It was destroyed in seconds. 'Lt. Packson' darted off into a deeper canyon.

"Give it up rookie, you ain't gonna live" Grizzly one said as he threw mortar at the running bobcat. Soon he was out of range, but the Grizzly gave into chase. They sped at speeds of 30m/s through the canyon. Stabber, Mortar, mines; anything they could use was being deployed. They strafed in circles attacking each other at every chance. Ammo was depleting fast. Finally the bobcat went up in flames.

"Gotcha!" Grizzly one screamed over the communication waves. He took his grizzly back out of the canyon. He has sustained very little damage for the fight. He thrustered over a hill and down below was the Montana and 4 Czars.

"I'm glad to see you guys, we got renegades running around the canyons." He said as he closed in on the Montana.

"Yes we know, we are those renegades."

The Commander froze in his seat. The faces of friends and family flew past in an instant.

"Okay..." he said in a nervous, yet shocked voice.

"Go for the base Montana!"

He hit the engines, with the Recycler behind him. AT-Stabber was being fired like it was going out of style. The HUD told the Commander that the base was only 600m away. The he rocketed over a hill, and down about 200m. He looked behind him and saw the giant gray box do it as well. It was quite a sight. Looking ahead on the Horizon, he cleared past the nav marking the Main Base position. There was only scrap and debris around him. No base, no NSDF forces. Just burnt soil and scrap. Turning around, he saw the Montana explode like a hydrogen bomb. It knocked grizzly end over end. Then he saw his hull reaching critical levels. The automatic ejection system shot him like a cannon over the hills and into a valley. He was lost alone. He scanned the area. Nothing, he checked his navigation pad. Nothing again.

He took out his sniper rifle and checked the area. Nothing, not one thing except red rocks and dirt could he see.

Finally he put the gun to his side, and held his head high. He then took the bold step west, towards unseen foes. ♠

Siege of Mire

By Jonathan Snyder

"He's coming on the left!" trilled a voice through his tiny headset.

Jacob Dante's shot a look out the port side of his sabre's window just in time to see a Scion warrior took aim and emit a shocking jolt from it's arc cannon. Gritting his teeth, Jacob spun his tank around, fired a couple of SP-stab bursts at the Warrior while his two friends maneuvered on its flank with their scouts.

"I've got his attention!" Jacob shouted in to his helmet's microphone. His tank was jerked harshly again by the electrical currents of the Scion's weapon. "Let the bugger have it."

The chittering sound of mini-guns accompanied by the throatier chain guns filled the cockpit around him, but he heard one of his pilots swear. "The bloody thing has a shield!"

Jacob slammed his tank to the side to miss another jolt and began strafing to the left pounding the shielded bio-metal ship with his ammo. The scion spun on its axis trying to take aim while the scouts tried to take its shield down.

"Bogies, two o'clock" called KatylN and the calm thrum of Scion scouts filled the air. Two of them came flying over one of the overhangs and began firing at the scouts.

"Take 'em!" Jacob yelled. "I've got the warrior."

The battle continued hard SP-stab rounds, arc bolts, and plasma cannon filling the humid jungle air. Stephen's scout exploded and to Jacob's relief, he saw the tiny form jet in to the air. The Warrior was smoking, but the distraction had worked. A Scion scout had been lost, but they had bought enough time for the Warrior to find a clearing and make his escape. Neither of the AAN loyalist force was strong enough to pursue.

"Stephen?" Jacob called on his comm. "You there?"

"Up here!" the voice came over the speaker. The pilot hopped off one of the boulders and sidled up to the tank. "Ya makin' me walk home?"

Jacob laughed. "It serves you right for loosing that Thunderbolt."

"Don't worry." Stephen said, his ever present grin probably underneath the helmet. "We'll get it back."

He gestured with his thumb over his shoulder as an ISDF Scavenger crunched through the bushes and emerged to begin collecting the bio-metal scattered over the ground.

Jacob punched the eject button as he was magnetically given a boost out of his tank. He glided to the ground and then bowed to Stephen. "After you."

The last thing Jacob remembered was a scream of a projectile and then darkness.

He slipped in and out of consciousness, voices, sounds, strange melodious talking, and the quick jabs of pain through his chest. He could feel tears in his eyes as the blistering pain shot through him, but a voice would keep talking to him and then after a prick on the neck, a cold ease swept through him.

He did not know how long he was out, but he was awake instantly, people stood over him in their royal blue uniforms working around him seemingly trying to get equipment around him. Jacob lay on some sort of medical bed. He opened his mouth to speak, but no words came out, just a searing flash through his whole chest cavity.

He glanced around in a panic realizing he wasn't breathing. Jacob's eyes came in contact with a pair of large crystalline yellow eyes. It was a girl with silver hair and pale skin. He knew that she was Scion. She rushed over to him and gently pushed him back down in his bed.

"Calm down. We have you on oxygen supply. You're lungs were shredded by a mortar round. We've cloned you some new ones, but you've got to rest and close your eyes." She said with a smile.

Jacob opened his mouth to ask about his friends, but no words came out. The girl nodded and continued to smile. "You're friends are alright. I'll tell you more later. Just put your head down."

Another Scion had approached his side and injected him with a needle. Sleep overcame him instantly

As before, his eyes flew open and he instantly sat up. Jacob glanced around and sucked in a big breath of air. He was in a strange room with silver walls and medical equipment around him. He looked down at his chest and found a long surgical scar.

