

# JA2 Modifications on Jagged Alliance 2 Wildfire

## 1. Information

This modification allows you to play in probably all modifications (which are based on classic Jagged Alliance 2) on Jagged Alliance 2 Wildfire.

## 2. Installation

Copy all files and folders from „**JA2 Modifications on JA2 Wildfire**” directory and paste them to your **main folder of Jagged Alliance 2 Wildfire**. After this, install one of the modifications of Jagged Alliance 2 that you want to play on your Jagged Alliance 2 Wildfire and everything should work fine.

## 3. More information

### a.) Maps

After installation this modification on Jagged Alliance 2 Wildfire, maps will be the same (from Wildfire). If you install some modifications (for example mod. 1.13) strategic map will change to a classic map (from JA2). In that case copy following folder „**Data**” from „**JA2 Modifications on JA2 Wildfire \ Addons \ JA2 1.13 and Others**” directory and paste it to your main folder of JA2. Do it only after all installations (at the very end).

### b.) JA2 v. 1.13

If you want to have properly showing maps in this modification you will have to delete following file: „**JA2SET.DAT**” from „**Data / Binarydata**” directory. Do it only after all installations (at the very end).

### c.) JA2 Urban Chaos

If you want to install Urban Chaos on Jagged Alliance 2 Wildfire, first you have to change the name of main exe file of your Jagged Alliance 2 Wildfire. The new name should be: **JA2.exe** This is necessary because this mod will ask for this file (exactly that name) while being installing.

### d.) JA2 Critical Edge

If you want to have properly showing maps in this modification you have to copy following folder **"Data-CriticalEdge"** from **"JA2 Modifications on JA2 Wildfire \ Addons \ Critical Edge"** directory and paste him to the main folder of JA2. Do it only after all installations (at the very end).

### e.) JA2 005

If you do not want to have problems with this modification you have to copy all folders from **"JA2 Modifications on JA2 Wildfire / Addons \ JA2'005"** directory and paste them to main folder of your game. Do it only after all installations (at the very end).

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# **JA2 Modifications on JA2 Wildfire version 1.23**

## **1. Changes from version 1.22 to 1.23**

- a.) Fixed all problems with maps in JA2 005 modification.

## **2. Changes from version 1.21 to 1.22**

- a.) Repaired error with Bobby Ray's shipment in Drassen, which was responsible for not correct placement for this shipment.

## **3. Changes from version 1.20 to 1.21**

- a.) Added three strategic maps of JA2 Wildfire that were necessary to showing properly new resolutions of strategic map in new version of JA2 v1.13 (v. 4552).
- b.) Fixed all problems with not compatible maps from JA2 Wildfire with source code of JA2.

## **4. Changes from version 1.13 to 1.20**

- a.) Removed next 25 % files that were unnecessary.
- b.) Added information about proper installation of JA2 v. 1.13 to mustreadme.pdf.

## **5. Changes from version 1.12 to 1.13**

- a.) Fixed a bug with wrong file "JA2SET.DAT" which is necessary to install properly JA2 Critical Edge modification.

## **6. Changes from version 1.11 to 1.12**

- a.) Fixed a bug with wrong I.M.P. voices.

## **7. Changes from version 1.10 to 1.11**

- a.) Fixed a bug with wrong A.I.M. faces.

## **8. Changes from 1.00 to 1.10**

- a.) Removed over 50 % files that were unnecessary.