

System Shock 2 Community Patch (SCP)

Beta 6 — August 11, 2024

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About

SCP is an unofficial patch for System Shock 2 that delivers an authentic and highly polished gameplay experience, hopefully approximating the form SS2 would have taken if Irrational had had a few more months to work on it before release. It is not a total conversion, a source port, a reimagining, or a remake. It is not SS2 for experts, nor is it SS2 for newbies. It's just SS2, but better.

Development of SCP has been guided by three primary goals: consistency, polish, and visuals.

- **Consistency:** As an immersive sim, SS2's greatest strength is its ability to make players feel like they're really trapped on board the Von Braun with all its horrors. So while we've tweaked game systems here and there, the goal hasn't been balancing gameplay, but rather creating a world that's internally self-consistent and, where sensible, consistent with real-world expectations. Anything illogical, gamey, inconsistent, or otherwise immersion-breaking, we've tried to correct.

- **Polish:** SS2 is a classic, but it was put together in a hurry. We've gone over every square inch of SS2 to clean up the rough edges. Floating objects, misaligned textures, typos, missing quest notes, flaky scripting, etc. We've also restored some elements that were originally intended to be in the game but never worked before.
- **Visuals:** There are some amazing graphical mods for SS2, but certain features of the NewDark engine are beyond the scope of standalone mods, so we've implemented them directly in SCP. We've also included fixed versions of any models or textures that had technical problems. In all cases, we've attempted to keep the visual style consistent with the original game.

Requirements and Installation

SCP requires a retail install of System Shock 2, patched to version **2.48** (NewDark) or higher. To ensure that you're running the most current version, use SS2Tool 6.1 or higher to make a new installation. If you have already run SS2Tool on your SS2 install, **run it again** in Update mode to ensure you have the most current versions of all scripts. SS2Tool is available here: <https://www.systemshock.org/index.php?topic=4141.0>

The minimum supported operating system for SCP is Windows XP SP3. Hardware requirements are somewhat higher than the base game due to the improved lighting and effects, and more resource-intensive scripting.

SCP should be installed as a standard SS2 mod, using the Dark Engine Mod Manager (DMM). For detailed SS2 mod installation instructions, see here: <https://www.systemshock.org/index.php?topic=4447.0>

As a "baseline" patch, SCP should usually be installed at the lowest priority when installed with other mods. We've done what we can to ensure that SCP is compatible with the major audio/visual mods for SS2.

SCP is **not** compatible with major gameplay overhaul mods (SecMod, System Shock Infinite, etc). It is probably compatible with mods that only tweak graphics, sounds, or specific aspects of gameplay.

SCP will **not** work with games started in any previous version of SS2, including previous versions of SCP. **You will need to start a new game after installing or updating SCP.** If you attempt to activate SCP in the middle of a game that wasn't originally started with SCP, a warning will be displayed.

If any of the script modules required by SCP fail to load, this will be detected at game start and you won't be allowed to proceed until you've fixed it.

Release Notes

Beta 6

Happy 25th anniversary, System Shock 2! Enjoy the latest installment in our perpetual beta! Not a huge amount of changes this time, mostly usability refinements, tweaking of respawn rates, and some bug fixes. As always, see the full list of gameplay and cosmetic changes below.

Beta 5

Welcome to Beta 5, our last, best hope for final release. Sorry about the delay, we were busy playing Prey. Too many changes to summarize here, see the full change list below. Of particular note is that full automaps have been added to the Rickenbacker, there's now proper training on how the security system works, and a career

advisor has been added to the character building level. Confusion about these systems has long been an issue with players new to SS2, so we hope these will help out new players.

Beta 4

Is there no escape from this madhouse? Since the latest version of NewDark added native support for the Squirrel scripting language, we've been going a little crazy with it. Another major-ish gameplay enhancement this time. The Spatially Aware OS upgrade now displays the position of all enemies on the automap, in addition to filling in the automap. Filling in the automap was always pretty much useless even to first-time players, so maybe now people might be tempted to pick it. We've also tweaked the level lighting parameters to reduce the somewhat washed-out look of SCP's maps compared to the originals. Getting a 24-bit lighting engine to match the look of the old 16-bit lighting engine is an ongoing challenge.

Beta 3

Another year, another beta. Will this be the last beta before 1.0? Fingers crossed! One more "major" gameplay change: The Naturally Able OS upgrade now grants 20 CMs instead of 8. For reference, it's possible to gain 46 CMs on the MedSci level alone, and by late game you can get 15 CMs just for walking down a hallway, so all around, 8 CMs was not a tempting choice. We've also fixed the multiplayer spawning in the final level that accidentally got broken in one of the previous betas.

Beta 2

This release represents another year of polishing and tweaking. See the lists below for the significant changes. It includes a manual reconstruction of the map ops4.mis (part 4 of Operations deck), formerly only available in uneditable "stripped" form.

Beta 1

This is a beta release, so it includes a few alterations that we're not entirely certain people will like. Many of these changes probably don't belong in a "purist" patch, and may in the future be moved to a separate "enhanced" patch. They are included in this release so we can gather feedback on them.