"What happened?" he muttered to himself and the short conversation with that Scion girl came back to him. She had said his friends were all right, but were they the Padisha's Scions or the Rebel scions allied with Braddock?

"How are you feeling?" came a voice from the door and standing there was the girl he had seen previously. She stood there in a blue jumpsuit, her long silver hair cascading down her shoulders. She smiled at him and he was a little unsure.

"Who are you?"

"My name is Leah." She said approaching him. "And I'm a scion loyal to the Padisha."

Jacob smiled sheepishly. "How did you know I was going to ask?"

"You kept demanding through your recovery from surgery."

"What happened?" Jacob said placing his hand on his forehead. A massive headache throbbed through his head.

She sat down on the edge of his bed. "When you got out to give your tank to your friend Lieutenant Cole, a mortar shell from a Scion Archer detonated near you. It shredded your lungs as it went through your back, but a squadron of lancers was on your position in a matter of seconds. You're lucky we were chasing that archer."

"And my friends? You said they were all right? Where are they?"

"You've been here for over a week. They've moved forward toward Braddock's army a while ago. Your leader Major Manson wanted us to keep you since they had to evacuate all the wounded for moving."

"Well, I've got to get out of her, miss...."

"You can call me April and the doctor said you've got to remain in bed."

"I'm not good enough to move?" Jacob said with a frown. "I've got to get back to my squadron."

April gently pushed him back in his bed. "You're good enough if necessary, but right now it isn't necessary. The doctor said you're supposed to stay there. Orders, Lieutenant."

"Wrong army." Jacob said with a grin.

The base rumbled hard and April glanced around quickly. Both had already asked the question in their head. *What was that?*

The speakers answered when it peeled out a warning. "Bomber inbound! Bomber inbound!"

Another Scion stuck his head in to the room. "April, we need to get moving. Scouts found an offensive from Braddock. Atilas and Bulldogs with escorts."

"What just happened?" Jacob asked throwing off his covers and grabbing one of the blue uniforms on the rack.

"Bomber just hit one of our upgraded extractors. Preliminary strike since we didn't have a jammer up in that area."

"Where do you think you're going?" April asked folding her arms.

Jacob finished zipping the jumpsuit and limped over to the other Scion. "You don't expect me to stay here and get killed without a fight do you?"

Jacob winced as he pulled himself in to the warrior April pointed him too. The painkillers were not working that well, but he was not going to stand by and get slaughtered by Braddock's soldiers. If the Scions were good enough to patch him up then he was going to repay the favor.

"This is Echo 1." A deep scion voice said over the radio. Jacob got himself accustomed to the controls of the ship

and responded.

"I'm here. What do you want me to do?"

"Welcome." The voice said with a hint of humor. "Braddock's army is making its way on the east flank of our base. They've been able to break through the blockade there. You're going to have to go give support."

"Understood." Jacob answered. "How many?"

"Unknown at the moment, there slaughtering our pickets, but we've confirmed at least 4 Attila Walkers with Sabre escorts."

Jacob accelerated and the warrior glided smoothly out from under the Forge and for the first time Jacob got a glimpse of the full base. The Matriarch was busy pumping out scavengers as a group of Scouts zoomed back in base smoking and making a line toward the dower.

"How did it go?" the Warrior flanking him said to the scouts.

"Slaughter. There not pulling punches and their not playing gently. I watched him sacrifice a rocket tank just to get a shot off at our leader ships. They plan to do some serious damage if they get through." The scout answered as it floated there on the dower.

The Warrior pilot muttered to himself then continued. "After your done there, take my wing. We're going to try to halt their advance."

"How?" Jacob asked incredulously. "We're talking Attila here and I don't see any of your Maulers."

"That's because we lost them to the long range Rocket Tanks." The Scout responded angrily.

"What's the major weakness of a Attila?" the warrior pilot responded. After no one answered he laughed. "It's their ammo. I'll bet you a day's ration that there is a squadron of supply ships in the rear echelons. With Four Walkers, at least 5 or 6 Service trucks."

"Probably heavily guarded." Jacob answered.

"Yeah, but more then likely with light units since the speed those trucks move at. Probably a full platoon of Sabres and Thunderbolts."

"Well, let's stop hypothesizing and go find out." Called out another voice on the comm and a group of Sentries zoomed up to them. The scout had healed itself and they regrouped with them.

"You think we have enough?" Jacob said. "We can't take a chance of finding heavier units there. We will only get one shot at this."

"We'll do it." The warrior said and the whole squadron zoomed off in to the jungle.

Squinting through the cockpit didn't help as Jacob tried to keep an eye on the leading warrior. The jungle was thick, but with the side trip to avoid the main body of the enemy

and to get behind them lead to even thicker jungles.

"Echo squad. Contact." Called the leading scout and everybody decelerated to a stop. Silence filled the channel as they waited to find out what he had stumbled on.

A chuckle emanated from the comm. "Bingo. We've got one supply squadron holding in a valley. Looks like they just finished refueling some Bulldogs. I count seven Service trucks and a bunch of ammo and health pods lying around. We've got a rocket tank, seven Sabres, and five Scouts guarding them."

"That's thirteen ships." The sentry said with a scowl in his voice.

