

Jagged Alliance

Back in Action

All Modifications Together

Version 1.15

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General Information

Hello Everyone

I was trying to play some modifications, but every time I changed the modifications, it did such a disorder in the files of my game that several times I had to reinstall the game. I thought that maybe could be possible to connect the existing modifications to play in a nice one big modification. So I started slowly to combine all the modifications and I was able to connect 15 of them.

I did not connect them via copy and paste, I merged them file by file, line by line.

I made **two versions** of this modification because there are two mods that cannot be merged and one mod that is base for both previous modifications.

FIRST ONE is based only on pure version of “Blue Dawn Mod”. **BLUE**

SECOND ONE is based on “Blue Dawn Mod” and “Firearms Rebalanced Experiment”. **FIRE**

List of Included Modifications

1. Modifications, that have been implemented for both versions are:

1. Az GUI + new equipment icons, pictures,
2. Drops All Items,
3. Fight an army, no hillbillies with axes,
4. GUI: icon "glow effect" fix,
5. Improved ICE (Items, Civilians, Experience),
6. MERC is back,
7. Modded T-72 tank,
8. More Liberty,
9. No Intro Videos,
10. Old faces of all merc,
11. Real soldiers,
12. Realistic Models Assault Rifle,
13. Sound overhaul,
14. Ultimate AIM – Professionals – only the part of main menu video,
15. Ultimate Weapon Sound Mod,
16. Laptop background borrowed from www.saic.com.

2. Earlier included but now removed modifications.

1. All Items Forever – it was only for test this and other modifications.
2. Connor's "Real" weapon stats – there was no update to be compatible with Blue Dawn Mod v0.4b.
3. Haze of War – JA Back in Action v1.13a has own fog of war now.
4. Institute for Mercenary Profiling – has become incompatible.
5. JABIA_InputReconfig mod - previously edgescroll mod – JA Back in Action v1.13a has own edge scrolling by mouse now.
6. No acknowledgments mod, no ambient sounds mod – it was just optional modification.
7. UI Minimod – has become incompatible.

Installation

Choose the version appropriate for you and copy all files and folders from there and paste them to the main folder of your game.

Credits

OF COURSE ALL CREDITS GOES TO THE AUTHORS OF THESE MODIFICATIONS. I WILL NEVER SIGN THAT THIS IS MY MODIFICATION BECAUSE IT NEVER WILL BE MEIN. THE COPYRIGHTS WILL ALWAYS BELONG TO THE CREATORS OF THESE MODIFICATIONS. I only put them together and in some cases edited to be compatible with the rest. I did this to give possibility to many inexperienced users to play in a lot of modifications at once. If you do not agree that your modification was part of this modification, just write and I will remove it. I hope that nobody will be offended because of the lack of requests for permission first.

Owners of these modifications

No.	Modification	Owner	Avatar	Web Page
1.	Blue Dawn Mod	<p style="text-align: center;">R@S</p> <p style="text-align: center;">WilsonMG</p> <p style="text-align: center;">BulletSix</p>	  	<p style="text-align: center;">http://boards.jaggedalliance.com/index.php?/topic/1278-mod-blue-dawn/</p>
2.	Firearms Rebalanced Experiment	<p style="text-align: center;">BlackAlpha</p>	<p style="text-align: center;">No avatar</p>	<p style="text-align: center;">http://boards.jaggedalliance.com/index.php?/topic/1241-mod-firearms-rebalanced-experiment/</p>
3.	Connor's "Real" weapon stats	<p style="text-align: center;">Connor_MacManus</p>		<p style="text-align: center;">http://boards.jaggedalliance.com/index.php?/topic/901-mod-connors-real-weapon-stats-v08/</p>

