

Springzine April 2009



Springzine got reinforced! Since **SirArtturi** stepped up to tell us all about mapping. With his wide knowledge and experience, you can expect lessons to be learned and much more mapping buzz. I like to thank **Koshi** in particular since he made me pull this trough by handing me all these options to set up logistics. He will give us SprinLobby news once and awhile. **Steven** will guide you in the world of 1vs1 in his tactical and strategy section. **Shift** entered Springzine so you won't miss out about anything considering TECHWARS. **t_t(Pink)** and **Quantum** introduces "a result page of ladder battles played" and "Springzine mission contest". For the second sections the winners will be rewarded with a spring T-shirt that can be found at the end of this

paper. **Tobi** is going to do a bit of development talk. We're getting information from people who have mods directly and indirectly. Do you have a mod or do you want to talk about a project you're interested in? On the second page we have some sections available for the take. Some sections haven't grown mature yet. For feedback please visit the forum.

Enjoy, The Springzine team

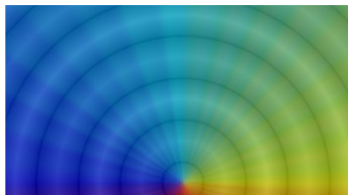


Facts: JJ is 27 years of age
He is learning for computer management
Got an apartment in Schagen(Holland)
Likes to stockchange on financial market
He happy owner of 13 waterturtles.
600 downloads a day(not holidays)
<http://mantis.jobjol.nl>(for bug reports)



Since there are a lot of things necessary to get the spring project going Springzine looks also to this contributors. One of them is a guy from Holland. He started a site we now all know by jobjol.nl and he made it very stable backbone in the spring project community. He is telling Springzine how it started and what his further plans are of maintaining this site. Since JJ likes kite surfing I added some pictures of him here of him in action. Who said computers were for nerds :D.

More on page 3



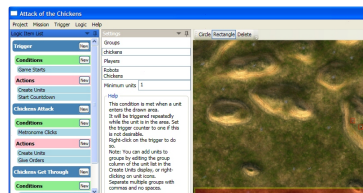
Trademark gave spring balls. Speedballs are maps that have a high resource system that guarantees for fast action and spam. Trademark explains how he came across with a more serious map delta ball.(DSI 8 ways)



How tanks get developed by Yuritch. He explains how with autoCAD his models come to life in the amazing good looking S44 mod. From concept to model. Also some nice screenshots.



Battlestar Galactica for spring. Daan explains his plans and tells what still needs to be done. He started the mod a year ago. He worked on it in pulses. New are altitude orders and hit and run.



Finally Spring got missions you can design by yourself. Quantum made a mission make guide that is sent with this magazine as an attachment. He tells how he came to the idea to introduce it in short.



Why you should
emigrate to Finland by:

[fi]PROt_Pullapitko

The need for a tag arose when friends wanted to play on the same side. On personal hosts this could be done without a tag, but on autohosts a tag was practically required. 21st of March 08 was the day in which it was implemented. The "founders" if one wishes to use that term were Phantasm and Tronic, who knew each other beforehand in real life. At 02:22 (GMT+2) Phantasm came up with the idea to use a tag

and Tronic proposed the tag to be fi. In the following day Hrnt, an acquaintance of the two, joined the team. From there it spread to their friends who also played spring, and some new people were introduced to the game. Today Finns who do not have a tag are often invited to join, as fi doesn't have any skill requirements. Anyone can join as long as they are Finnish, though it would be appreciated if everyone with the tag would hang out on the irc channel. I personally was introduced to fi when I was playing in some random game and was afterwards invited to their irc channel, which is #spring.fi @ IRCnet, though I would have preferred the channel to be on



Quakenet. It took a lot of effort and persuasion to get me to use the fi tag. I wasn't into tags at the time, but it is fun to play with mates. In the beginning we used Teamspeak to communicate between us, but we have switched to use Skype since then. We don't consider fi to be a clan in the traditional sense of the word, as foreigners may not join. We've had at least one official clan match and doubtless we have many more yet to come.

Springzine smells Finland dominating the world

#paper

b_daan@hotmail.com

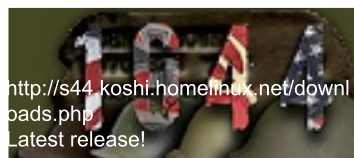
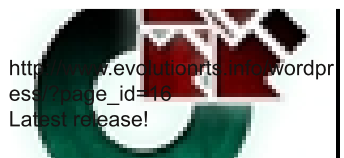
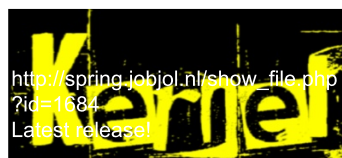
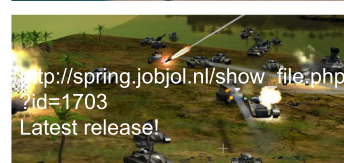
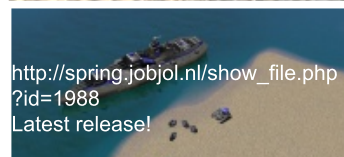
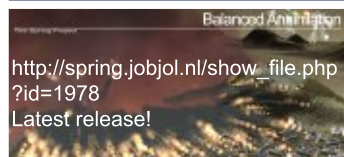
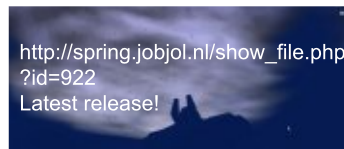
<http://springzine.springlobby.info/>