"It doesn't matter." The warrior said. "The base is getting blown up and we'll have to take a chance at it. If we can dispatch enough of them, then they'll have to retreat because of lack of supplies."

"I've got an idea." Jacob said. "If we stay near that repair cache, we can continue to repair ourselves, using up their resources as we pound their service trucks."

"Good idea. Now, we've got to stop them as soon as possible. Let's go!"

The Sabres did not know what hit them, but the peaceful jungle erupted in to strafing Scion ships filling the small space with Plasma and ion energy. The deadly dance continued for minutes as Jacob targeted the service trucks that were trying to turn around and book it toward the Bulldogs.

"They're trying to run."

The Scion warriors were hard pressed as Braddock's men rallied and began swarming around them with the AT-stab shells ringing off the Scion armor. Jacob snapped up an ammo and health pod and chased down a service truck that was smoking. A resounding explosion gave him a feeling of satisfaction as the explosion tossed the other trucks off balance.

A Sentries were on his tail following up when the lead warrior shouted, "Bail!"

The Scion units broke and ran in different directions as Bulldogs came crunching through the woods and opening up on them. A Scout went up in a grand fire as the pilot ejected to safety, but with heavy armor there, the fight was over.

"How many?" the warrior called.

"Five I think." Someone answered.

"That'll slow them down." Jacob said. "They won't be able to refuel to much at once. "

"I guess that's all in a days work." April's voice said over the comm. "Good job, boys. Come on home." ♣

The OvermindDL1 Corner

A new ODLScripter has been released for Python users! This scripter will only work for 1.3pb4 so save it till pb4 is released!

<http://www.overminddl1.com/forum/>

CEBERI REVENGE RELEASED!

They're back and they are meaner then ever. The Cerberi explode back to BZ2 in JonathanS' brand new mini-mod *Cerberi Revenge*.

Taking place a year after the Swarm Incursion, the Cerberi have again grown in strength and they have found something that if not stopped, will lead to the whole destruction of every sentient being in the galaxy.

With four full missions, *Cerberi Revenge* will keep you at the edge of your seat!

Unseen Foes was written by CWp Firebird
Seige of Mire was written by Jonathan Snyder

The first story can be found at:

<http://www.battlezoneclub.org/youngguns/stories.html>

JOKE CORNER

THE BATTLEZONE LIGHT BULB

Q. How does a Scion change a light bulb?

A. *He first makes sure it wants to change.*

Q. What does Major Manson have to say about the light bulb?

A. *"That light bulb is probably frozen again."*

Q. How does Shabeyev Change a lightbulb?

A. *Files a full report with the AAN.*

Q. How does Braddock Change a light bulb?

A. *Beats it down, melds it with biometal, sends it on a destructiove rampage, and then screws it in the socket.*

Q. How does a Hadean change a lightbulb?

A. *Shoots it, gets another, shoots it again.*

Q. How does a Ceberi change a lightbulb?

A. *They simple bring it to their collective, and it changes itself*

Q. How does a Swarm change a lightbulb?

A. *They dont uselightbulbs, organic tissue is the way to go!*

Q. How does a Phaer Rhan change a lightbulb?

A. *Makes it treaded, so it follows you around.*

I know these stunk. Do you think you can do better? Send your lines to: Morg223@jtworld.net

SHIP INTELLIGENCE



Name: Striker (Adult)

Race: The Swarm

Mod: Fleshstorm

BZPatch: 1.3pb3

About: Unmistakable in design and sound. With it's ability to morph in a similar way to some Scion vessels the adult Striker is a highly versatile unit able to tackle a variety of targets, the only thing that works against this unit is the reletive weakness of it's hull.

Letter from the Editor

Wow! We've made it to the third issue! I am honestly glad to see that this magazine has been accepted and liked as much as people have been telling me. Both Battlezone 1 and 2 have been my favorite games since I first discovered them 3 years ago and to hear applause from both sides of the digits makes me glad that I could do something for all of you.

In this issue, we focus on Battlezone 2's 1.2 patch, a patch that has been used by veterans and most of the multiplayer games out on the net. This magazine focus on what I thought was the biggest achievement in modding; the ZST by Time Virus.

From now on all these issues will focus on something specific and it will be numeral cross-over. Every issue will have something to do with BZ1 or BZ2, but each issue may have a complete focus on either.

I, personally, will be keeping the listing of what is coming next a secret so you all will be looking forward to the next issue. Enjoy and see ya next time!

Respectfully,

The Battlezone Magazine Team

Battlezone Word Search



Hadean
Ceberi
GSH
Olympian
Battlezone
ISDF
Scion
Triton
Lancer
Mire
Rend
Blackdogs
Shabeyev
EDF
Cook
Braddock

AKDJFKALQIWEUIRCHSKAAWERJS
JEJQFVBISDFAUQEKRIXKALLITA
AZRKALOWMHCJQBLPQHJVJAKSORB
KNWIPQLGSHHCEBIUSKFLORKBAR
EAEBMLOINAHRRREAHPRRENDVAAE
JRQERVADSDIBURALKWCOOKEOPA
JRKWAAICBERIWORUWITASDFVAA
GEDEWAIHDALAOQPDJIVSASDFAR
QCWSSAIOSNALSOQORMPHCKFGHB
JNAKVLAOENOEZELTTABTAAILOAV
AABRADDCKVTGYQRCABBDTORAS
VLALBUIALFKQAMMPQKAEIYUNVN
RGDFASDFGSDFGPQRHWRYQWERRO
KAOSKCWQERHUFIVQWFDEWERTBK
IUEKAVKLOPAFAARYUNBVADBJTW
AFVGHHADLKNVONAKKAOQLDKAOI
QIEJKXMZOLAOQKFNAUOIVAUAMS
RIZAASLRAGKAIQKFHAJVNNAUQAS
MAKSDKAIDASLKAJSORAVUAKWDB

Tuning Your Computer for Multiplayer!

