



Interview with Gsio01 about his upcoming Enterprise-E Map for EF2

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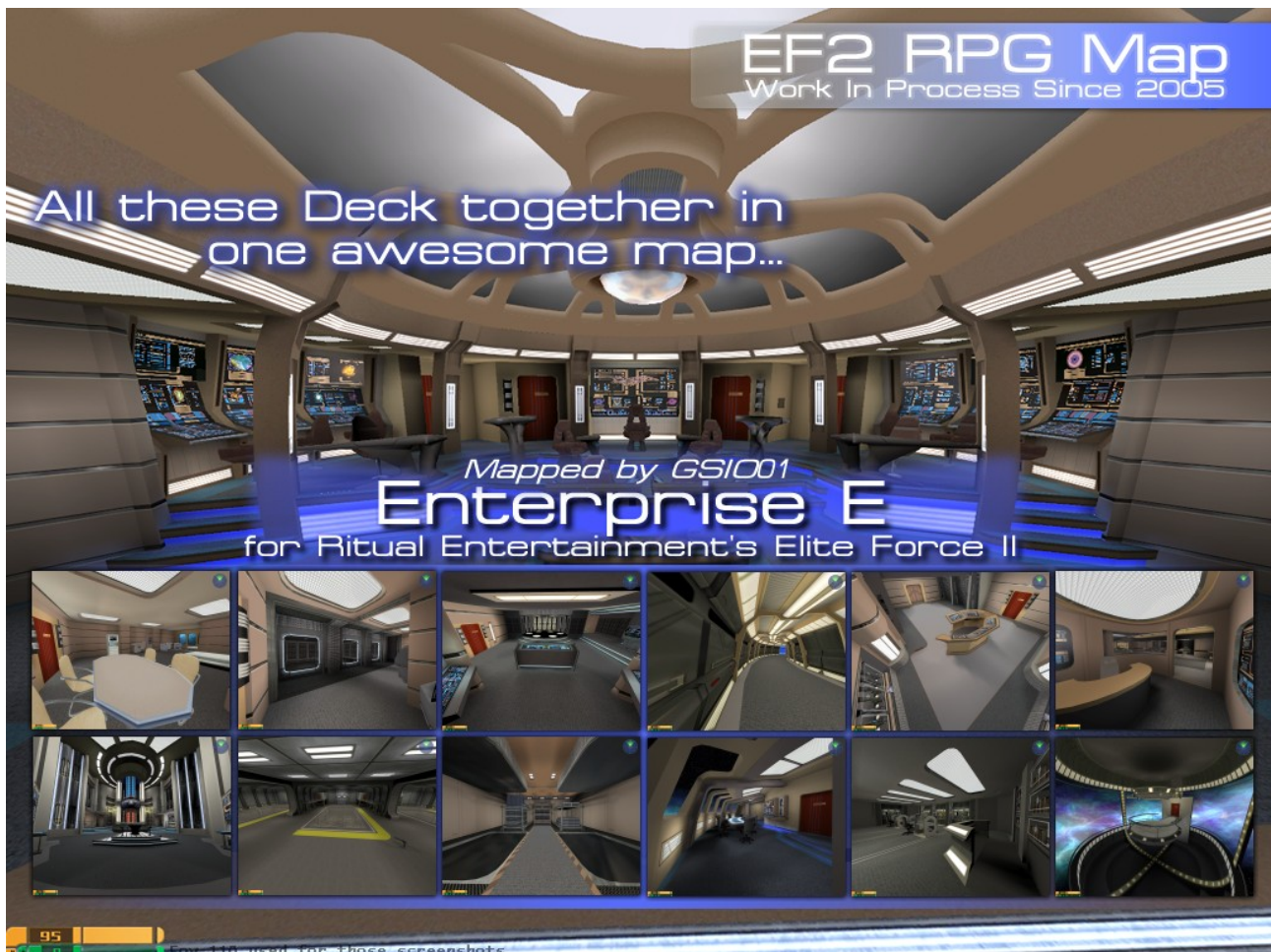
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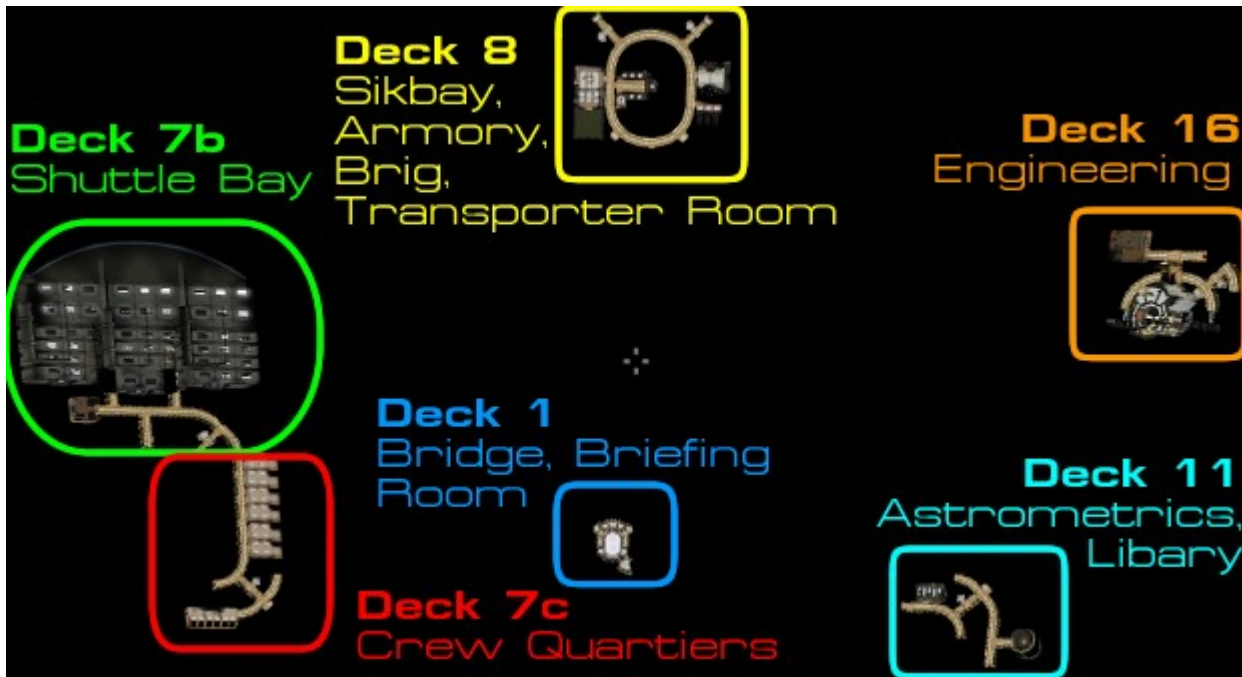
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[dM]Chriss: For a few Weeks now, we have known that you are working on a RPG Map for EF2. This map is about the Enterprise E, but we already know the Enterprise from the Single Player Missions. So what is special about your Enterprise?