This month:

- Daan's new model
- JJ's site
- Springlobby news
- Trademarks maps
- Lurking lua
- Battlestar Galactica
- Game missions
- Development talk
- Modmaking
- Merchandise
- Clan fi
- S44 art making
- Ladder
- 1vs1 tactics
- Planetwars
- Resync by Tobi

Applications for:

- Free sections:
- AI section
- Clans
- Art devotion
- Short news
- Mission contest
- Mod related sections
- CA



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Mission makingguide by Quantum

Send your Sspringzine mission

Try out Quantum's missionmaker and when your mission get picked you get a t-shirt send to you. We select missions on creativity and surprise element. You can decide yourself what mod or map you want to use. Unfortunately we won't have a mission until someone declares a mission for this edition, which isn't likely to happen.

<http://springzine.springlobby.info/Missionmakeguide/>

Planet wars

How do we fight in a universe. That is what Planetwars is all about. Springzine explains to the people who aren't know well with this competition form how they can participate and how they can read up about the rules.

There is a discussion going on at the moment why such a thing would only be able in CA. Many projects had a time back to suffer from the BA domination in the community. One of the reactions was to exclude BA out of things. Now time passed and real and but full competitors grew more popular, that aren't being bullied around anymore. Maybe it's time for planetwars to open its arms? Besides the willingness there is also a factor of recoding stuff to get it work on other mods as well.

<http://www.Springinfo.info>
CA: Stable Release - 4460
26 March Missions have arrived!

24 March Spring: 1944 Operation
2 April Gundam v1.2 Released!

SpringLobby news

1 How did you get familiar with the Spring Project?

I don't remember how or when exactly, I think it was around the time AA 1.4x was the prevalent mod.

2 How did you come to know SpringLobby? SpringLobby was the only option on Linux, AFLobby being dysfunctional and TASClient too cumbersome to run with WINE.

3 How did you become a Lobby developer? Back in mid '07 I decided to write a cross-platform successor to Kloot's Settings++. I was then contacted by tc who wanted to integrate my application into SpringLobby. Before I knew it, I was working on SpringLobby itself.

4 What can you say about your general tasks in the SpringLobby Project? Aside from working on all aspects of SpringLobby codewise, I'm responsible for hosting and maintaining our web services like the issue tracker / wiki, automated build-releasesystem and git repositories.

5 What are the latest developments in SpringLobby? We recently implemented the Lua widget downloader api (also used in the SpringDownloader module). We've completed the relayed hosting system

which should greatly facilitate hosting for people who've had problems with it in the past (see <http://springlobby.info/wiki/springlobby/HostManagerProtocol>). We've further speed up SpringLobby's boot up time by threading replay loading. Even thousands of files in your replay directory will no longer negatively impact start up time. SpringLobby is now also included in the regular Fedora 10 repositories.

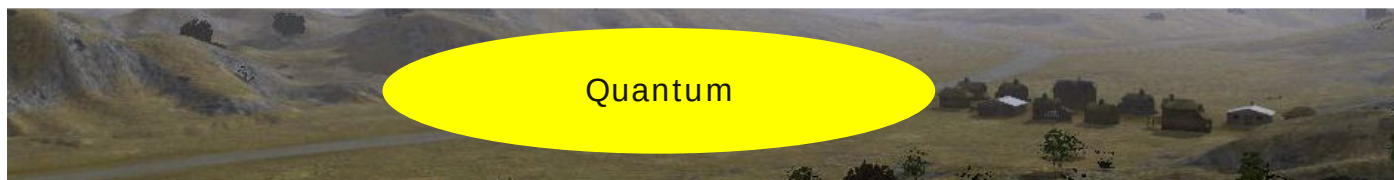
6 What are you planning in the further to change in SpringLobby? Finally complete that elusive first milestone. Solve the outstanding windows only bugs. We really need help from anyone able to setup a build environment on windows since we're notoriously understaffed on windows devs.

By Koshi



Page 3

Mission making in Spring began



How he started missions! Starwars

[The missions are downloadable with SpringDownloader, there is also a small launcher here: <http://planet-wars.eu/missioneditor/launcher/MissionLauncher.jar>. You need to make sure you have the right mod and map (SpringDownloader automatically gets mod and map).

the thing is that we already have a system for publishing missions and highscores (whether finishing speed, kills, or other) The bridge defense mission is a mission that uses scores, but it uses a custom score system, not kills.

it's fun but it's very hard. Defend the bridge is 20 minutes max. Anybody could make missions as long as they have windows, it's not very hard.

I did the entire mission editor program, Licho did the mission server and we made together the SpringDownloader module. I wrote it with the F# programming language.

I earlier started it in C#, but i remade it in F# because imo it's much faster to make a program in F#.

The idea of making a mission editor came when i made a tutorial for CA. It took so long and it was really extremely boring to do by hand. I thought that nobody would do missions if they needed to script them in lua so i made it so CA could have missions, but it also works on several other mods now.

