



A BETA special of **STARWARS.AI**  
background story

Supreme annihilation,  
Techwars, Map review. **Clan**  
talk



# SPRING ENGINE



Developer talk

SpringLobby

## Springpaper!

Gives you in the future:

- the eye candy
- the background stories
- mapping articles
- mod previews
- lua information
- artistic stories
- interviews
- development talk
- lobby news
- merchandise
- clans

"in general, users should never notice they are using AI Interface plug-ins, but should only see the AIs, irrelevant in what language they are written in."

Programmer help get  
spring on macs.

**Needs to be done!**

- set up a compile,  
environment for spring
- install all libraries,
- maybe adjust the build  
system a bit compile  
and make a package  
which can then be used  
by

everyone. [http://spring.clan-sy.com/wiki/Spring\\_on](http://spring.clan-sy.com/wiki/Spring_on)

## What does it do?

*It shows a Halo for the selected/hovered units/features.*

*Similar to the Halo and Outline widget.*

## Where can it be found?

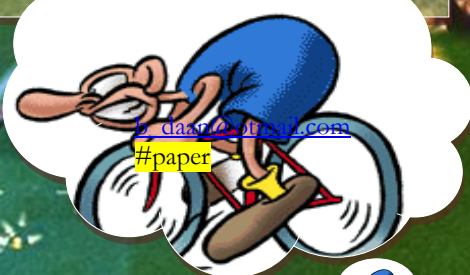
*It is only included with CA.*

## How does it work?

*When selected it is green, when hovering your own units it is cyan, when hovering allied units it is green, when hovering enemies it is red and for features it is violet.*

## How much lua you worked with?

*This lua is one of many. I got lost track of numbers.*



"We currently have 4 C++ AIs, of which 3 are us. But there are at least two people using the new java interface already."

## BRAINDAMAGE INTERVIEWED BY SPRINGPAPER ABOUT THE SPRINGLOBBY

The Springpaper contact lobby developers and let them do the talking about their project.

DAAN  
ZWOLLE

**SpringLobby users=** Roughly 30% of the spring player base  
**time developed=** About 2 years.

### 1 How did you get familiar with the Spring Project?

*Wasting time, like everybody here.*

### 2 How did you came to the knowledge of this project?

*I was searching on SourceForge for a RTS game that could work in both in Linux & windows.*

### 3 How did you become a Lobby developer?

*When I decided to move to Linux as my main OS, SpringLobby was the only lobby that worked and was actively maintained, since I was annoyed by the lack of certain features, I joined the team to help developing them.*

### 4 What amount of time are you spending on this lobby improvements?

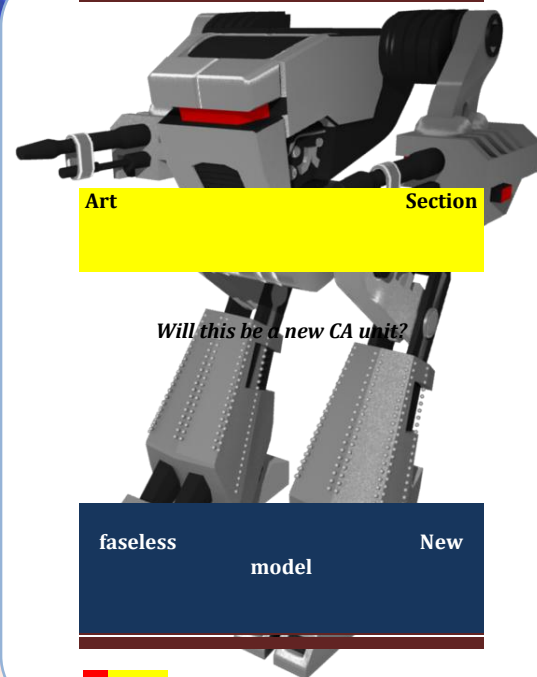
*) roughly 1-2 hours / day.*

### 5 What can you say about your general tasks in the Spring Project?

*I keep in touch with the main Spring developers to share ideas and information's.*

### 6 What lobby was being used back then?

*TASClient was the only choice back then, for Linux there has been a sort of "lobby war" where 5 lobby projects started within 2 weeks of distance between the other, but all of them had serious problems and eventually died when their developers*



Will this be a new CA unit?

faseless

model

New

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>>Page 3

STAR WARS

THE MAIN CURRENT IW CONTRIBUTORS ARE:

### PRO Pets Reunited Online

Springpaper talked with one of Spring oldest clans PRO. PRO\_rANDY known as a competitive player in the community did the talking.

