

CC_DUNE demo mission

Operation Flashpoint RTS-like mission; by Faguss (ofp-faguss.com)

1. Overview

This short mission imitates RTS gameplay of Dune2. It was made in April 2011 for a video to present possibilities of the new Fwatch.

2. Requirements

Operation Flashpoint: Resistance 1.96

WW4 mod:

<http://forums.bistudio.com/showthread.php?t=124403>

Fwatch 1.13 or newer:

<http://ofp-faguss.com/fwatch/download>

3. Installation

Copy @dune folder to your game directory and cc_dune.noe to the mission directory.

Execute game with parameters:

```
fwatch.exe -nosplash -mod=@ww4mod25;@dune
```

Then open the mission and play.

4. Controls

Move camera by pushing cursor to the edge of the screen. Click left mouse button while cursor is over soldier in order to select it. Right click on the ground to make selected unit move there. Right click over enemy soldier to make selected unit attack it.

5. A word on screen to world conversion...

I've made a very crude method of converting mouse cursor position to place in the world. It measure distances from the screen center. It will work correctly only for this camera angle and only on flat surfaces.

6. Credits

Addons used:

- Marine Assault Pack (javelin launcher) by Earl & Suchey; fixed by Mako
- Invisible Targets by Fox2
- WW4 mod (units and animations) by Sanctuary
- Custom Nogova

Sounds taken from Dune2: Battle for Arrakis Amiga version and Command & Conquer.

Music taken from Dune2: Battle for Arrakis Amiga version.

Scripted and put together by Faguss.

Buildings models and surface texture were made by STGN.

7. Version history

v1.0 (14.12.11)

First release.

v1.01 (01.09.14)

- uses Fwatch „input multi” method; requires 1.13

v1.02 (01.06.16)

- dta\animations.pbo compatibility with Fwatch 1.15

v1.03 (26.09.16)

- aspect ratio setting is now automatically selected (with Fwatch 1.15)

- buildings collision fixed so the soldiers won't fire through it

- fixed blurry ventilation texture in Construction Yard model