Well we planned to have soem mission to reward soemone who played it the best with a T-shirt. It seems we cant do that since our mission maker failed.

I'd like to tell all missionmakers to think about a nice mission to come up with were readers could be competing with for this nice T-shirt, next edition.

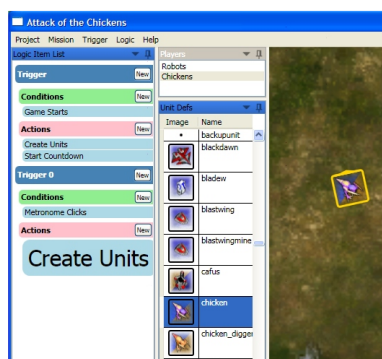
Ofcourse we aprieciate it when there are mailboxes in the mission or a

delivering mail service bonus point system. But be creative with no limits.

You can write a little guide next to the mission what can be misleading or you could add some screenshots how it not should be played.

[Tutorials but also single-player and coop missions can be made now. making the tutorial is just what made me have the idea. Chicken tag is probably my favourite mission

I knew i could do it, i make the tutorial at 90% and chickens and other things that are sort of like missions.



BA Co-operative 1.04 (BA691)
Requires Balanced Annihilation 6.91 to play! BA691.sd7 to sync

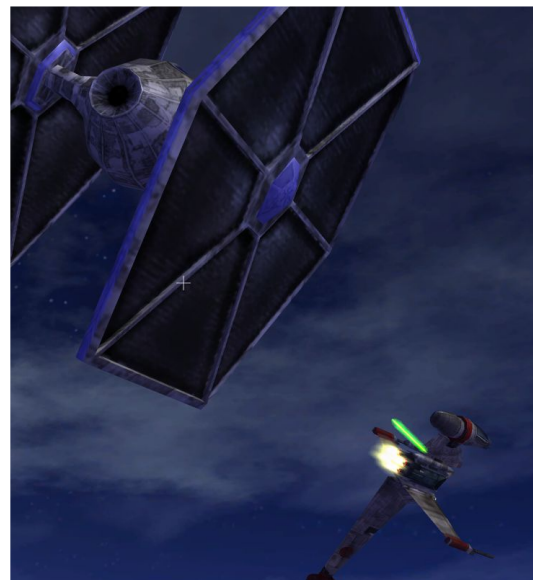
Communist Mode!

BA

- Spawns additional commanders for extra players on a comsharing team.
- Allows each player on the team to pick a commander's faction and start point.
- Notifies the team when a self destruct order is given (who gave it and the affected units).

Instructions:

- Set up teams with everyone on the same ID.
- Please don't press 'READY' until everyone has chosen a start point and faction.
- Right click anywhere on the map to change faction, your start point message will change ie. (ARM) or (CORE)



How to contribute to SWIW.

"We would love to have some basic missions included with our public release of Imperial Winter, but at the moment we're not sure if it's going to be feasible to produce them without blowing out our planned release schedule. We're keeping an eye on how mission-making develops so that we can better understand what is involved, though. We're also on the look-out for talented mission makers who might be interested in making some missions for us, so get practicing."

[IW]Warlord_Zsinj



Her is the story:
I thought fast fill the emptiness after unknowns-
files left a gab

I started coding day and night. That was a fun
way to learn about PHP.
[PiRO]restrictor: continu i needto take a piss.

It had to become the ultimate spring download
site.(that was the plan)
[PiRO]restrictor: good that you start with the
beginning.

If i wanted to be number 1# i needed to keep in
front of compition and do it very good. All the
functionality that i wanted to put in ther i

managed to put in the
site. Some stuff still
will be resambled, like
file grouping. Since
ther are people
uploading 100
different versions it
might come in handy.
I didn't had too much help. I from the sidam
some coding help. I would have less spagetti
code if i restarted the project again so coders
could easelier understand and help the site. I
would have put than all stuff in classes from the
beginning. I really injoyed it i got a lot of
response of the fundingaction. Now this site will
run for years.NTG did helped me with jobjol. I



the shout funtion.
There were also alot of translators that
cooperated with me on this site. The lines are
now drawn as plain text. I want to put them in a
database so that they can be fast updated in
the future. Satirik made the tool that takes
minimaps from the maps and displays them on

"It had to become the ultimate spring site"

[PiRO]restrictor: its pretty
interesting by i should jump on
my bike now.
Satirik made the tool that takes
minimaps from the maps and
displays them on the site. Every
x weeks i run the tool to make
sure most minimaps show up on
the site.

[PiRO]restrictor: Plz continu if
you feel like it, otherwise we talk
later now i need to kickbox.
Ok, i am very happy with the
mirrors. Momentarily ther are
two mirror servers, wich receive
files from Jobjol after they been
uploaded. Its a smart mirror
system. If the estimated used
bantwide for one month
overchieved my hosting
package a delay will take place
on the link, so other mirrors will
transfere reltively more data

than the my own. This way i
used 100% of my hosting
package capacity for several
months now and i dont have to
buy bigger hosting packages for
holiday times. Well sometimes it
goes down till 95 %.

