



DEADLOCK

WW1 Total Conversion for Making History Gold
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BACKGROUND:

The proximate catalyst for the World War I was the 28 June 1914 assassination of Archduke Franz Ferdinand of Austria, heir to the Austro-Hungarian throne, by a Bosnian-Serb nationalist, Gavrilo Princip. Austria-Hungary's resulting demands against the Kingdom of Serbia led to the activation of a series of alliances which within weeks saw all of the major European powers at war. Because of the global empires of many European nations, the war soon spread worldwide.

FEATURES:

- All countries from 1914 to 1919, including their flags, art set, politic map, armies and foreign relations.
 - New units with 2D and 3D art, including Assault Infantry, Lancers, WW1 tanks, WW1 planes, Airships, Seaplane Tenders and Torpedo Boats.
 - Units' stats, economy and provinces adapted for WW1. More than 30 new cities.
 - New technology tree.
 - New custom WW1-era art.
 - Important events of the WW1, like Russian Revolution, Arab Revolt, Irish Easter Rising and Finnish Civil War.
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REQUIREMENTS:

Making History Gold. This will not work with standard Making History I.

INSTALLATION:

Run the installer and choose the path where your game is installed. The standard path in Windows in English language is: "C:\Program Files\Muzzy Lane Software\Making History Gold".

CHANGE LOG:

Version 2.5 (released November, 15, 2010)

- code: several balance tweaks based of multiplayer experience, including:
 - slight improvements on Russia (industrial park and a few more basic infantries).
 - slight scale down in Germany.
 - slight improvements in Italy.
 - all land units now cost 10 more IPU's and more MPU's (to reduce over-spamming of units).
 - added some naval units to Romania, Bulgaria, Canada, Austria-Hungary, Ottomans and Russia.
 - code: seriously downgraded power of fighters and bombers.
- 2d art: added new images for the leaders (I'm proud of them).
- 2d art: changed early heavy tank icons for the A7V.
- 2d art: improved textures for the German tanks.
- 2d art: added 2 options of medium artillery textures.
- code: major overhaul in the regions' upgrades.
- code: increased maximum penalty for arms and deficit.
- code: Virgin Islands are now owned by Denmark.
- code: fixed Serbia's AI.
- code: added minimal land attack for the Recon Planes.
- 2d art: added new icons for the Recon Planes and the Basic Fighters.
- Based on Hamstedt feedback:
 - code: renamed several cities and region (Helsinki to Helsingfors, Oslo to Kristiana, Ljubljana to Laibach, Plzen to Pilsen, Brno to Brunn, Trentino to South Tyrol).
 - code: removed Murmansk and added Oulu.
 - code: region culture of Trieste and Trentino changed to German.
 - code: added Libya and Egypt as Historic regions of the Ottoman Empire
- Based on TehBoss feedback:
 - Malopolskie renamed to "West Galicia", Lwow renamed to "Central Galicia", or simply "Galicia", Croatia renamed to "Croatia-Slavonia", Istria renamed to "Littoral", Ostmark renamed to "Styria", Wurttemberg renamed to "Baden-Wurttemberg", Hesse renamed to "Hesse-Nassau", Oldenburg renamed to "Hanover-Oldenburg", Wielkopolskie renamed to "Posen", Pomorze renamed to "West Prussia".
 - United States now with military access with Mexico, Dominican Republic, Haiti, and Nicaragua.
 - Finland and Ukraine don't start with Improved Infantry anymore.
 - code: military access for Japan in Zhang China.
 - code: Istria is now Slavic.

Version 2.41 (released September, 29, 2010)

- authorization granted for using models from the terrific mod Battlefield 1918.
- 3d art: replaced my Whippet model by the one from BF1918, which is much better.
- 2d art: added custom textures for the Italian, Japanese and German Whippets.
- 3d art: new French light cavalry tank model, the Schneider CA1, from BF1918.