By Ego

First of all always set your proper MWF before game starts!

Type in console; Multiworld.frequency 2

To get console; press ctrl and tilda key

300Mhz to 900Mhz = Mwf10 to 2; depends on cpus power such as celeron, pII-Xeon, pIII-Xeon, Athlon

800Mhz to 1200Mhz = Mwf4

1200Mhz to 1600Mhz = Mwf3

1600Mhz to 1800Mhz = Mwf2

1800Mhz to 2000Mhz = Mwf1

2000Mhz to 3000+Mhz = Mwf1

If you got hawy os load then set 1 Mwf less.

2000Mhz cpu you set Mwf 2

This is rough table for mwf, mostly works on desktop PC's.

Mwf 1 is good for less warps but thats risky!

When you set to Mwf1 maybe you will get unual AV and game crashes such as G66, ZST and/or any other bz2 game

Set Mwf to 4-5 to 10 when you need stability for games such as /G66 /Mpi /FE /MODS.

Terminate unnecessary windows tasks with this simple tool.

<http://www.hatecomputers.com/Images/procexp.exe>

Connections...

Your pings need to be better/lower then a host one has!

Proper tcpip connection devices as for game BattleZoneII required Isdn, Dsl, Cable, megabit and faster, giga bit(optical) connection speed's.

If you take a close look of your dsl tcpip settings they are usually are not configured by your speed and modems.

Usually connections do not give us full speed as promised by your isp.

The main problem are microsoft deaful public tcpip standards!

Warning, if you hack or edit in the wrong, your

computer may not response

or your connection may be worst they before it was then it was before hacking 😊

20% increase bandwidth by tweaking QoS in Windows XP Pro

Determines the percentage of connection bandwidth that the system can reserve. This value limits the combined bandwidth reservations of all programs running on the system.

By default, the Packet Scheduler limits the system to 20 percent of the bandwidth of a connection, but you can use this setting to override the default.