Something about the
development. I use a
development server with i
develop on. Once in a while i do
a update to the live server, so
sever downtime is minimized
because all got tested in
advanged. The uploads still take
alot of time in my opinion. I want
in the future with this site host
resources for supreme
commander and free games. I
dont think i can set up a popular
site in short time to these
categories. I'd be happy if
people would help set me up

these categories and fill them
with
content. Such suggestions are
always welcome. Exspecially if
the suggestions come from
open sourche games like The
Spring Project. I still have 1001
ideas that arent being worked
on still.

I think the jobjol site is pretty
complete, so i can focus more
on kitesurfing now. And
Kitesurfing really takes all my
time these days. But help from
coders is welcome always.
Matis gives us an oppertunity to
work together.
[PiRO]restrictor: Cool man can i
use those kitesurf photo's?
[PiRO]restrictor: Nice story and
what a cool sport.



Planetwars by Licho

About Planet Wars

PlanetWars (PW) is an ongoing
project to integrate multiplayer, turn-
based strategy gaming with Spring
Complete Annihilation multiplayer
games.
Strategic game involves planetary
conquest. People are split into 2
groups, with one group playing Arm
and the other Core. Each person
can own one planet corresponding
to one map. Fights over planets
consist of a multiplayer game on the
map corresponding with that planet -
victorious side captures the planet
(or holds it against enemy attack).
For credits gained on the website,
you can buy upgrades that appear
in actual spring games (structures,
mobile units..) or stuff like starfleets.

How to Register

Join one of existing autohost -
PlanetWars, PlanetBattles,
PlanetDuels etc and use !register
command. For example "!register
core secret" creates new account
with password secret and assigns
you to core faction. If you join early,
during colonization phase, you have
chance to pick planet out of

currently linked empty planets
(!register core secret planetname)

Buy upgrades

Login to main site <http://planetwars.eu/> using your ingame login
and password you supplied with
!register. Click on your own name
and unlock some upgrade. When
game starts, your commander will
have special purchase buttons to
buy unlocked units (only if you have
enough planetwars credits)

Recover lost password

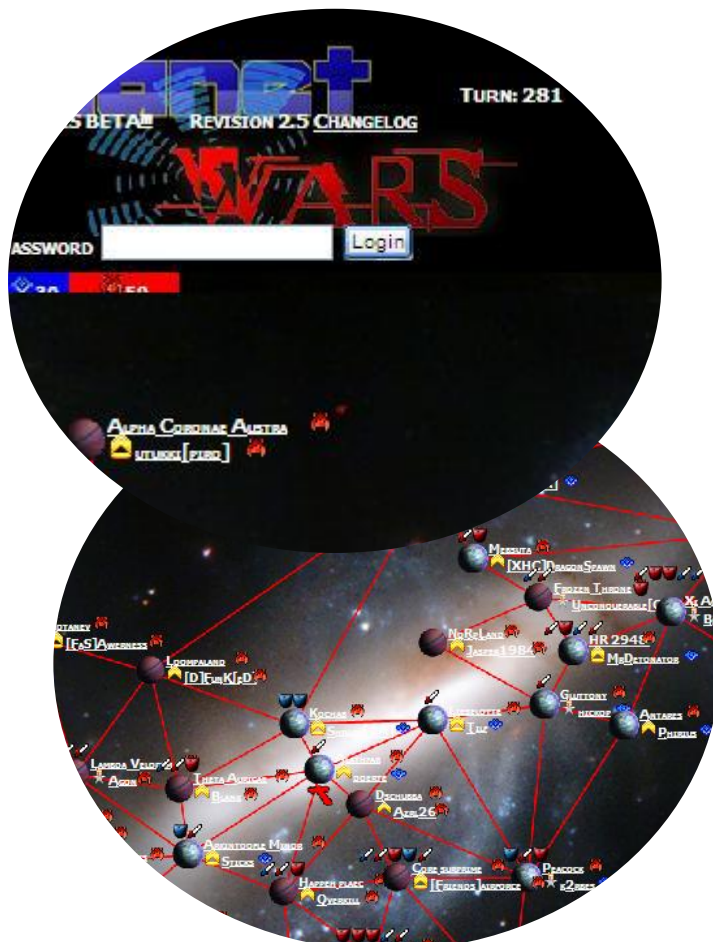
use !resetpassword command on
any planetwars autohost

Order fleet around

click a planet where you want to
send the fleet and then "Send fleet"
button

Attack a planet

use commands like !planet and
!voteplanet on planetwars autohosts



Modeling in AutoCAD by yuritch



I'll try to show how are S44 unit models made. I model in AutoCAD, which I have (and know) because of my work.

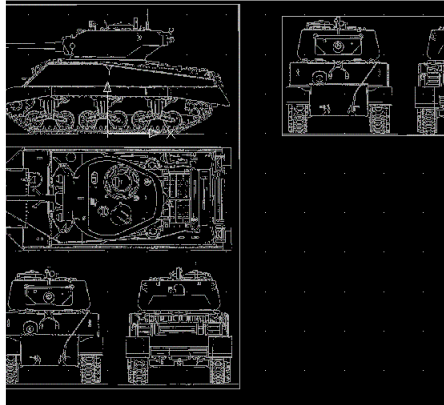
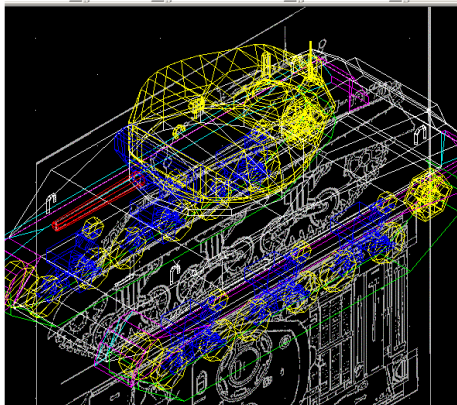
First, I need to pick a unit to work on. One of the latest models was the Sherman Jumbo. Our current Jumbo is definitely ugly - it's just a regular Sherman with a scaled-up turret, made that way to be a placeholder. I wanted to give the unit a proper model.