- code: removed the city Verdun and added Nancy to France, improving their industrial park.
- code: moved the city Kosice from Ruthenia to Slovakia.
- code: decreased IPU's of some Austro-Hungarian cities.
- code: equalized armies (increasing/decreasing troops of Russia, USSR, Romania, Serbia, Austria-Hungary, etc.).
- code: added some research technologies to countries.
- code: balance of IPU's for some researches.
- code: balance of aggressive behavior of some countries.
- code: edited historical countries.
- code: **fixed** the bug with the tank's research requirements.

Version 2.4 (released September, 23, 2010)

- code: several military and economic tweaks.
- code: added Bulgaria as a playable country.
- 2d art: Bulgarian leader lobby image.
- 2d art: new Feng China flag and roundel.
- 2d art: new Ma China flag and South Africa.
- code: renamed several regions to WW1-era or more accurate names (special thanks to Hamstedt for pointing most of them).
- code: added new cities of Trient and Iassy.
- new country: East Turkestan.
- sparkling new readme!
- code: removed the Modernized Supply Lines upgrade. I never knew if this really worked.
- 2d art: new flag and roundels for Tibet.
- 2d art: replaced British, Bulgarian and Ottoman roundels for more historical accurate ones.
- 3d art: new Heavy Artillery model, by SnafuSmith.
- 3d art: new Medium Artillery model, by SnafuSmith.
- code: USA will join the war in its ending.
- optimization: changing all textures to .dds format, to save disc space.
- code: removed "Tank Prototype" technology, as the AI wasn't researching for tanks.

Version 2.3 (released July 6, 2010)

- 3d art: added new Armored Car model for Germany (and Central Powers), the Erhardt, by SnafuSmith.
- 3d art: added new Armored Car model for USSR, the Russo-Balt, by SnafuSmith.
- 3d art: added new Armored Car model for France and Russia, by AngryGoblin.
- 3d art: added new Armored Car model for Italy, by AngryGoblin.
- 3d art: added new Recon Plane model for Russia, by AngryGoblin.
- 2d art: new loading screen.
- 2d art: replaced USA, Transcaucasia, Portugal and Montenegro roundels.
- 2d art: WW1 era flags and roundels for the East Turkestan, Afghanistan, Nejd (Saudi Arabia) and Mongolia.
- code: balance changes.

- code: replaced Fascism ideology by Absolutism (suggestion by Leonaru) - changed some countries' ideologies from Authoritarian to Absolutism. I would appreciate help finding the other Absolutists countries at 1914.
- 2d art: added Chinese warlords' flags (based on the Leonaru's flags).
- 2d art: replaced the 'faschi' icon by the 'fist'; replaced the 'White House dome' icon by the 'English parliament' (leftover art by Muzzy Lane).

Version 2.2 (released July 5, 2009)

- code: added Agga's scripts from the excellent 'Over By Christmas' MH scenario.
- 3d art: added new WW1 Armored Car and A7V (models by Snafu Smith, converted to MH by Odanan). Custom textures by Odanan.
- 3d art: replaced my Medium Tank models (St. Charmond and Mark V) for those made by Snafu Smith (much better). Converted to MH and custom textures by Odanan.
- 3d art: added new Mark VIII Heavy Tank. Model and texture by Odanan, based on Mark V by Snafu Smith.
- code: fixed the historical territories for the empires.
- code: downgraded once more the starting resources and infrastructures for Russia.
- code: greatly decreased the oil output for the countries.
- code: changed some pre-requisites for researches.
- code: fixed factory issue for Fast Battleship.

Version 2.2Beta (released June 19, 2009)