Good setup can be with this tool TCP Optimizer version 2.0.3

SG TCP Optimizer Help

<http://www.speedguide.net/tcpoptimizer.php>

To download tool click

<http://www.speedguide.net/files/TCPOptimizer.exe>

Here is better way to do good connections!:

~~~~~

1.) Click optimal settings and check "Modify All Network Adapters" then apply changes, make backup and restart pc.

And have fun.

Warning

if you wish to have really good connection you have to do it manually..

2.) Before you proseed with manual settings click optimal settings and check "Modify All Network Adapters" then apply changes, make backup and restart pc.

3.)After you restart PC with new settings run program again then go to tab named lagrest MTU and click start. <-with 1500 MaximumMTU!!

That will test you largest packed size and gives you detected your TTL value.

Pinging [69.147.114.210] with 40 bytes ->bytes=40 time=175ms TTL=48

Pinging [69.147.114.210] with 750 bytes ->bytes=750 time=206ms TTL=48

Pinging [69.147.114.210] with 1125 bytes ->bytes=1125 time=201ms TTL=48

Pinging [69.147.114.210] with 1312 bytes ->bytes=1312 time=192ms TTL=48

Pinging [69.147.114.210] with 1406 bytes ->bytes=1406 time=208ms TTL=48

Pinging [69.147.114.210] with 1453 bytes -> ..fragmented

Pinging [69.147.114.210] with 1430 bytes ->bytes=1430 time=218ms TTL=48

Pinging [69.147.114.210] with 1441 bytes ->bytes=1441 time=200ms TTL=49

Pinging [69.147.114.210] with 1447 bytes ->bytes=1447 time=230ms TTL=49

Pinging [69.147.114.210] with 1450 bytes ->bytes=1450 time=226ms TTL=49

Pinging [69.147.114.210] with 1451 bytes ->bytes=1451 time=201ms TTL=49

Pinging [69.147.114.210] with 1452 bytes ->Request Timed Out

Pinging [69.147.114.210] with 1452 bytes ->bytes=1452 time=242ms TTL=49

The largest possible non-fragmented packet is 1452

(1480 - 28 ICMP & IP headers).

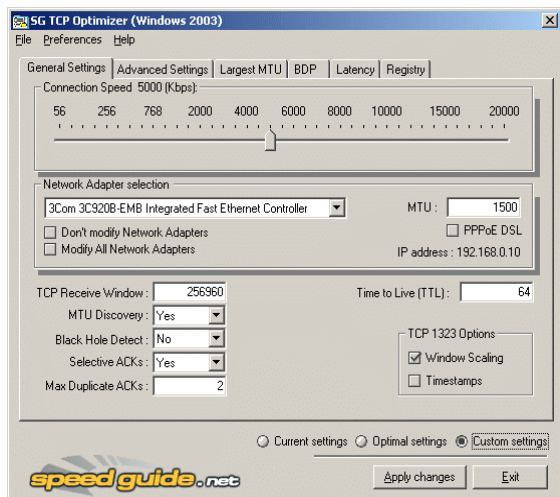
You can set your MTU to 1480

You may set as it say "You can set your MTU to 1480"

There are not so much big difference to chose first fragmented value, or detected MTU.

You see MTU=1480 as detected and TTL=48 copy all that numbers

HERE:



Steps:

- 1.) Click *optimal settings* and check "*Modify All Network Adapters*" then click *apply changes*, make backup and restart pc.
- 2.) After restart set your connection speed
- 3.) Use your detected *MTU* number
- 4.) Use your detected *TTL* number
- 5.) Set to (*TcpMaxDupAcks*)= 2
- 6.) Mark "*Modify All Network Adapters*"
- 7.) Click *Apply changes*, make backup and restart PC

And hf with good connection

In some cases if some one in game, while playing BattleZoneII got bad connection as packed loss then all players in game may lags and resyncs. Its hard to determine who actually got packed loss.

Auto kill bz2 or any other program which don't respond.

More infos here:

<http://www.bz2maps.com/phpBB/viewtopic.php?p=22979#22979>

This is come handy when usually we need to reset pc when bz2 die and we cant tab out, so final act is pressing reset button..

Goto start then click run then type regedit and find keys edit it..

Goto: HKEY\_CURRENT\_USER\Control Panel\Desktop

"AutoEndTasks"="1" -- from "0" to "1"

"WaitToKillAppTimeout"="1000"

"HungAppTimeout"="1500"

"HungAppTimeout"=If a program doesn't return control to Windows within value assigned to Low Level Hook Timeouts (in milliseconds), Windows will terminate that program. This is useful to increase system stability.

Wait time are in milliseconds 1000= 1 second 500=half second

Disables Windows XP Performance Counters

The Windows XP Performance counters are not needed unless you are a network junkie and use them...

Here is how to shut them down and recover CPU cycles:

Download this package from Microsoft:

<http://www.microsoft.com/downloads/details.aspx?displaylang=en&familyid=7ff99683-b7ec-4da6-92ab-793193604ba4>

or

[http://www.hatecomputers.com/Images/exctrlst\\_setup.exe](http://www.hatecomputers.com/Images/exctrlst_setup.exe)

Run the installer: exctrlst\_setup.exe.

Extract file and make installation to C:\Program Files\Resource Kit\ as default dir.

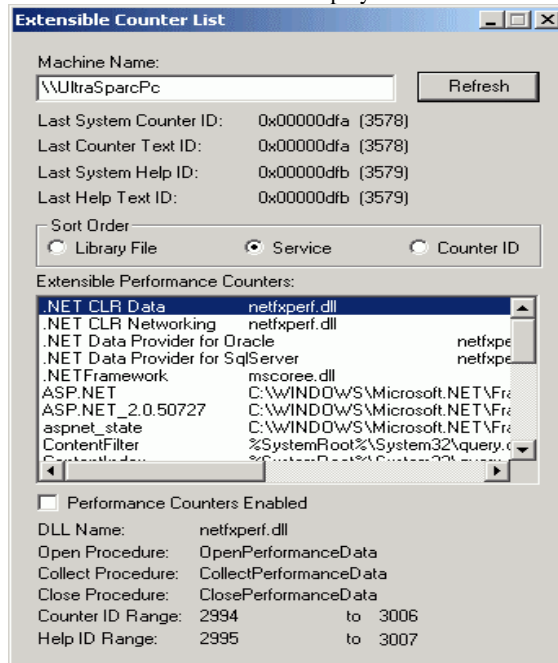
Then simply browse to: C:\Program Files\Resource Kit. Double click the file: exctrlst.exe. A box will appear.

Make sure there is a bullet in "SERVICE"

There is a list of services showing in the lower pane of the box.

Click the top service in that list to HIGHLIGHT IT and CLEAR the check OUT OF THE BOX labeled performance Counters Enabled"

Scroll down the list and repeat the highlight/uncheck until EVERY SERVICE in that list displays a cleared check.



Verify you got them all then close the box then restart PC.

---

#### Super\_PI For Windows

(calculation of pi up to 33.55 million digits)

You can setup your cpu to calculate super pi, less timings better it is!

My 1 meg super pi was 45sec, or less.

[ftp://pi.super-computing.org/windows/super\\_pi.zip](ftp://pi.super-computing.org/windows/super_pi.zip)

#### WARNING:

Bz2 takes alot of fpu power(singlecore) If you overclock your cpu bz2 becomes unstable, and even its overclocked stable play bz2 will do litle lags you will get hier pings coz your cpu will do extra cycles for overclocked data loss!!!