Secons, I need to find a reference drawing of the unit in question. For most of WW2 stuff that's easy - there are tons of photos, drawings and blueprints of them. One of the first pages I look into for references is The-blueprints.com since they have lots of stuff in one place. So I go there, type M4A3E2 in the search box (that's the proper designation of the Jumbo) and get this page as a result. As you can see, it has a 4-view drawing of a Sherman Jumbo, just what I was looking for. The drawing is a

little too low-res however, but that's acceptable - most of the things are clearly visible, and for the rest there is step 3.

Step 3. I look for photos of the thing in question. For that I just go to google and type the same M4A3E2 query, then I select Images as the result type. Interestingly enough, google found a 4-view drawing among other things, but that's a rare find - for most units you'll mostly get photos. Anyway, any small details lacking on the drawing can now be found on the photos.

Step 4. I open AutoCAD (since I model in that prog, but I imagine most other 3D modeling suites would be similar in that regard), create a new model and import the blueprint into it. For that I save the blueprint as a gif, invert colors in it usinf IrfanView (so it's white drawing on a black background) and set the background as transparent.



<http://s44.koshi.homelinux.net/index.php>

Step 5. Now I need to find out the correct scale for the drawing. I go to google again and make this query: +m4a3e2 +length. This page is one of the first in result list, and it has all the data I need. Now I set the correct scale in AutoCAD by resizing the drawing so that 1 meter = 1 AutoCAD unit (other people might use other scales, but for me that works best).

Step 6. The modeling itself. This is the longest part, I need to determine the shape of each detail on the drawing and model it accordingly. This just comes with experience, Jumbo mesh took me one evening to make (3 hours of work). It has many repeating parts (the whole track suspension thing), so copy-paste work greatly helps.

Attachment:

File comment: Jumbo modeled in AutoCAD

AStep 7. Now I need to export the model into something upspring can read. AutoCAD saves to dwg (its own format) and dxf (also its own format, but with some 3d-party support), so I export the model into dxf. Then I use the 3DO Builder to import dxf and make an untextured 3do model out of it, which I then can open in upspring, save as 3so and then do all kinds of things with it - export it into obj for uvmapping for a start. Most modeling programs allow you to bypass those exptra steps and export directly into whatever format you need, but I'm just too used to AutoCAD.

And that's it, my part is over. Mapping/texturing

units is a job for other team members. I may produce a solid-color textured 3do model as a temporary measure (like our boats will be in one of the next releases) until someone makes a proper tex for it.



^[LuaQ

--lurker has been busy and doesn't have an article this issue. Instead, LUA FACTS
local z,z,z,z,z = 0,0,0,0,0 --makes 5 local vars
--When you move values in local vars around, lua moves only the first one directly, and makes temp vars for the rest.

local a,b,c,d,e,f

a,b,c = d,e,f --moves d into a, but puts e and f into temp vars before putting them in b and c
a=d b=e c=f --becomes three move actions, nearly twice as fast

--Lua only does constant folding when it's absolutely guaranteed to not change what the code does.

x = 2 + 2 --becomes x = 4

x = y + 2 + 2 --can't be changed, in case y performs an action when you add to it

--Coming up:

--I'll have a simple video builder in the first week of May.

--I'm working on an optimizing compiler to put in the widget and gadget handlers that will change some of these things.

--It'll also do all those local spEcho =

Spring.Echo lines for you, so you don't have to run the localizer on your files and fix its mistakes

--A proper article next issue.



Springzine 1vs1 training corner by Steven

Map: Terra

This game I went into with some good knowledge, I had versed this player on this map a few minutes earlier, he dropped out so the game was never finished. What is important though is that i got a look at his build and was confident he'd try something similar. In the first game I had no

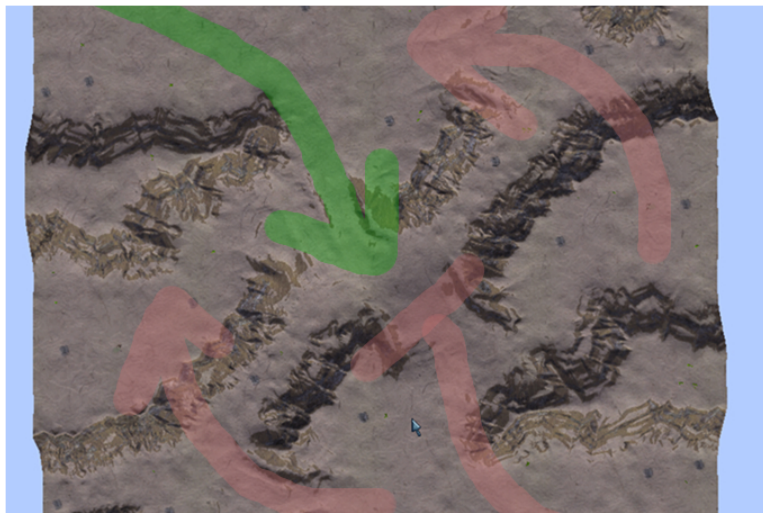
idea how he was going to play the map, my plan was to go vehicles take my side of the map quickly and then switch to kbots with hopefully a better economy and defence on my flanks. The other player went late lab and straight to rocko with com expanding to the middle. This meant early