- making every country that appear after the Russian Empire breakdown.
- 2d art: flag and roundel for Belarus.
- code: added new country, Belarus, with its new cities Gomel and Brest-Litovsk.
- 2d art: flag and roundel for Transcaucasia.
- code: added new country, Transcaucasia.
- 2d art: flag and roundel for Alash Autonomy.
- code: added new country, Alash Autonomy, with its capital Alash-qala.
- 2d art: flag and roundel for Moldova.
- code: added new country, Moldova, with its capital Kishinev.
- code: improvements on France, including new city of Limoges.
- 3d art: added new light artillery model (model by Snafu Smith, converted to MH by Odanan). Custom textures by Odanan.
- code: the artillery units now are: Light Artillery, Medium Artillery and Heavy Artillery. Changed their stats.
- code: Mobile Infantry now receives all bonuses for Infantry.
- 3d art: new german infantry model (without the BAR).
- code: added new city in the Transylvania province, Kolozsvar.
- code: implemented the Easter Rising, the 1916 Irish insurrection.
- 2d art: added "leader-lobby" images for each playable countries.
- code and 2d art: fixed early submarine and early cruiser icons.
- *following improvements thanks to Blade's feedback.
- code*: Turkey's (if you are going to "liberate" this country from Ottoman Empire) capital changed to Ankara, not Constantinople.
- code*: changed color for several countries.
- code*: changes on Japan relations and aggressive nature.
- code*: added several more Conscripts spread in the Russian territory.

- code*: fixed the base decal not showing in the Advanced Assault Infantry.
- code*: equalized all units' stats (attack, defense, IPU recruitment cost, research cost, etc.).
- code*: implemented Finnish Civil War (1918).
- code*: now Egypt is a British colony.
- code*: added new country, Arabia and implemented the Arab Revolt.
- 2d art*: added flag and roundel for Arabia.
- code*: complete remake of the Naval researches and units.
- 3d art, 2d art and code*: added new ship, the Torpedo Boat.
- 3d art, 2d art and code*: added new ship, the Seaplane Tender.

Version 2.1 (released June 01, 2009)

- 2d art: new popup combat icons for air and land combat.
- code: more improvements for Bulgaria. Bulgaria now has Thrace and a new city: Plovdiv, in Eastern Rumelia.
- code: passed Bessarabia from Romania to Russian Empire.
- code: Antwerp is a port city now.
- code: Japan now desires Manchuria and German Pacific territories.
- code: added new country, Slovenia and its capital Ljubljana.
- 2d art: added Slovenia flag and roundel.
- code: added new city, Hollandia, in West New Guinea.
- code: fixed the names of Austria-Hungary, Ottoman Empire and Spain by creating new proper countries.
- code: new country, Czechia.
- code: added new country: Transjordan, with its capital Amman.
- 2d art: added Transjordan flag and roundel.
- code: added new city for Denmark, Arhus.
- code: Russian Revolution implemented!!
- 3d art: added the recon plane model.
- 2d art: several new textures for the fighters.
- code: better colors for the countries.
- code: adjustments in the countries' resource producers, made initial stockpiles for some countries.
- code: added new cities in German colonies: Rabaul (Papua), Kamerunstadt (Cameroon) and Windhoek (South West Africa).
- code: after suggestions by Germaniac, renamed the cities Poznan (to Posen), Plzen (to Pilsen) and Bratislava (to Pressburg). Also, reduced drastically the IPs of Gdynia.
- 3d art: added the medium bomber model.
- code: new gas researches.
- 2d art: new icons for the gas researches.

Version 2.0 (released May 18, 2009)

- code: added more historically accurate armies.
- code: review of the researches already known by the countries.
- code: agriculture upgrades: increased the CostPerMPU and decreased the Maintenance cost.
- code: production adjustments for recruiting units.
- code: transport credits less expensive now.