4.	Sound overhaul	Havokreaper		http://boards.jaggedalliance.com/index.php?/topic/1338-modsound-overhaul-v2-re-release/
5.	Institute for Mercenary Profiling	LtChambers	No avatar	http://boards.jaggedalliance.com/index.php?/topic/796-mod-institute-for-mercenary-profiling-version-3/
6.	JABIA_InputReconfig mod - previously edgescroll mod	shole	No avatar	http://boards.jaggedalliance.com/index.php?/topic/1005-mod-jabia-inputreconfig-mod-previously-edgescroll-mod/
7.	Fight an army, no hillbillies with axes	Nightowl	No avatar	http://boards.jaggedalliance.com/index.php?/topic/1245-modfight-an-army-no-hillbillies-with-axes/
8.	More Liberty	Intz	No avatar	http://boards.jaggedalliance.com/index.php?/topic/1283-mod-more-liberty/
9.	UI Minimod	sbobovyc		http://boards.jaggedalliance.com/index.php?/topic/1314-mod-ui-minimod/
10.	No acknowledgments mod, no ambient sounds mod	shole	No avatar	http://boards.jaggedalliance.com/index.php?/topic/1032-mod-no-acknowledgments-mod-no-ambient-sounds-mod/

11.	Haze of War	rw18	No avatar	http://boards.jaggedalliance.com/index.php?/topic/1465-mod-haze-of-war/
12.	No Intro Videos	stonetoes Starchris	No avatar 	http://boards.jaggedalliance.com/index.php?/topic/890-mod-removing-intro-videos/
13.	All Items Forever	Starchris		http://boards.jaggedalliance.com/index.php?/topic/1505-mod-all-items-forever/
14.	Drops All Items	lucka99 Starchris	No avatar 	http://boards.jaggedalliance.com/index.php?/topic/1490-how-to-enemies-always-drop-their-weapons-and-equipment/
15.	Modded T-72 tank	FinnBat		http://boards.jaggedalliance.com/index.php?/topic/1650-mini-mod-modded-t-72-tank/

16.	Ultimate AIM – Professionals	FinnBat		http://boards.jaggedalliance.com/index.php?/topic/1663-mod-ultimate-aim-professionals/
17.	Real soldiers	Glitch		http://boards.jaggedalliance.com/index.php?/topic/1641-mod-real-soldiers/
18.	Az GUI + new equipment icons, pictures	MrRaven		http://boards.jaggedalliance.com/index.php?/topic/1710-mod-az-gui-new-equipment-icons-pictures/
19.	Realistic Models Assault Rifle	Jag	No avatar	http://boards.jaggedalliance.com/index.php?/topic/1682-mod-wip-weapons-reskin-jag/
20.	GUI: icon "glow effect" fix	DStan	No avatar	http://boards.jaggedalliance.com/index.php?/topic/1333-mod-gui-icon-glow-effect-fix/
21.	Ultimate Weapon Sound Mod	Icabola		http://boards.jaggedalliance.com/index.php?/topic/1683-ultimate-weapon-sound-mod/

22	Improved ICE (Items, Civilians, Experience)	Starchris		http://boards.jaggedalliance.com/index.php?/topic/1874-mod-improved-ice/
24.	Laptop background	www.saic.com	No avatar	www.saic.com
25.	JA-BiA-Tools Project	sbobovyc		http://boards.jaggedalliance.com/index.php?/topic/1362-ja-bia-tools-project/
26.	MERC is back	zero	No avatar	http://boards.jaggedalliance.com/index.php?/topic/1793-mod-merc-is-back/
27.	Old faces of all merc	emmanuel	no avatar	http://boards.jaggedalliance.com/index.php?/topic/1793-mod-merc-is-back/page_st_20

VERSION HISTORY

1. Version 1.15

- a.) Updated the BLUE and the FIRE version because of update of “Improved ICE” modification to version 1.03.

2. Version 1.14

- a.) Fix the problem with lack of the scroll buttons on website where there are pictures of all mercenaries.

3. Version 1.13

- a.) Fix the problem with inactive button of Online Shop on laptop.

4. Version 1.12

- a.) Updated the BLUE and the FIRE version because of update of “Improved ICE” modification to version 1.02.
- b.) Corrected the wrong name of “Blue **Down** Mod” in version history – should be “Blue **Dawn** Mod”.