game he'd have a stronger force in the middle of map. The second game my plan was to fast expand, use the hill on my side to even up my fewer rockos against his and then when i was out ecoing him attack both his flanks while protecting my middle.

This game was played on a very large map, most players go vehicles here and for good reason, the important areas are flat and ofcourse its size. The larger the map the more quick expansive and defensive play are rewarded, my opponent is very good and i knew he'd follow

this rule. My plan was to counter this completely. This map has an interesting feature, the hills. My plan was to go go late lab with llts as defence, build an air lab, build an air transport, reclaim the lab, fly to the hill outside his base, build a kbot lab and hopefully catch him

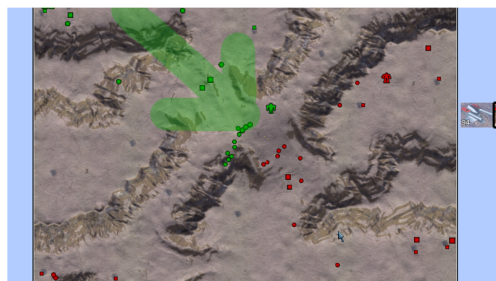
offgaurd with a larger kbot force in a better position. This plan in theory works because kbots do well in low metal situations, you can pump out more units than a player using vehicles, the other player would have spent most of his metal aswell making adjusting to the situation very difficult.



Most games my plans are very loose since not everything goes to plan and players never really play the same every game except for a few. This game however went

exactly to plan, by the time i had my first two expansions the other player had 7 rockos in the middle to my two, after i secured those expansions i went into

pumping out rockos twice as fast as the other player relying on my good position on top of my hill and my better unit control.



Eventually he had to abandon his first attack and i could start the next phase of my plan. Now days the most common mistake i see with good players is that they initiate a full blown attack when they should only harrass. Either they get nervous because there hasn't been any action in a while and they think their opponent is getting stronger, or they just get frustrated.

Map: Barren

I then sent 5 rockos to his left flank and 3 to his right, although a small amount in comparison to what was in the middle it'd acheive alot and complete the victory, i took out his expanding units, llts and mexes and then headed for his base while harrassing his middle, keeping his main force there, the game soon ended.



I knew there were two possible reactions the other player could have (that i could think of), the first one being my opponent switching to janus or missile trucks to counter my rockos, i was confident i could win since i'd be able to pump out alot more units, what would really matter is whether or not he expanded with his com, either way though i could pull this off quite easily. The second would be my opponent building a HLT or beamers, if he could build them it would cost me time which he could use to keep expanding and eventually build a bigger force than my own. The other thing i had to worry about was the flash my opponent had already built, either he'd keep them at his base to slow down my assault or he'd attack my base taking out my metal income and energy. To counter this i made sure the first thing i built from my lab were conbots so if i had to worry about an attack on my base i could fly my com back and stop it. When i landed on the hill and built my lab i noticed my opponent was building a anti air turret behind the hill, i picked it up and flew it back to my base and dropped it infront of the laster tower, the idea being its corpse would act as an improvised wall. The attack on my base came and i managed to fly my com back in time to dgun the flash.



There was no com in the base or defence when i attacked, within in a matter of minutes the game of over.



Mapping with Trademark

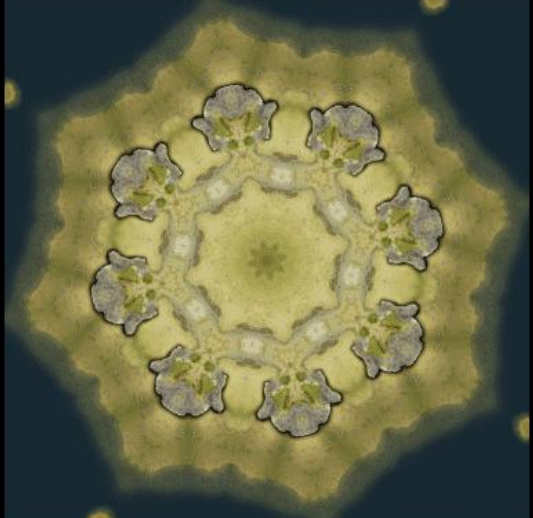


Springzine talked with TradeMark

- When did you start playing spring?
2005 I think
- How come?
my bro told me about Spring first
- What first map you played?
small divide
- With what mod ?
AA I think
- What is your favorite map?
DSI
- do you consider your maps serious maps?
isnt it obvious? no.
- your last one is serious?
it started out as a joke, but it became a good map actually
- So did the progress helped you realising a way how to make more serious maps?
yeah i started to think after DSI that i could make more "serious" maps