- code: harder to expand pre-industrial cities (changed "nIPUsRequired" from 5 to 10).
- code: more improvements in Turk-Ottoman Empire, including new cities of Kars, Mosul, Esksehir and Adalia.
- code: new country: Montenegro. Made a new city (Podgorica) as its capital.
- code: improvements in the Austro-Hungarian Empire. Added two new cities, with important role in WW1: Pula and Sarajevo.
- code: added new city for Serbia: Skopje.
- code: added two new cities for France: Verdun and Nancy.
- code: added new cities for Germany: Cologne and Dresden.
- code: small improvements on Bulgaria.
- code: finally added "briefing" text for the playable nations.
- code: added new city for Netherlands: Rotterdam, now its capital.
- code: added new city for Belgium: Antwerp.
- code: replaced several unit models for other more fit to the country in WW1.
- code: new stats for every land and air unit.
- code: removed Ireland (still part of UK at that time). Thanks W1Ck3d for the tip.
- code: after some enlighten debate with ford_prefect, Kuwait is an independent country now.
- code: changed the values of adjustments for Easiest, Easy and Normal difficulties to make the game slightly harder.
- code: making armaments now does not consume Oil.
- code: simplified the units costs for better resource management. Infantry and Cavalry units doesn't consume any resource to recruit.
- code: repair of ships is faster and cheaper now.
- code: added new country: Newfoundland, with its capital St. John.
- code: several adjusts in the sharedDataHistoricCountries.
- code: solved the food shortage problem in the first turns. Now every territory will produce more food.
- code: China was divided into several factions (Zhang, Yan, Feng, Cai, Li and Ma) to emulate the warlord control of the provinces. Added some new cities (their capitals).
- 2d art: Bosnia flag and roundel.
- 2d art: Montenegro flag and roundel.
- 2d art: WW1 Netherlands roundel.
- 2d art: Newfoundland flag and roundel.
- 2d art: new images for "embargo", "productive boost", "war warning", "you liberated" and the "infiltration" and "hedhehog defense" researches.
- 2d art: icons for the new units.
- 2d art: new top background for Military Area.
- 2d art: new background for selected Air forces.
- 2d art: new backgrounds for the Research tabs (Military Training, Mobile Infantry, Artillery, Armored, Fighter, Bomber, Airship, Chemical Warfare and Military Logistics).
- 3d art: Lancers for all countries (25 new 3D models, several new textures).
- 3d art: new model for US infantry (WW1 style).
- 3d art: model for the British Mark IV (Primitive Tank) tank and Mark A Whippet (Primitive Light Tank).
- 3d art: model for the Zeppelin.
- 3d art: model for the St. Chamond (Primitive Heavy Tank).
- code: changed the research tree to WW1 technologies.
 - Infantry tab: added "Assault Infantry", "Improved Assault" and "Advanced Assault".

- Armored tab (now called Cavalry): added "Lancers"; changed "Early Tank" to "Armored Car" (using "Mechanized Infantry" art for now); "Light Tank" to "Primitive Tank" (new art soon); "Medium Tank" to "Primitive Light Tank" (new art soon); "Heavy Tank" to "Primitive Heavy Tank" (new art soon); "Advanced Tank" to "Modern Light Tank".
- Mobile Infantry tab: added "Improved Mounted Infantry" and "Advanced Mounted Infantry". Removed all "Mechanized Infantry" units.
- Artillery tab: removed "Self-Propelled Gun", "Rocket Artillery" and "Automated Targeting".
- Carrier tab: removed "Light Carriers", "Fleet Carriers" and "Super Carriers".
- Battleship tab: removed "Advanced Battleships".
- Cruiser tab: removed "Large Cruisers".
- Destroyer tab: removed "Escort Destroyers".
- Submarine tab: removed "Advanced Submarines".
- Offensive Tactics tab: removed "Combine Arms". Increased values for "Maneuver Warfare" and "Infiltration".
- Defensive Tactics tab: increased values for all templates.
- Jet Power tab (now called Airship): added "Early Zeppelin" and "Improved Zeppelin".
- Fighter tab: removed "Jet Fighters", "Improved Carrier Fighters" and "Advanced Carrier Fighters". Added "Recon Planes" and changed "Pre-War Fighters" to "Basic Fighters".
- Bomber tab: removed "Light Bombers" and "Strategic Bombers".
- Nuclear Research tab (now called Chemical Warfare): added "Poison Gas" research.
- Rocketry Research tab (now called Military Logistics): added "Modernized Supply Lines".
- Military Training tab: replaced "Amphibious Assaults" for "Marines".
- Electronics tab: "Vehicle Radios" changed to "Field Telephones", "Advanced Sonar" changed to "Hydrophones".
- Synthetic Oil tab (now called Recycling): added "Charcoal Production" and "Biodiesel Production". *Any other ideas would be welcome.