Even if you dont overclock and cpu works on factory "default" voltage it may not be enough hier voltage for cpu and cpu will do extra cycles(repairing data), game may re-sync

---

#### Registry Mechanic™ for Windows

Award-winning registry cleaner to fix Windows errors and optimize software performance.

Registry Mechanic is an advanced registry cleaner for Windows that can safely clean and repair problems with your registry in a few simple mouse clicks! Easily fix problems with the Windows registry that are a common cause of crashes and error messages.

[http://221.132.39.97/Tools/CLEANER/Registry\\_Mechanic\\_5.0.0.144/rminstall.exe](http://221.132.39.97/Tools/CLEANER/Registry_Mechanic_5.0.0.144/rminstall.exe)

This tool is trialware neds to be registrered!

#### RegScrubXp

And plz run free RegScrubXp for repair windows registry.

RegScrubXp Safely cleans junk out of the Windows

2000/XP system registry. I use it too.

[http://ftp.zcu.cz/pub/win/winsite/winnt/sysutil/RegScrubXPSetup\\_3.2.exe](http://ftp.zcu.cz/pub/win/winsite/winnt/sysutil/RegScrubXPSetup_3.2.exe)

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#### Critical updates for Intel/Amd-Cores CPUs

<http://www.bz2maps.com/phpBB/viewtopic.php?t=1988>

#### Nvidia Drivers

<http://www.nvidia.com/content/drivers/drivers.asp>

#### Ati/Amd Drivers

<http://ati.amd.com/support/driver.html>

#### Intel Drivers

[http://www.intel.com/support/index.htm?iid=CorporateV3+Header\\_2\\_Support\\_Head](http://www.intel.com/support/index.htm?iid=CorporateV3+Header_2_Support_Head)

#### Microsoft Direct X

[http://download.microsoft.com/download/5/5/e/55ec0e96-a046-42c6-b6c8-2cd5742a073a/directx\\_jun2007\\_redist.exe](http://download.microsoft.com/download/5/5/e/55ec0e96-a046-42c6-b6c8-2cd5742a073a/directx_jun2007_redist.exe)

#### *Article originally at:*

<http://www.bz2maps.com/phpBB/viewtopic.php?t=1597>

# How to Properly Host a Game!

*By Juggernaut*

If you have a router/firewall, you may notice when you host a game of BZ2 for the world to see, no one joins!! **Arrg**

The most likely reason is because people can't see your server listed! However, Local PCs on your LAN should be able to see your server (under LAN games) if your network is setup properly. No configuration is needed if you only join games & don't plan on hosting (or don't go through a FW/router like a fool).

To properly host a 'visible' BZ2 server with a firewall/router in place between your LAN and internet connection, you will need to forward BZ2 ports 17770-17772 (UDP AND TCP) to the gaming PC(s) static IPs you want to use as BZ2 servers. (DHCP may work until it changes your IP address - doh - STATIC IPs for your game server(s) is highly recommended).

## How to make your BZ2 server visible to the World!

First, you want to gain access to your router. The inside IP address of your router is your default gateway address.

If you run IPCONFIG (start | run | type CMD | click OK | type IPCONFIG | enter). This default gateway address is the inside IP address of your router/FW (private LAN address). Your router/FW also has an outside IP address which is a real world Internet IP address provided by your ISP (public address).

Knowing this, access your router through a web browser by entering your default gateway IP address in the address field of a browser (IE or Firefox for instance), then press enter. If you entered the correct inside IP address of your router/FW(gateway), you will be prompted for a username and password. Most likely these credentials are at default still.

If you don't have your router manual and don't know the default credentials, try admin password .. or admin admin .. many use this. Or no username, and admin or password as password. If u still can't get in, use the links below and find what your router/FW uses off these lists:

<http://www.phenoelit.de/dpl/dpl.html>

[http://www.otosoftware.com/wwhelp/Default\\_Router\\_Username\\_and\\_Passwords.htm](http://www.otosoftware.com/wwhelp/Default_Router_Username_and_Passwords.htm)

<http://www.governmentsecurity.org/articles/DefaultLoginsandPasswordsforNetworkedDevices.php>

If the default username and password do not work, many routers have a reset button you can hit on the back which will set everything back to default.

\*warning - this may delete prior FW rules you or someone else may have setup so think b4 taking action.

Once you have access to your routers configuration page, make note of your DNS server addresses supplied by your ISP under the WAN section. You then need to go to the routing section, or any other similarly named section where you can find a 'port forwarding' feature. Fields should be provided

where you can enter a range of WAN port numbers, a destination LAN IP address and another field for LAN ports. WAN and LAN port range should be 17770-17772 UDP AND TCP and the destination LAN IP address should be the static IP address of your game server. If you have multiple PCs you host BZ2 with, you will need to create a similar port forward to each PC's IP address. The following link can be used as a guide to create Port Forwards for your specific router type: [www.portforward.com](http://www.portforward.com)