Gsio01: Well, unlike the Enterprise E we know from the Game, my RPG version will include all the Decks in one Map. Also this Map will be exceedingly interactive, since the Map will be made for Role Playing.



[dM]Chriss: Which Decks does your Map include and how many are there in total? What functions do they have?

Gsio01: First of all I will admit that I can't tell yet which functions will be included in the final version... At the Moment some of the functions which are on the horizon have to be tested to see how they can be included - but they are actually all are possible.

Deck 1: Interactive View screen, fire Torpedoes/Phaser (visible on View screen).

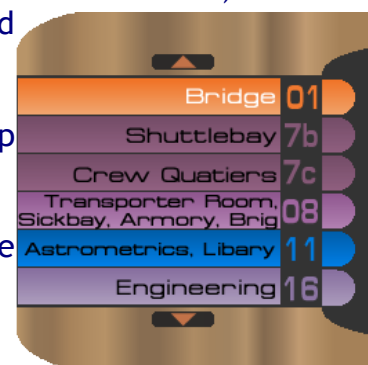
Deck 7b: All Lifts and Gates are functional, Shuttle start and landing, direct Transfer to Deck 7c.

Deck 7c: No special Functions, maybe operational Replicators.

Deck 8: Armoury here you can pick up Weapons and also drop Weapons, Transporters to beam Players to other Decks.

Deck 11: Interactive Astrometrics (such things as Planets etc.).