- PRO\_stripe The founder of PRO.
- Started in 1997.
- OTA PRO was back thanon GSA competitive.
- But needed a lot to learn on MSN Gaming Zone.
- PRO improved fast and reached the-semi-final last clantourney.
- There's also this tournament going on atm.

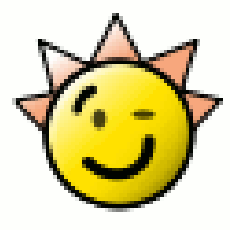
GNOMRE  
LYNX  
GUESSMYNAME  
JAMIN  
MAELSTROM  
EVIL4ZERGGI  
SECURE  
BEHERIT

WITH A LOT OF HELP FROM:

BLURKER  
KDR  
TOBI (FOR HIS SKIRMISH AL)

### PRO Pets Reunited Online

"I joined PRO in 2001, and I started Spring in 2006. PRO\_Muffy from OTA, tried spring and saw that an old PRO member had continued the clan on Spring. he dragged some of the other OTA PROs, me, silencer, benny for example. i still play TA from time to time :)"



"The AI interface makes Spring players see more upcoming AIs, and some of the old AIs will take up development again."

## BRAINDAMAGE INTERVIEWED BY SPRINGPAPER ABOUT THE SPRING LOBBY

Part 2 >>

Page 3

### 7 Can you tell us who is developing with you this new lobby?

SpringLobby is being developed by a team with more or less constant contributors (some retired), it's members include (not in particular order): myself, \_koshi\_, tc\_, insaneinside, dizekat, tobi, semi, tronic.

### 8 Why would we or wouldn't we want to choose for the SpringLobby instead of TASClient?

PRO:- active open development team, anyone can send a patch or join it and he'll be sure he won't be put apart.  
- Cross platform support, can run on more OS than spring can.  
- is developed in a programming language that is less obsolete and more widely known than Delphi (TASClient).  
- Translation and Multilanguage support.  
- More open development cycle.

CONS:

- the windows version lacks testing and polishing.  
- It's still a little behind in certain features that users would like.  
- It's not a 100% copy TASClient, this seems a huge cons for certain users.  
- it's not as informative to the user when doing operations (fetching map info's, etc ) so the lobby may appear frozen even if it's doing routine tasks.

### 9 What are you planning in the further to change in SpringLobby?

Improvement in the user interface, make it be more informative and more flexible, the idea is to make the UI. Customizable for the user without the need of: coding Ladder, tourney support, Single player campaigns & mission support, replay & save game support in multiplayer.

### 10 Do you keep time to play once and a while?

Sure, but I mostly play in the late night and not constantly depending on my free time

### 11 what mod and faction you play the most?

Mainly: BA, ARM  
more seldom: XTA, ARM  
Spring'44, UK  
used to play EE URC when it was more popular

## Mapping by Beherith

Part 1 >>

I played a lot of OTA before coming to spring, installed a lot of unit patches, fooled around with the mutator. Since TA was released, it has always been my all time favorite game. I saw Spring mentioned quite a lot in the later years when I was checking out OTA unit packs, but never bothered to check it out until I got fed up with OTA crashing a lot in multiplayer LAN games, because the online OTA lobbies were all down. I tried Spring and never looked back.

There quite a few good maps out there, but if I would have to think of just one example, I would say Tabula\_v2 is the greatest Spring map today. It has a great large central plain, good resource distribution and just so many very viable options from air drop to kbot push to amphibious rush to vehicle spam. In my opinion a good and varied heightmap, providing a multitude of options is the most important thing. Good maps have just enough resources to start with, and at least that much per player to fight for as there are starting mexes. I like it when most of the maps metal is contested and not in just the starting areas.



Spring t-shirts available now



<http://www.Springinfo.info>

14 March Kernel Panic 3.2 is out!  
12 March Eye Of Horus v2  
7 March New lobby server  
4 March Battlehub Signoff

12 March Spring applied for GSoC 2009  
9 March P.U.R.E. RC4 Release  
6 March The Cuberor's Finest

## Mapping by Beherith

Part 2 >>

When you decided to make maps?