Why set your game server with a static IP address? It is recommended any PC you use as a server have a static IP address in place vs. the default DHCP setting (obtain IP address automatically). DHCP is not recommended for your gaming PCs as it may change the IP address when the DHCP lease expires, which in turn effects the FW rules you setup because of the obsolete IP addresses they now point to (may be invisible to Internet again unless u fix rules). Also, certain routers require static IPs be used or port forwards will not work (such as my Motorola wr850G wireless router).

Set the network adaptor on your gaming PC with the correct static IP and DNS.

Right click network places | properties | right click your network adaptor | properties | under the general tab, scroll down to Internet Protocol (TCP/IP) | select properties button | select 'use the following IP address radio button | verify you have the gaming IP you chose as your static address | verify the subnet mask is 255.255.255.0 | enter the default gateway (gateway IP address is usually 192.168.1.1) | verify the correct DNS server addresses are listed (your ISP can also provide these IP addresses or obtain from router page).

If all fails and you continue to have strange problems, you can try updating your router firmware.

Firmware updates can be important to do for networking devices. They usually include security/usability/feature updates and are at times necessary to make certain configs work properly. These updates can be found at the manufacturer website under support (if available). Just be sure to follow the install instructions closely (provided by maker). You will also have to recreate the BZ2 forwarding rules after the update.

**\*Warning - If you are a PC novice, I recommend against doing this as you could actually cause damage if you interrupt the update process due to power loss, carelessness or just plain stupidity (by causing code damage to bios chip).**

## Article originally at:

<http://www.bz2maps.com/phpBB/viewtopic.php?t=1163>

# NewBeginner's Guide to Multiplayer

*By Juggernaut*

Welcome NewBeginners!

This guide is currently in it's infancy but open to grow with your added input!

NewBeginnings intended purpose is to be a welcoming resource for New and Rusty Players of BZ2 which includes basic game configuration, rules, tips and general expectations of the BZ2 vet community. It's also a friendly place that is free of flames & ridicule and allows NewBs to post for advice and training by us volunteers of the BZ2 vet community.

Following expectations, improving your skills and playing by the rules just may keep you from getting kicked out of the next vet strat you NooB!

Most Vets want players who can be an asset to the team, follows orders, keeps alive and stays the course! NO QUITTING!

We also want games to be evenly matched to increase adrenaline laced competition. If you are unknown and/or poorly skilled, it will be difficult to evenly match teams. This spoils the fun of Vets and wastes time in strat. Unfortunately, a few take this game a bit too seriously thus can come across as rude and extremely impatient with NewBs in particular. So be forewarned!

## Getting Started:

Before we get into skill improvement, let's level the playing field a bit by covering a few BZ2 configuration options that improve your overall game play and maneuverability. These should be done 1st (not necessarily in this order).

### Multiworld Frequency (MWF):

In a nutshell, the MWF setting adjusts the frequency network information is redrawn on your screen (players ship locations, buildings etc). The faster this information is redrawn (lower the setting), the more accurate the exact location of other players ships appear on YOUR screen (this helps in dogfights especially).

The default MWF setting in BZ2 is 10. Most vets set this to a value between 1-3. Lower MWF = faster network redraw rate w/ added strain placed upon your PC & network connection. If you have a slow PC (less than 1Ghz), I would not set any lower then 3. If you have a faster PC and are hosting a game server, I would go no less than 2. MWF of 1 should rarely if not ever be used, otherwise you may be creating problems for everyone on

the server by dropping packets (dreaded LAG for everyone). DIAL-UP users should not set MWF any lower than 5! Leaving MWF set to default 10 places you at a considerable disadvantage.

Setting MWF can be accomplished a couple ways that I know of (aside from MODs). While in the game, access the console by holding "ctrl" and tilde keys "~". Type the command: Multiworld.Frequency n (n = the value for MWF – default is 10) .. also note the period between words Multiworld & Frequency. Hold 'ctrl' and '~' again to toggle console off.

The best way to set MWF is through the shortcut. Edit the Battlezone2 shortcut 'target' field to include the following: (right click your Battlezone shortcut | properties)