Version 1.2 (released April 25, 2009)

- code: several changes on China to reflect its fractured WW1 status (more changes to come).
- code: several improvements in Turk-Ottoman Empire, including: added Trebizond, Aleppo and Sinope cities; made factories and mines better and added new coal mine in Cappadocia.
- code: slight improvements in the Austro-Hungarian Empire and in France.
- code: downgraded (once more) the mines and industrial power of the USA.
- code: armies balanced.
- 2d art: new Chinese flag and roundel.
- 2d art: new Tibetan flag and roundel (I didn't notice there was already an art pack for the country).

Version 1.1 (released April 17, 2009)

- 2d art: changed the Turk-Ottoman roundels for the WW1 design.
- 2d art: fixed German diplomatic flag.

- 2d art: added WW1 banners for the events: "alliance forms", "country liberated" and "war declared".
- code: renamed Leningrad to Petrograd. Made it the Russian capital.
- code: renamed Istanbul to Constantinople. Made it the Turk-Ottoman capital.
- code: added new Brazilian city (Belo Horizonte) in Sudeste region. (the first of lots of new cities to be added in whole world)
- code: downgraded (once more) the industrial power for the Russian Empire.
- code: upgraded (once more) the industrial power of the German Empire.
- code: remake of French armies.
- code: complete clean-up of the German strategies. Now it's behaving more like in the WW1.

Version 1.0 (released April 14, 2009)

10/April/2009 (night):

- I accidently discovered the site: <http://making-history.com/> and learned that it's possible (and easy) to make custom scenarios for the game.

11/April/2009 (morning):

- first look into the xml files. Study of how the game works.
- made some tests and got my first error message. Yes, this is going to be though.
- begin to plan how would be the scenario.

11/April/2009 (afternoon):

- made all the 2D art for the WW1. Lots of new flags and icons.
- got the "Rise of the Reich" scenario as basis for Deadlock.
- put all the new art to work in the game.

11/April/2009 (evening):

- watched (again) some episodes of the House's first season. ^^

12/April/2009 (early morning):

- start of the major code changes: making of the WW1 empires.
- several countries ceased to exist and few new are created.

12/April/2009 (afternoon):

- continue of the map changes.

12/April/2009 (late evening):

- after watching House, a long match to test the scenario so far. Playing as Austro-Hungarian Empire (it's hard).
- start of countries' balance (size of the cities, production of the mines, technologies researched).

13/April/2009 (early morning):

- finish of countries' balance.
- creation of historically accurate armies and relationship of the countries.

13/April/2009 (late evening):

- downgrade of some nations like USA, UK and Russia to WW1 specifications.

14/April/2009 (early morning):

- last balancing (making sure the nations will behave correctly in the war).
- last tests.

14/April/2009 (late evening):

- writing the readme, making the installer and preparing the release.
 - test of the installer.
 - release (I'm exhausted).
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KNOWN ISSUES:

- Serbia doesn't ally with the Entente.
 - Belgium sometimes still surrenders like in WW2, after losing their European territories.
 - Japan sometimes still behaves like in WW2 (declares war against China and tries to join the German alliance).
 - I couldn't make yet the regional transportation upgrades to take longer to be finished.
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TO DO:

- To complete remake the mod structure (clean restart of the code).
 - To make a derivate set of scenarios, some starting earlier and some starting later.
 - 3d art: to replace models of the Whippet early cavalry tank, French and Italian Armored Cars.
 - 3d art: to replace all planes with models by the master SnafuSmith (almost done).
 - 3d art: to add new French early heavy tank, the Char 2C.
 - 3d art: to add new Russian early cavalry tank, the Vezdekhod. Apparently, I will need to model it myself.
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- Blade: for testing and historical consulting.
 - Germaniac and ford_prefect: for their comments and suggestions.
 - Agga and Ian: for the support and for sharing their know-how.
 - Leonaru for the suggestions and the Chinese warlords flags basis.
 - AngryGoblin: for some new armored cars and planes models.
 - Aschar, Aeglos, ZeroKiller, FDR, MasturBacon, Kyrator and others: for our long matches in multiplayer.
 - Muzzy Lane guys for their wonderful game and for choosing Deadlock as the "Feature Upload".
 - Making History Community: for the feedback.
 - All people who downloaded and played this scenario.
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