5. Version 1.11

- a.) Updated the BLUE and the FIRE version because of update of “Improved ICE” modification to version 1.01.
- b.) Corrected irregularities with several weapons in new interface from “Az GUI + new equipment icons, pictures” modification.
- c.) Fixed absence of images of “Shirt jail” and “Trousers jail” from “More Liberty” modification.

6. Version 1.1

- a.) Updated the BLUE version because of update of Blue Dawn Mod to version 0.4b plus Confus 1.13 Blue Dawn Patch.
- b.) Updated the FIRE version because of update of Firearms Rebalanced Experiment modification to version 2.4.
- c.) Removed the REAL version because there was no update to be compatible with the Blue Dawn Mod version 0.4b plus Confus 1.13 Blue Dawn Patch.
- d.) Added eight new modifications:
 - Az GUI + new equipment icons, pictures,
 - GUI: icon "glow effect" fix,
 - Improved ICE (Items, Civilians, Experience),
 - Modded T-72 tank,
 - Real soldiers,
 - Realistic Models Assault Rifle,
 - Ultimate AIM – Professionals – only the part of main menu video,
 - Ultimate Weapon Sound Mod.
- e.) Removed six modifications due to a various reasons:
 - All Items Forever – it was only for test this and other modifications,
 - Haze of War – JA Back in Action v1.13a has own fog of war now,
 - Institute for Mercenary Profiling – has become incompatible,
 - JABIA_InputReconfig mod - previously edgescroll mod – JA Back in Action v1.13a has own edge scrolling by mouse now,
 - No acknowledgments mod, no ambient sounds mod – it was just optional modification,
 - UI Minimod – has become incompatible.

7. Version 1.09

- a.) Added “Drops All Items” modification to all versions of this modification, BLUE, FIRE and REAL.
- b.) Changed names of all versions to be more associative. PURE, FRE and CWRS are now BLUE, FIRE and REAL.
- c.) Moved “All Items Forever” modification to optional part of this modification.
- d.) Removed “Institute for Mercenary Profiling” modification because he was creating its own file “characters.txt” and he was replacing the correct one.

8. Version 1.08

- a.) Added “All Items Forever” modification to all versions of this modification, PURE, FRE and CRWS.

9. Version 1.07

- a.) Added third version of this modification, the PURE, that is based only on pure version of “Blue Dawn Mod”.

10. Version 1.06

- a.) Added “No Intro Videos” modification to both versions, FRE and CRWS.

11. Version 1.05

- a.) Updated FRE version because of update of modification “Blue Dawn Mod” to version 0.3 and modification “Firearms Rebalanced Experiment” to version 2.0.
- b.) Updated the optional part of “Blue Dawn Mod” modification: “Mod_Options” with different levels of difficulty to be compatible with the rest of modifications.

- c.) Corrected the “Fight an army, no hillbillies with axes” modification, so the types of opponents are now adequate to the relevant sectors. In almost all sectors are now the soldiers of every class with a focus on the best soldiers. For example (each number is the number of one class of enemies): 1 2 3 4 8, 3 4 5 6 12, 2 5 10 15 20. The number of all enemies in sectors is still the same, it means the maximum of them.

12. Version 1.04

- a.) Added the “Haze of War” modification to both versions, FRE and CRWS.

13. Version 1.03

- a.) Updated FRE version because of update of modification Firearms Rebalanced Experiment to version 1.9.

14. Version 1.02

- a.) Removed "BSIA - Better Sounds in Action" from this modification due to copyright infringement.
- b.) Moved "No acknowledgments mod, no ambient sounds mod" to the optional part of this modification.
- c.) Created a MUSTREADME.pdf file that contains all the information about this modification.

15. Version 1.01

- a.) Fixed bug with not compatible IMP program with this modification. Problem was in file character.txt in line 7280 (deleted this line) and in line 1793 (there was "DR.Q", should be "DRQ").

16. Version 1.00

- a.) In modification “Fight an army, no hillbillies with axes”, I changed the enemies in the first four sectors to the weakest one because it was impossible to defeat them. The number of the enemies is still the same.