I decided to make my first map because it sounded like a fun thing to do, and I had an idea for a heightmap that hasn't been done yet.

How long did it take you to complete your first map?

Its called Amazon River Delta. The first edition took me about 2 weeks to make, since I had a very varied heightmap and it had plenty of passability issues. It took me a while to figure out how to use photoshop for making heightmaps, and to develop techniques that were fast and provided good results.

What is one of your best maps?

My favourite of my own maps is (also the first of my maps that I actually enjoyed playing) Mearth. I made Mearth because I always loved 16 player Neurope FFA games, and the eXe dudes set up an FFA autohost so Neurope FFA was gaining popularity as well. Unfortunately that map wasnt designed for free for all, but for 3 team game, so it was quite imbalanced for 16 player FFA. All other large FFA maps usually had some errors or glaring balance issues. Even though Mearth is not totally balanced, I hope its not too bad.

When did you help SWIW and making maps for them?

They asked me about a year ago, and unfortunately Ive not been too good of a contributor, and only got 1 map done, and three others in various states of completion.

Who worked with you on the Xelric Draw map for SWIW?

If I remember correctly Gnomre made the features for it, Warlord Zsinj came up with the map concept and Smoth made the skybox.

How long does it take you in general to make a map?

If I have a well layed out concept, that can usually be converted to a complete map in a few hours, providing there are no features to place or further texture detailing needed in photoshop. Good features and texture detail can eat up weeks of time. SpringMapEdit is a very useful tool, woulda been much easier to place features on Xelric Draw with it...

My released maps:

**Amazon River Delta, Kappa Basin, Contested Canyon, Scorpio Battleground, Downs of Destruction, Mearth, Dworld, Mosh Pit, Brazillian Battlefield Remake.**

I like BA the most, but XTA is real fun as well. Maps, in no particular order of favoritism:

Tabula, Delta Siege dry, Folsom Dam, The Rock, Titan, Cooper Hill, Altored Divide, Charlie in the hills, Head Reef dry, Mearth, Dworld,

I have around 30 unfinished/unreleased maps floating around, most of them revolve around strange or stupid concepts, wierd LUA code or odd graphical effects.

## Interviewed: hoijui, Spring engine AI Interface developer.

Part 1 >>

Friday 14:00 gmt interview by Daan  
interviewed: hoijui, Spring engine AI Interface developer.

What is your profession?

*I am a Java coder, finished university about a year ago, and am since doing several things, but not work for money. I studied informatics, programming.*

Can you tell us how you came across playing spring?

*I started playing TA when it was old already, but i got an original pack of it: TA plus the two expansions. A friend once saw them in france on a... Floh-Markt. And as he knew i like it a lot, he bough them for me. That was about 2005 or so. Since i started playing TA, i never played other games anymore, and these days I hardly play TA/Spring anymore. If i play, it is always against AIs. I stand no chance against humans :P.*

Why did you start working on the AI Interface?

*To drive overall AI development further, and having something to do. I just came to spring cause i am interested in AI, liked Total Annihilation, and I wanted to write an AI. Back then though, I had no practice in C++, which was the only language in which you could write a GlobalAI for Spring. I did not like C++, and I still do not ;-), so i investigated if it would be hard to write a wrapper for Java. I then started my first project, called JAI, which stood for Java AI. It used SWIG to generate most of the code, and after some time (several months), I got it working. Many people still think that Java is too slow for anything else then applets and some GUI stuff, which is of course very wrong. My dev time for spring, all in all, may be a little less then two years now, but there were always periods in which I did not work on it at all.*

*JAI was actually just a wrapper for C++ <=> Java.*

*"It is not yet stable, but once it is, and i will have documented it better (more diagrams ;- ) ), I shall advertise it more."*

## NOOBGUIDE FOR THE SPRINGLOBBY

*I tested the SpringLobby. Here are some fast fact and some opinions about the lobby.*

**DAAN  
ZWOLLE**

### Quick install(windows xp)

*Install in /spring and run it. When it asks to take over TASClient settings: yes. I still needed to do some spring setting adjustments. You can drag #main, so you can view two channels at same time and most other things speak for itself.*