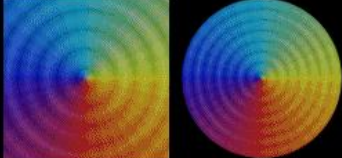


Speed_Ball_V2



DeltaSiege Island 8 Way

This was born because I wanted to make a map texture extractor myself. I decided to use the DSD map as a test map because it looked nice, was quite big, and it had textures all over the map. When I opened it in a paint program, I decided to try some effects on it...
kaleidoscope looked nice after I had copied and mirrored that DSD map vertically, so it became a square, this made the kaleidoscope effect perfectly symmetric. However, I had to do a lot of fixes in the heightmap, create a shore, rise the whole heightmap up, flip the depth in the middle (it wasn't a hill before) and add some isles in the corners to make it look less plain circle map. I also had to remove most of the maxes from the original map, and also add one mex spot there, so it would create a circle of maxes in the middle, which was actually the hardest part, to make it in the right position... Nevertheless, there was used quite a lot of thinking in every aspect of it:
beach was intentionally made bad, to prevent porcing, water didnt have strong tidal strength to also prevent porc, and middle was meant to be the main war zone. I wanted to make it as a map with as less porcing as possible. Also it ended up to have every strategical aspect in it: air, hovers, sea, amphi, vehicles.



This is the first public map i made, i got the idea from the map "Cow" which was small map with special fusions, and it was epic!
But then i noticed it wasnt balanced, because the corner dudes always won, so i made it circle for better balance for 8 way FFA or more.
After people started complaining how awfully colorful the map was, i decided to make it gray, metal textures.
This is how SpeedBall was born.



BATTLESTAR GALACTICA

The hardest parts will be: Creating this lua that divided the map in sectors. The sectors when taken will be yours till 5 minutes after you left the sector. Sectors give draides and income.

You can jump after a certain delay away when attacked with you most vital ships. But some ships that do some sort of harvest can make the jump and maybe soem other ships.

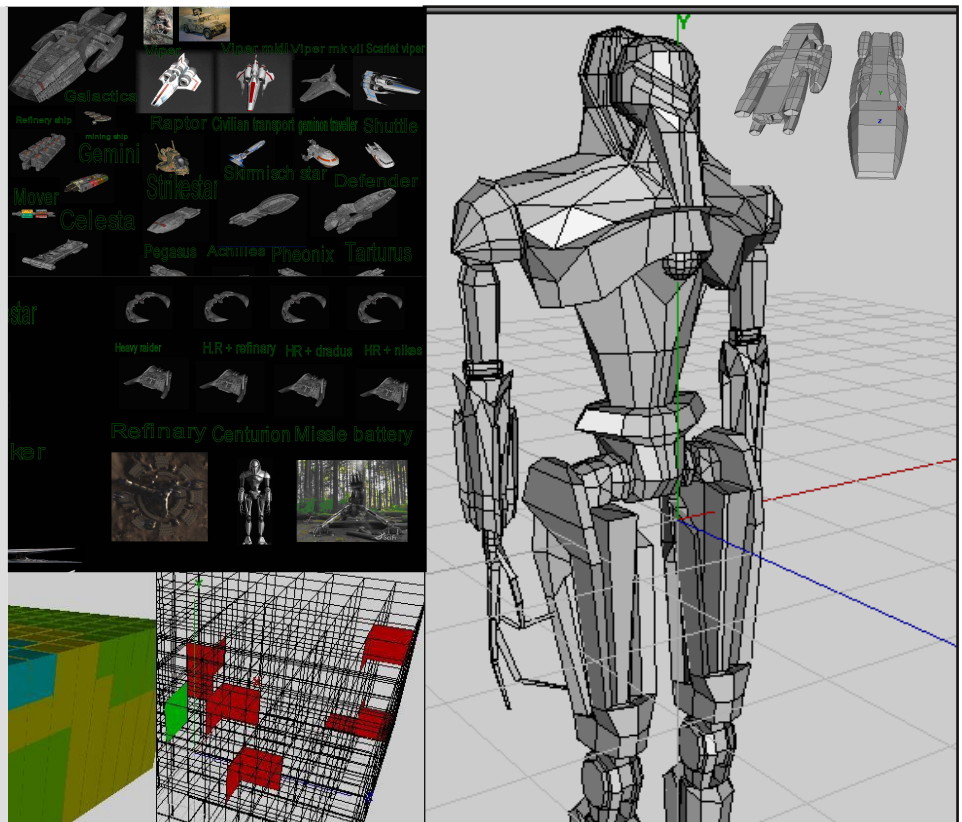
jumping cost certain recources. But you can jump cheaper to sectors you own. A blind jump would be somehow be dangerous. The idea is that a FTL resource gaining ship cant jump.

So it rewards to explore and find the FTL resource gain ships. Both sides would have more vunereble vessels that would have special use in game, like jumping to new coordinates for time to time.

The fighters now have lasers and can fly on 4 alltitudes and receive orders from those 4 alltitudes to all the other alltitudes. The Galactica and the basstar can hold about 25 fighters now.

The heavy raiders and the raptors have sort of artillery fire now witch still needs to be tested. Unfortunately the proces slowed down because to fital things(the map and the FTL) dont work yet.

Daan



The Spring mod needs you! Sign up for action.