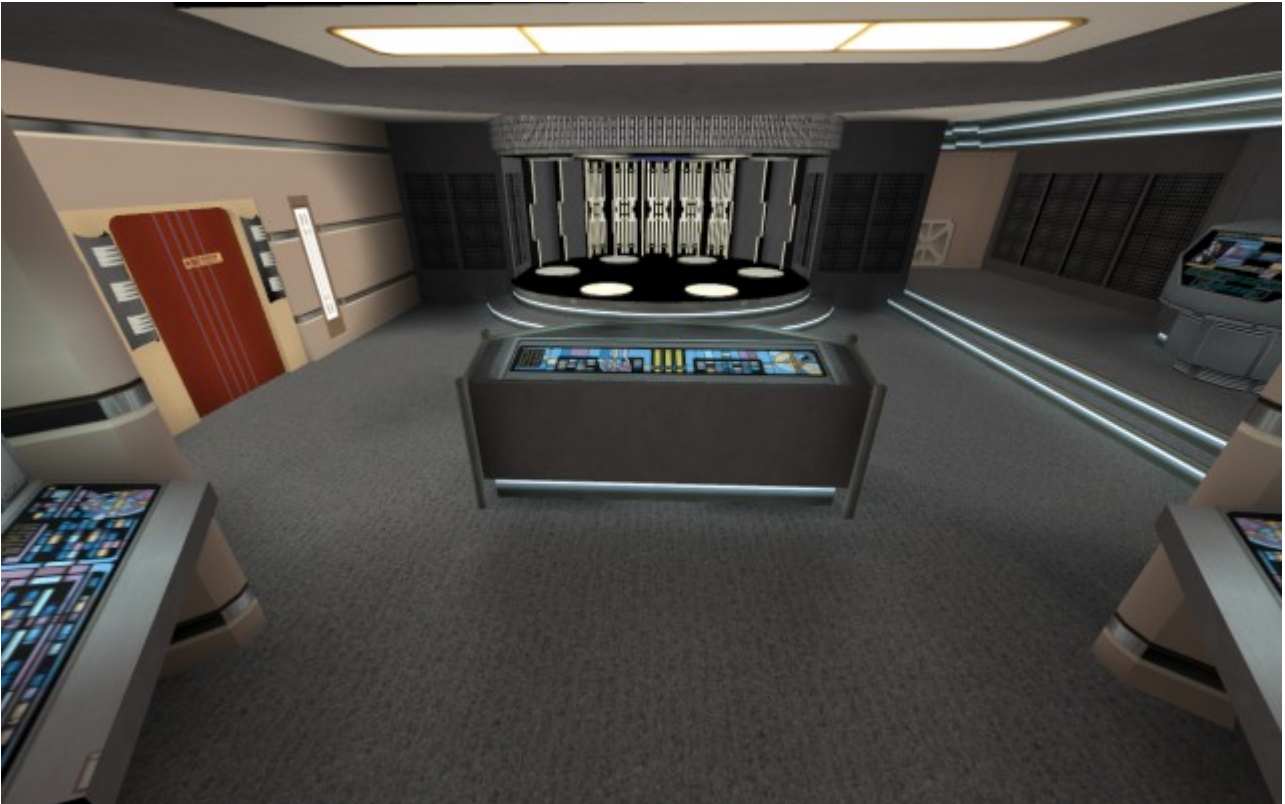
Deck 16: Interactive Warp core - On/Off Switch - Ejection of the Core - Warp core breach - Engine Room sealing.



Generic Functions for all Decks:

- Intruder Alert; All Doors will be sealed.
- Red Alert; Forcefields can be activated, enemy attacks(attack of an enemy Ship, as well as enemy Troops Entering the Ship).

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[dM]Chriss: Will the single Decks be connected together, if so, how?

Gsio01: The Main connection will be provided with two Turbolifts (which really move). It will also be possible for the Player to select his or her target Deck.

There is also a connection from Deck 7b to Deck 7c, since I had to unfortunately separate both Decks for technical reasons. This connection is made through a direct Transfer of the Player as soon he or she closes in on one of the Deck limit points.



[dM]Chriss: Surely this is a huge Map and with it the Loading times will be very long and the Frame rate will fluctuate frequently?

Gsio01: With a Simple word: No!

One has to consider that the Engine used for Elite Force II is not the old, standard Quake3 Engine but an improved version developed by Ritual Entertainment.