### Experience

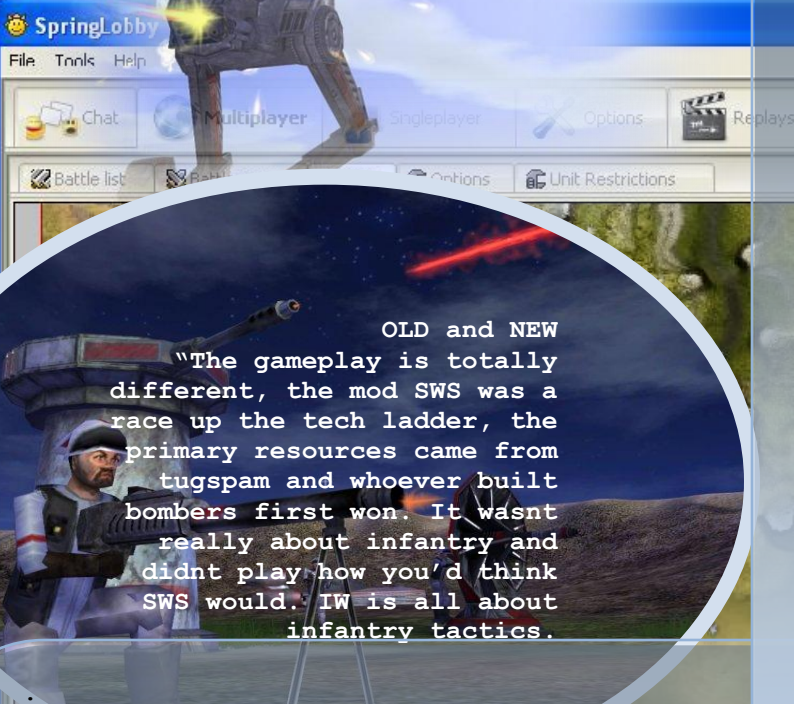
*I got kicked out the first battle, because I couldn't find the ready box. My screen is a 10 inch so I need a lot of scrollbars. But they are all in there. In the battle screen I got surprised by a really ordered and nice layout. On my system it doesn't lag more than TASClient and I found the layout much more appealing. I had some trouble at first figuring out what game to participate. The numbers representing participating games aren't much enlightening.*

### Pro and cons

*The battle screen could use a bigger button for the ready state. And the participating player's indicator in Multiplayer view could be also represented by some kind of color to have a faster overview. The lobby somehow feels very complete and the shared channel view is definitely an advantages. I personally think it has a lot to offer and I will stay with it for now.*

### Some helpful notes:

- 1) <http://springlobby.info>, or the regular spring installer by selecting the option.
- 2) The user will be guided during first time startup trough a wizard to configure the lobby.
- 3) Read up about the moveable tabs that allow you to change the interface, and read the tooltips to get info's about not-so-obvious features



OLD and NEW

*"The gameplay is totally different, the mod SWS was a race up the tech ladder, the primary resources came from tugspam and whoever built bombers first won. It wasn't really about infantry and didn't play how you'd think SWS would. IW is all about infantry tactics.*

## Interviewed: hoijui, Spring engine AI Interface

Part 2 >>

**You started this to make more sophisticated AI more plausible in the future by letting people contribute easier by all you accomplished?**

*yes exactly.*

*My goal was and is, to open Spring to a wider range of AI developers. You know, developers are often tied to a language, and if they can not use, eg Java for a Spring AI, they will not code a Spring AI at all.*

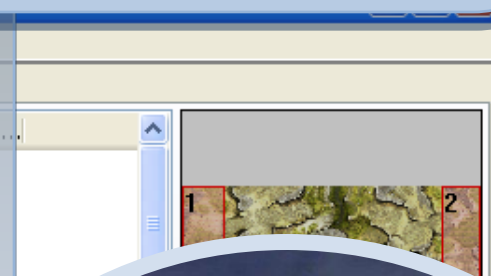
*I think it is quite unique, in that it allows adding more languages as plug-ins.*

**What else made you decide to work this out?**

*AF was actually the one that had the idea for the C AI Interface. AF's idea was, to have the AI Interface in pure C, not C++ anymore. The reason was, so he could go on using Visual Studio to develop and test his AI, while the Spring engine is compiled with MinGW. The advantage of a pure C interface is, that it is more compatible: Easier to wrap with other languages, and also more compatible between different compilers.*