BATTLESTAR GALACTICA

Contact [PiRO]restrictor or join the #2003 channel

Springzine mission contest T-shirt



Planetwars

4:28 AM: Arm stopped attack on Alpha Canis Minoris from Core. Details.

4:28 AM: Congratulations, schittle was promoted from Commander to Major!

3:52 AM: naronha_iv[ca] has joined Core.

3:38 AM: Core captured Arrakis from Arm. Details.

3:38 AM: Sadly, schittle was demoted from Captain to Commander

3:05 AM: Core captured Alpha Cancri from Arm. Details.

2:48 AM: Jasper has joined Core.

2:34 AM: [0]MrFeetio has joined Core.

2:32 AM: Core captured Green Hill Zone from Arm. Details.

2:32 AM: Arm command has transferred ownership of planet Antares from schittle to more capable Phirius

Last events

Spring Balanced Annihilation 1vs1 Ladder

Competition reports ladder
<http://ladder.theorieinitiative.de/ba-1vs1/information.php>

You may currently challenge up to 25 places above you and the challenge period is set as 7 days.

Sat 25 April 2009

Ladder Rankings:

Classic ranking -	Elo ranking
[SmuG]floplop	1 info 1459.1 pts
[PiRO]restrictor	2 info 1500 pts
[XHC]ShoX	3 info 0 pts
Deleted Player	4 info 0 pts
PRO_rANDY	5 info 1516 pts
Llamadeus	6 info 0 pts
[SmuG]Steven	7 info 1632.6 pts

Resting Players
Deleted Player
[srk]stoffetzen

A c by a player's name indicates they are currently under challenge and you can't therefore challenge them.

COMPLETE ANNIHILATION

FREE OPEN SOURCE RTS

WHAT IS COMPLETE ANNIHILATION?

COMPLETE ANNIHILATION IS AN RTS GAME FOR THE SPRING ENGINE. IT TRACES ITS HERITAGE TO TOTAL ANNIHILATION OFTEN REFERRED TO AS ORIGINAL TOTAL ANNIHILATION OR OTA , A 1997 PC RTS BY CAVEDOG ENTERTAINMENT. HOWEVER, CA IS NOT OTA. IT IS GRADUALLY MOVING AWAY FROM OTA, REPLACING THE COPYRIGHTED MODELS AND TEXTURES WITH OPEN-SOURCE ONES WHILE REFINING AND IMPROVING THE GAMEPLAY. CA AIMS TO BE A DYNAMIC, ACTION-PACKED, HASSLE-FREE GAME, FULL OF CLEVER STRATEGIES AND CONSTANTLY MOVING COMBAT.

WHAT DO WE NEED ?

WE ARE LOOKING FOR MODELLERS AND TEXTURERS INTRESTED IN JOINING OUR DEVELOPMENT TEAM OR WILLING TO CONTRIBUTE TO OUR PROJECT.

WEBSITE WWW.CASPRING.ORG

YOU CAN CONTACT US ON OUR FORUMS OR IN OUR SPRING LOBBY CHANNEL

Sprinzine will in the futher try to report results for every mod on the last page.

Other competitive results are also welcome here.

Next edition a report of the Springzine mission be in order.

Want to report results? Contact Springzine.

- Clan top 10
- Place 1
- place 2
- Place 3
- Place 4
- Place 5
- Place 7
- Place 8
- Place 9
- Place 10

2009 Season

24/04/09 [SmuG]floplop won vs. [SmuG]Steven Red Comet

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24/04/09 [SmuG]Steven won vs. [SmuG]floplop Altair Crossing V1

24/04/09 [SmuG]Steven won vs. [SmuG]floplop Altair Crossing V1

24/04/09 [SmuG]floplop won vs. [SmuG]Steven Altair Crossing V1

24/04/09 [SmuG]Steven won vs. [SmuG]floplop Altair Crossing V1

24/04/09 [SmuG]Steven won vs. [SmuG]floplop AlienDesert

24/04/09 [SmuG]Steven won vs. [SmuG]floplop DarkSide Remake

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24/04/09 [aRRR]p1rat3 won vs. [SmuG]floplop Comet Catcher Redux

24/04/09 [SmuG]floplop won vs. [aRRR]p1rat3 Comet Catcher Redux

24/04/09 [SmuG]Steven won vs. [SmuG]floplop Comet Catcher Redux

23/04/09 [SmuG]floplop won vs. SteveZissou Comet Catcher Redux

23/04/09 [SmuG]floplop won vs. SteveZissou IncultaV2

23/04/09 [SmuG]Steven won vs. [SmuG]floplop Barren

22/04/09 [SmuG]floplop won vs. SteveZissou AlienDesert

22/04/09 [SmuG]floplop won vs. SteveZissou Sands of War v2

22/04/09 SteveZissou won vs. [SmuG]floplop Brazzilian Battlefield

22/04/09 SteveZissou won vs. [SmuG]floplop TitanDuel

22/04/09 [SmuG]floplop won vs. SteveZissou Coast to Coast Re V2

22/04/09 [SmuG]Steven won vs. PRO_rANDY Red Comet

20/04/09 [SmuG]Steven won vs. [PiRO]restrictor Cooper Hill TNM02-V1

19/04/09 [PiRO]restrictor won vs. [Pink] t_t DarkSide Remake