```
"C:\program files\Battlezone II\bzone.exe" /poweruser /multiworldfrequency 2
```

(notice the /multiworldfrequency switch set to 2) .. so now everytime you launch BZ2, the MWF is set to 2 automatically. The /poweruser switch (also highlighted) is VERY useful and HIGHLY recommended (for one, it keeps the in game chat messages visible longer).

### Turn AUTO Leveling to OFF!!

You would think having your ship auto level with the ground is a good thing, but in the Zone it is NOT!! Disable the auto level feature:

(launch BZ2 | Options | Play button | Auto Leveling to OFF).

Doing so will allow you to Fly/Hover in game and have much more control of your ship than if it was on. Flying in BZ2 (sometimes referred to as 'hovering') takes practice, and I talk about this in more detail in the skills improvement section (to be added soon). Basically, to fly, jump a hill, point nose down to ground while in air, hit and hold reverse. While holding reverse key and keeping nose down, use strafe keys to move about. Opposite Strafe key-hold will keep you afloat (and gain altitude). It's easier said than done and IS allowed in Vet games. Some NooBs see people flying and accuse of cheating. Not so! It IS allowed and accepted (even though the original BZ developers did not intend this type of flying). It just adds so much more fun and control in game. Very fun to do and hard to master. The only exception is flying of mortar bikes is frowned upon (because you become almost impossible to hit while decimating targets and is considered unfair).

Readjust your movement sensitivity.

While in your BZ2 options screen, click on the Input option button. Under Input Options, click on 'movement' button, and you can then adjust Strafe, Steer, Acceleration and Pitch. I find what works best is setting strafe and throttle to 1000 percent (yes one thousand). This makes a world of difference over 100% if u try it (acceleration increase). Then I set my Pitch to 100 and steer to 100 (both controlled by mouse and used for aiming crosshair and influencing your forward direction). Keep in mind, these numbers (pitch and steer) may vary considering different play styles and types of mice etc.

So find what works best for you (pitch and steer settings). 100 and 100 works for me, but perhaps not for others. You want the crosshair to move fast, yet not so fast you can't aim accurately. Also, it is recommended by a few in the community to set your steer and pitch settings high (say %300) .. get used to the high sensitivity, then bump down a bit if you have to. For me, I can't aim for the life of me until my steer and pitch is under %100. Different strokes for different folks I guess.

***Article originally at:***

*<http://www.bz2maps.com/phpBB/viewtopic.php?t=1150>*



# BZ1 Picture Gallery



Big Battle by Mr. Spock



Europa by Mr. Spock



Shelling by Mr. Spock



Scout Ahoy! by Mr. Spock

# BZ1 - News from the Front!

## The Chill of Ice...

*By Hal 9000 & Mr. Spock*

## HAL'S BATTLE

**Bum:** CCA

**HAL 9000:** NSDF

**Sir StratKing:** NSDF

Hard to find players for a team strat these days but I got lucky. I was under alias and I entered a game on *Ice Ice Baby*, with Jens Stratking and Bum. Although it was not officially a team strat (they didn't ally), I think it is safe to say that it was, because they didn't fire a shot on each other for the whole game.

I was trying to build some defense outside my base but was attacked by Bum. While he went to reload Jens came from the other side, so I was forced to retreat all the way to my rec. They built some gun towers outside of my entrance, but in some distance to each other. I was pinned down. It was funny, and yet disturbing, to see Jens attacking my base and then leaving smoking past Bum, who didn't shoot at him.

After thirty minutes of trying to get through my defense Jens asked Bum what is my ping. My cover was blown. They started to attack even harder. Bum brought some howitzers to the fight but he lost them as quickly as he brought them. Then he tried to go over the top but I saw him and killed him. He realized he couldn't get any closer to me so he started blasting from the safe distance. He got me in the air a couple of times but he made no progress. Then Bum started using splinters. That was kind of tricky and a couple of times I lost my entire base in a seconds. In the meantime, Jens was not resting. While Bum was reloading, Jens was attacking with his tank and APCs. That alone would have been easy but Bum was reloading and coming back pretty fast so it wasn't any picnic.

They were trying and trying but never managed to destroy my recycler, but I was never able to collect all that scrap that was in front of my base because they just kept coming. I saw bad moon rising when I couldn't kill Jens apc pilots anymore. 10 mdm's couldn't kill them. Ten MDM mortars couldn't kill all of them. Jens also noticed that so he started sending more and more of them. Bombers saved me there. They had a match point a couple of times but I really wanted to win that game badly and I never thought about giving up. Soon their attacks become

weaker and weaker (they were running out of scrap), and after I killed Bum for the third time, he left. Jens was a piece of cake afterwards and he also left shortly after. It was a really good 2 hours team strat game. GG guys!

## MR. SPOCK'S BATTLE

**Bum:** CCA

**Mr. Spock:** NSDF

**Sir StratKing:** NSDF

I played good team strat on *Ice Ice Baby*. My story is very similar to HAL's, because the actors were the same. BUM and Sir Stratking against me. BUM was CCA with stabbers and I got to admit, he is more dangerous like that than with those silly blasts.

With dual SP's on his Czar he few times wiped out my whole outpost (hangar, supply, silo, barracks, two towers, two powers and few scavs) without reloading, while I was on the other side fighting with Jenny. After he destroyed my outpost I just stood between him and scrap and DMed (he alone, I with my units), while my scavs were collecting in peace. Strats are very easy to deal with in one on one strat, but with Jenny in a game it was much harder for me.

You are probably wondering why I said that it was a team game, when almost every three way strat is some kind of team game. Well, beside they were not shooting at each other when they had a chance (HAL described that perfectly), they also sometimes forgot to whisper to each other, they instead said some things at loud (by mistake) and then I saw messages which only strat partners give to each other (my position, their position and so on).

And there I was, fighting with BUM in the middle of the map, while Jenny's APC's and her over-the top tank were attacking my rec. Every now and then I had to come home to protect my rec and then hurry back before BUM collects scrap from my outpost. I was not doing good as HAL, I was losing. That outpost was not a good idea, but I didn't know back then that it was going to be a team strat. Fighting on two fronts was getting too hard so, in fear of losing my rec, I decided to withdraw to my home entrance. Fortunately, I was the host and I set sync ON and 3 lives each (Jenny always opens sync OFF strats with 5 lives).

They both like to rejoin when the things are not going like they imagined, and lives are very important



when playing Jenny, because she uses all but last one on rec hunt and rec dive. So, my focus now was on eliminating one of them out of a game. BUM was on 2 lives and Jenny was on 1, because she lost 2 lives while rec diving so I decided to eliminate her first. I didn't have to wait long for a chance... while I was dog-fighting with BUM in front of my base, Jenny was stock mining behind my back. When BUM went for reload I hopped out and sniped Jenny.

Good game Jenny!

Unfortunately, I killed Jenny too late. BUM was too strong now, he had all the scrap, I had just my tank and few scav. But, except few howies firing at my base, he kept coming alone without help of his offensive units. That's why he lost 1 more life. Then he changed the record a bit and started sending APC's at me, while he was behind them with those deadly stabbers. I managed to stop a few of his attacks, but he was too strong, and I soon ran out of ammo, hull and, of course, scrap.

He was killing my scav too quickly, while his howies were making it hard to collect. So I started sniping in front of my rec, but soon his howie got me while I was on foot. I respawned in front of my base, where he, by then, built a pretty nice outpost. I saw his tank coming right on me and shooting, so I pulled my sniper and start firing. First time I missed, second time I missed, third time I managed to hit him, but he managed to hit me too at the same time. Lucky me, I still had one life left and he had none.

Game Over