**How long have you worked on this? and with whom?**

*On the C Interface, now over a year already. While zenzike did some part of the initial coding, I would say I did well over 90% of the total, but of course the other Spring engine devs gave input and ideas, and explained basic C development things to me, like how to debug. They still have to do that sometimes. All the mayor design decisions were made in the community, about like this: I explained the problem and gave some possible solutions. Then we had a discussion, they added other solutions, and in the end, I did what elaborated as being best. People that helped out: Auswaschbar, AF, Tobi, Agon, baczek, zenzike, bibim, BrainDamage and various others.*



*Its being balanced by high end lvl's, much like BA. The AI is CRAIG (also for s44) developed by Tobi, configured for swiw by me. its pretty good but it relies on resource hacks atm. since its handling of forces is a bit sloppy atm."*

[RoX]lv0ry\_klng

# Techwars

## Started!

Uh, I start work on this mod since 2007.

## The team!

I started it alone, later i had some help from Spliff, Gunblob, Krogoth86 and others i forgot.

## The idea!

I wanted to set a goal to work with beside playing spring to learn.  
This is not a mod like the other TA mods!

## Building!

Based on a older Complete Annihilation version, just as a base file. But it isn't CA or BA, it is an own Mod with a different game play. I added anti Ship Kbots and Heavy anti air Kbots and more. I added a new Tech level for Tanks, Kbots, Planes and Ships.

## Stestem requiements!

2,0 Ghz, 1-2 Gb DDR and a not so bad graphic card.

## Style!

It was just created for fun. Rework it and Balance came later.  
The fun experience hit on in my friend group.  
But at all it is a mod with advanced tactics.

## Action!

I prefer big Battle 6 vs 6 on big or small maps, i love Deltasiege\_v2 it is a great NOTA map and it works good for my mod too. And i love to with Tech To Kill mode on.

## Strategy!

The Game play is different all the Time, you can Choose with what Commanders you Like to play. You can upgrade him 3 Times when you get to next tech levels. Than you can Choose Air Commanders, or Heavy Commanders. You need to find out your best tactic in this game mode for yourself. You need to kill enemy units to reach the next tech level. It is really funny :). You can attack with all-terrain spider transports they are slow but got some hit points and they can jump. That is fun ! :) Or use a long range emp sniper to take out enemy defends.

## Mode!

The Tech To Kill mode, where you start just with a Commander (you can choose which one) and build up a base, first you can't build any other Builders, so you need to think, should I move to rush the enemy or expand, or should I build up a good eco first, or should I build tanks and hunt him to get kills.

## Plans!

What are you planning in the futher to put in the mod?  
Well some lua-coders 😊

## First trailer

[http://www.youtube.com/watch?v=5BGnA9ax...&innel\\_page](http://www.youtube.com/watch?v=5BGnA9ax...&innel_page)

## Demo Trailer of the Intro of the Final Trailer

<http://www.youtube.com/watch?v=Ws3BxP0z7zY>

Kill count: 0

[K]Shift[LLTA] is Excited! (played spring for 4 years)

Kill count: 15

yes, i cant wait for tech wars to be public :], Tech fighting will be a good team game. Air, heavy and normal coms

Currently ive only played kill to tech on a lvl bases. and the fact you dont want to give the enemy kills makes repairing units vital. Your labs start off without the abillity to build cons. Your forced to expand and defend carefully. Ofcourse things are slightly different because of the amount of units and buildings added. The fact, you can have either normal coms, heavy coms and air coms, makes for different gameplay also. Heavy coms act like tech 3 units, which need to be balanced a little imo. The air com is an anti rush proof commander. seen as most tech 1 units have poor anti air abillity it stops people who prefer to not lose their com very easy in a big explosion.."

## Interview

With

[AT]BasiC

"By Tired made and maintained by me and Winglier ATM, But there are also several others who are helping out."

"In terms of player numbers I like lvl's the most, but team sizes can be practically of any number. It all depends on the map played."

In the future we are planning to allow Air units to be as maneuverable as ground units. Players who know how to use them, will overpower players that don't know how.

Especially when it comes to air battles between 2 groups of rival fighters, it comes to air battles between 2 groups of rival fighters."

"Supreme Annihilation was made to finally create a mod of OTA that was balanced and allowed all of the units and structures to be used on normal maps. Supreme Annihilation was balanced using a mathematical formula and than play tested and tweaked."

It focuses on deep game play and allows players to use all units without being afraid they might lose because the units they are using are overpriced or too weak to do their job efficiently."