This also affects the loading times of the Map, putting it at around a time scale of below 30 seconds on modern Computers and less than one minute on older Computers.

Also, thanks to the Engine improvements the Frames are also very stable.

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[dM]Chriss: Anyway this Map requires a lot of RAM for the Textures which are cached while loading, as well as the Map itself. How many megabytes are swapped whilst the Map is loading?



Gsio01: Well, the Textures take between 300 and 400 MB, I can't give more Details at the Moment. The BSP-File is between 25 and 35 MB in size, depending on the Compile Options used.

Anyway there shouldn't be any big Problems to play this Map on Computers which have low RAM, the Players have to reduce the Graphic Settings to compensate.

[dM]Chriss: Why did you specifically want to make an EF2 RPG Map, aren't there other games out there which would create a better Enterprise experience?

Gsio01: I personally don't know any other Engine I would prefer to work with. EF2 features a lot of good things, multiple Improvements have been made upon a once basic Engine, it now features - An incredible, modern Script-Language and the best GDK Tools out of all the Quake3 Engine based Games I know.

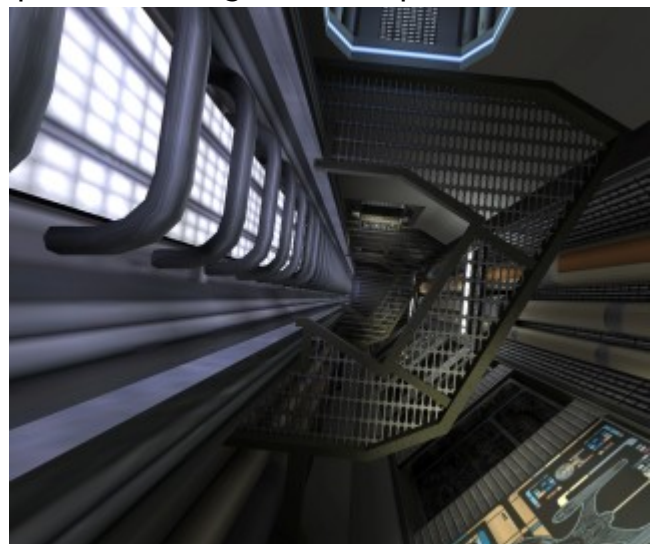
The only alternative Engine I could think of using would have been the Doom3 Engine, since this Engine comes with a newer version of the Scripting Language than the one used in EF2. However the Editing Tools would have been to my disadvantage and I do not believe that a Map of this Size would work well on it.

Besides I don't think that every EF/EF2 RPG-Player owns a Copy of Doom3 anyway, not to mention a Computer with the right system requirements!

[dM]Chriss: For this kind of enterprise you surely require a lot of time and most definitely require a big Team. How many People are working on this map?

Gsio01: Much Time, yes, a big Team, no. I have worked on this map on my own since 2005. In the beginning I didn't know that I would remap the whole thing and make a RPG Map out of it. Since 2005 I have worked regularly on the Map.

I do however, get essential help with scripting by HazardModding, respectively Chrisstrahl, but that is the extent of outside involvement.



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[dM]Chriss: Are there any resources we should be aware of, like a Website or a Forum and are there any planned release dates?

Gsio01: Well, we can expect at least two more months of work before the Project becomes anything close to final.

A Website nor a Forum exist... ...who has time for that when you're mapping?

A very important Feature that I want to tell you about is specifically targeted at all the RPG-Players out there:

A script has been included in the map which allows you to implement a self-made, custom script. So you can (if you have some Scripting know how) create a custom Mission script for your very own RPG-Story. Since Scripts are Server side you do not need to supply the new Scripts to each Player, only the hosting Server requires the new Script.

[dM]Chriss: Do you still search for assistance for Textures, Videos etc....?

Gsio01: Even though I have managed to map all of this alone, I'm still searching for help. For the Enterprise-E I could still use some help with the following categories:

- Texture design
- Sound design
- Video design

Overall I have dreamed of this for a long time - to create a real RPG-Mod for EF2, the Game brings unbelievable potential for it.

[dM]Chriss: Thanks a lot for this Interview, I hope that we have rekindled some interest in EF2.

Gsio01: No problem... and I too hope that one or two people reinstall Elite Force II again.