Mods go to /spring/mods folder.  
Long ago, the galaxy had known peace.  
(Unpack them if necessary)



Paradise was ruled with the hand of science,  
SA replay and the hand was that of the  
<http://replay.springs.com> galactic governing body known as the Core.

SA  
advised  
by  
Springpaper

"SA's strongest point is the unit and structure balance. New visuals are in the works as well. SA still hasn't achieved in terms of gameplay to allow players to better control their air units."

Air units in all OTA mods on the spring engine are very hard to control.

In SA big steps were made towards giving the player better control over air units particularly with bombers.

Fighters were also made more agile but The spring engine itself does not allow a mod to create fighters that are easy to control."

What makes it so hard?

*The complexity of spring, and the complexity of AI development. Every unit in spring has hundreds of settings, and they are not always set as you expect them: isTransportable, isHover, canAttack, numberOfWeapons, canFly, isEnflamable, maxSpeed, canMove, ... more then 300 per unit, and they always add more and more.*

What more has to be done?

*There are two severe problems with Java at the moment, and there is the big outstanding task of making AI able to talk to LUA. So far, AIs can only see engine C++ stuff., so if a Mod adds special features through Lua scripting, like morphing eg., the AI does not know about that, and can therefore not use it.*

So what will be the answer?

*We have to design a protocol, standards, so we can push it through the C AI Interface (light orange part). But it still has to be flexible, so Mod devs can do whatever they want.*

*Than we started to discuss how much we are different in understanding AI and chess. Of course chess is more diverse. At least that was i trving to explain. I think i found out AI is not at simple either.*

En

Art  
Section

Small infantry?

faseless  
New model

++end

# COMING SOON

Well, originally I was a regular on the MSGBS(Mobile suit gundam battle system) message boards, which is a table top strategy game using gundam action figures. Sometime after it died, I decided to look for a new gundam fix, and gundam century sucked bad. So I thought, I am a programmer in college and have some art background. So I started playing with the idea of a gundam RTS. I spent about a week looking into what rts engines supported what, then I spent a week trying modding out the total annihilation game.

The resources are:

Basic materials, these are used for buildings and grow at a steady rate.

Refined materials, these are produced by machinist and they cut into your basic, it is used by most mechs and vehicles.

Exotic materials, these use refined to make and are used by many of the advanced units.

Aside from that there is the research system, rather than have level1-x buildings to produce units, we have an unlock for the levels of technology. The research system will be expanded in the future but right now it is in it's early stages.

If players are gun shy and do not advance, often times the game will end with one large crushing force beating the other. If they are quick and attack early and often they will often go for hero's and focus on a more skilled and smaller force. While mechs are the kings of the battle field sometimes the only thing to stop them will be bombers. Other times that tank swarm was all you ever needed.

The Federation forces are big about heavy armor and artillery guns. As Kdr once said, you start with a bulldozer and then develop it to be a bigger bulldozer. They are straight forward, have good abilities as far as intelligence and big on crushing the enemy.

The Zeon forces are big on fineese and are hard to play. Most of their units are fast attack and can easily get into a base but they are not the most resilient. While they do have great speed and a few decent units, they are a bit over specialized and can find themselves in a pinch fast. Not a faction I recommend for new players.

I play a lot of 1v1s I find ffa a bit hectic. 10X10 can be a lot of fun as can 20X20, the battles can be huge or small depending on the players so usually I have a good time. Giant robots stomping around blowing stuff up makes me a happy guy. I would love to see a really large gundam game I just never have gotten the chance to see it.

Many more units, 25 units are still not in game. A more divergent tech tree, melee attacks, jumping using the mech thrusters, a story mode, training maps and more maps in general.

The big orange box is what you know as spring.exe, and the two purple boxes are examples for what you know as AIs. Up until now, the purple boxes were communicating directly with the engine. The middle-light orange box is what was the C++ interface. This was the AI Interface, and only this. AIs had to be written in C++, and devs had to use the same compiler as was used for spring (GCC on Linux, MinGW on windows)

***Als were plug-ins, talking directly to the engine. They were not compiled into spring, but were separate dlls, laying in a sub directory of a spring install (AllBot-libs), and they were only loaded if you used them. This is still so, up until spring 0.78.2.0, while the new system will be used beginning with the next release of spring.***



***"The tricky thing is, that there are multiple things called AI Interface"***

**Now, the AI Interface is still this box. But also the light orange box, and all the yellow boxes. They are different things, but we call all of them AI Interface. The new system is not more complex, but more modular and easier to use.**

# IMPERIAL WINTER

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## Did you play the old mod SWS?

Of course, I made it 😊

## What are the major changes between the two mods in gameplay?

The biggest change is by far the resource model. Before SWS worked similar to TA, with construction units that built mines on metal patches. Now we have a widget that spawns flags around the map (at the same place as metal exists), and players use their infantry to capture the flags.

The other big change is that the Imperial Commander is now a stationary fortress, rather than a mobile unit.

Further the game has been more or less rebalanced from the ground up compared to SWS - players from SWS will see similar roles and ideas, but units will not behave in the same way as they did before.

Smaller changes include the culling of some units and the addition of others, some units being built in squads, and the inclusion of forking upgrades for commanders and flags which require the player to make decisions about how they want to tech.

## Did you love playing SWIW beta?

Playing your own beta is interesting; there's a certain joy that comes from seeing all the art and mechanisms you've put in place be used by other people. It can also be pretty stressful though, and can be very frustrating when you see ideas that you had initially be whittled away by the requirements of solid, consistent gameplay. So I guess it has also been an important learning process too.

## How competitive was this experience?

Well, we're trying to make IW a competitive game. We figure that low-end players that want to build huge bases and hurl endless lines of ATST's at them are going to do that whatever game we build, so we may as well make something that the competitive players can enjoy.

I think we've been quite successful here, with a number of Spring's top players playing the beta and mentioning that they enjoy the way it plays, and continually returning to play.

I've found as the game has progressed that I've been enjoying the game more and more, because it is coming down far more to player skill than to knowledge of the mod's workings to win.

## What is the biggest sales point of the mod?

Well, I'd love to say gameplay followed by art, but let's be realistic - its biggest selling point is that it's Star Wars. This is the one advantage we have over all of the other mods that are equally deserving of attention for the work they've put in (pure, evo, KP, etc), and we plan to milk it to the utmost. That is the reason why we have kept the beta closed - we need people to test our game, but we can't afford to have people who don't already know about Spring trying out our game. It is our belief that we have one real shot at attracting those people who will think 'hmm, free Star Wars game, sure I'll give it a go'. In its current state, the mod would turn off those people. We need to ensure that everything is not only finished, but highly polished before we can release.

## What are total new concepts in the gameplay in the mod?

Well, I don't think there's any one thing that is incredibly new. For example, the flag capturing premise has been done before in a similar way by s44, etc. I think the main difference you'll find is our entire direction of decision making. We've made a game that has tried to focus on the large scale, and has tried to avoid heavy micro where possible. As part of this attempt we have avoided doing things that will force a lot of small-scale attention - there are no special damages in IW; all weapons can hurt everything else - weapons are better at killing certain unit types by virtue of their attributes (large AOE weapons being better at killing infantry, for example). This in turn gives a very fluid feeling to combat, simplified to an almost arcade style interaction, that allows you to focus on your troop movements, feints, flanking, etc. I can't really point to one thing and say 'look at this, we have it and no one else does', but I can point to our game and say 'look at this, no one else's game plays like this'.

## What model you liked the most and why?

My favorite model was my ATST! But we ended up not using it because it was too detailed >\_> The model we used was pretty good in the end though. I guess my favorite designs would be my factories.

I spent a lot of time thinking about how they would work, modeling them, and trying to give them a specific star wars character and just making them immersive to see in action.

### Is there an AI in the BETA?

Yes! There is now an AI that works with IW, Tobl's C.R.A.I.G works very well despite having a pretty simple idea behind it - I'm very excited by this, because it'll make the popularity of our game skyrocket on release, as people will not have to play online to get a game.

### How does the battleground look like?

Not sure how to answer this, I guess have a look at our screenshots? We've tried to encourage large unit amounts - on large maps you will have the opportunity to hurl large forces at each other. We've tried to be reasonably conservative in our optimization in design, so hopefully players will actually be able to do that without drawing their computers to a crawl, too.

### What can you tell about the differences in gameplay playing with different factions?

#### *The Galactic Empire*

The Bad Guys.

The Imperials follow an 'Invaders from the sky' design ethic. Typically their buildings and troops are delivered from an orbiting fleet. This can have an impact on their gameplay - their troops, for example, have to be ordered in specific squads, rather than individual units. (units in squads act individually once in play)

In terms of gameplay, the Imperials typically follow a 'brute force' ethic. What their units lack in subtlety, they make up for with some of the most powerful and heavily armored weapons of war in the game. A good side for beginner players, as they are a lot more forgiving to play, the Imperials favor a more conservative play, with a centralized, defined 'base' area, and a slow, inexorable march to victory.

The Imperial commander is immobile, which tends to encourage a centralized base and a defensive play.

This is not to say that there isn't room for creative strategies for upper limits of play - the Imperials have a number of curveballs up their sleeve, from droids to LAAT dropships.

#### *The Rebel Alliance*

The Rebels are the good guys - but as in the movies, their design ethic follows a more 'defenders from the ground' logic. Typically their units are assembled on the ground, and their troops are mostly drawn from the local population rather than ferried in.

The Rebels follow a more fluid play style. Their bases are typically decentralized, and often losing your starting position to your enemy is not a death knell. Their facilities follow this attitude, and are typically cheaper, often mobile, and generally follow a more dispersed 'guerrilla' approach.

Importantly, their commander, while much weaker than the Imperial commander, is mobile, meaning that it plays a much larger role in the rebels game, allowing the rebel player to risk their commander on the frontlines - and also assisting to their 'no centre of gravity' military approach by allowing the commander to set up peripheral bases with ease. Further, unlike the Imperials who cannot move their commander, the rebels are able to move their commander, and so can be harder to finish off with a 'snipe'. (On the other hand, the Imperial commander can be upgraded to a point several times more heavily armored than the rebcomm)

### What can you tell us of minimum system requirements?

I would say that our minimum system requirements reflect the Spring average. We've had people come to us and say that despite having a fully s3o'd mod, IW runs better than many of the other heavily played mods in Spring. However, I wouldn't say it will always stay that way as we have yet to add in complex effects and such. Either way, performance is something we have considered all along while designing, as we want to encourage people to have large battles.

Nevertheless, the majority of competitive games are taking place on small maps, so I'm quite hopeful that if anyone can play Spring mods online, they should also be able to play IW online.

### Does SWIW have background sounds and music?

Some units have background sounds that they produce as you get closer to them. At this stage, we have no music, but I recommend using some of the existing music widgets with your *legally purchased* soundtrack, it adds incredibly to the immersion of the game. For obvious legal reasons we can't use music ourselves.

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For similar reasons, we are in the process of replacing all of our voice acknowledgements which till now had been taken from Star Wars games, with sounds produced by ourselves and the community.

If you'd like to help out here, please see this thread: <http://forums.imperialwinter.com/index.php?topic=23.0>

### What points you dislike and would see correction?

Well, apart from a few gameplay qualms which will work themselves out in the fullness of time, the main thing I want to see fixed is the fact that it's not released! The amount of work that we have done for this mod is staggering (tens of thousands of hours of work), and the amount left is really tiny in comparison, but it's still a small team and we're all very busy with RL concerns, so it can be very frustrating to move so slowly while being so close to completion. All I can say is that I hope people are patient, and of course if you want to speed up the release of this mod, we definitely would like some extra help (especially in the area of texturing, lua scripts and complex bos animation). We're also looking at interested mappers who want to produce SW-flavoured maps, as well as people interested in making some effects for us (though Evil4Zergin is doing a great job here, he is very busy).

### Finally is there anything else you wish to say about Imperial winter?

Thanks for being patient everyone, I think you'll find IW will be worth the wait :)



*He of course one of the PiRO 's :D.*

*[PiRO]Matas no fish is save from in lakes and rivers in Poland. This big fellow is 3 KG.*

*Hunting season starts!*

**Thanks for reading Springpaper! I hope you enjoyed it! Thanks to the community in general and all the people that helped me out realizing this paper. Sorry for my bad English.**

**In the next version:**

**I am probably doing a Gundam special.**

**Something about S44 or EvolutionRTS.**

**A new Modeler will do the talking.**

**Another mapmaker will be doing stories.**

**If you find news or think you want something to publish contact me. If you interesting of doing a new item or an quiz be welcome to post your ideas.**  
**Greets Daan**



# SPRING ENGINE

<http://spring.clan-sy.com/>