This release includes a manual reconstruction of the map eng2.mis (part 2 of Engineering deck), formerly only available in uneditable "stripped" form. Please scrutinize the heck out of it.

Can you find the hidden area on Earth?

Credits

SCP was made possible by the efforts of:

- antimatter_16 (extreme mapping)
- citadel conversion project (SS1 models)
- dan thron (additional dialog)
- grosnus (Rickenbacker automaps)
- kolya (project hosting)
- nameless voice (scripting, mapping)
- nemyax (tools programming)
- olfred (modeling, modeling, and more modeling)
- straylight (ADaOB, from which SCP sprung)
- thiefsiefool (SecMod, from which we stole many cool features)
- unn_atropos (automap fixes)
- voodoo47 (mapping, project management)

- zygo (mapping)
- zylonbane (mapping, texturing, scripting, project management)
- ...and voluminous feedback from the SS2 community

General SS2 Gameplay Notes

Before we get into the SCP details, here's some general information about System Shock 2 you may find useful.

Difficulty Levels

The differences between game difficulty levels are, surprisingly, not mentioned anywhere in the SS2 manual. For reference, these are the differences.

As difficulty increases:

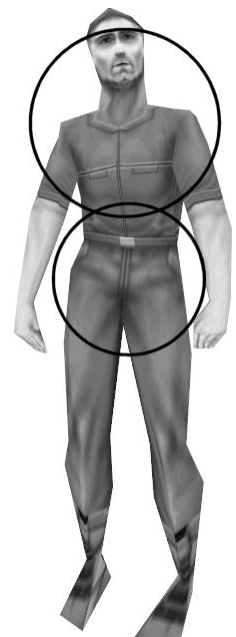
- Player base max hit points decrease
- Player base max psi points decrease
- Hit point gain per level of endurance decreases
- Replicator prices increase
- Stat/psi upgrade prices increase
- Useful items are removed from the world
- More hazards/spawns are added to the world (SCP)

On Easy difficulty only:

- QBR resurrection after death is free (otherwise costs 10 nanites).
- Healing items are 50% more effective.
- Psi hypos are 50% more effective.
- Hostile creature population limits are reduced by one, probability of spawning beyond the minimum population limit is halved, and respawn rate is halved.

Collision Detection

SS2 is sometimes accused of having unreliable hit detection against enemies. This misconception is because SS2's AI colliders are a bit unusual. Unlike most games of this era that used collision boxes or capsules for bipedal AIs, SS2 uses collision *spheres*. Most AIs have two collision spheres, covering the head/chest region and the waist/torso region. Legs and outstretched arms generally have no collision coverage. The image to the right illustrates the placement of the collision spheres on humanoid AIs.



Respawning

Since SS2 is set in a large, interconnected environment, it's impossible to permanently "clear out" any given area, since more enemies can always wander in from other parts of the ship. SS2 uses respawning to simulate this happening. If you don't want to totally ruin the illusion of how this works, skip to the next section.

Are you sure? Last chance. Okay... the monster population in every SS2 level is managed by one or more entities called *ecologies*. Each ecology has these main properties:

- Period
- Min
- Max
- Rand

Period is how often the ecology checks the current monster population. Most ecologies are set to check about every two minutes. If the population is below **Min**, it will spawn a new monster somewhere in the level. If the population is at or above **Max**, it will *not* spawn a new monster. If the population is between Min and Max, **Rand** determines the chance that it *might* spawn a new monster, with probability $1 / (\text{Rand} + 1)$. E.g., with Rand 1 the probability is 50%. 2 is 33%, 3 is 25%, etc.

Modifying Respawn Rate

SS2 includes two configuration variables for modifying the default respawn rates. SCP adds two more. Config vars are added to the file **user.cfg** in the SS2 root install folder. If this file does not exist, you must create it. Note that these config vars affect most ecologies, but not all of them.

- **lower_spawn_min**
Decreases the **Min** property of all affected ecologies by specified amount. Accepts negative numbers to raise the minimum population.
- **raise_spawn_rand**
Increases the **Rand** property of all affected ecologies by specified amount. The higher the value, the less likely random spawns are. Accepts negative numbers to increase the random spawn probability.
- **mult_spawn_max**
Multiplies the **Max** property of all affected ecologies by specified amount. For example "mult_spawn_max 2" would double all allowed populations, while "mult_spawn_max 0.5" would halve them. Note that many ecologies have a hard cap on spawns that can't be exceeded even by raising the population limit.
- **mult_spawn_period**
Multiplies the **Period** property of all affected ecologies by specified amount. For example "mult_spawn_period 0.5" would cause ecologies to repopulate twice as fast.

Minimods

SCP has a few *optional* changes that can be enabled as mods. These mods are either beyond the scope of SCP, incomplete, or buggy. Enable at your own risk. Can be downloaded here:

<https://www.systemshock.org/index.php?topic=12433.0>

Current minimods are:

- **Hard Security Mode:** Enhances the security system to make it more challenging. Cameras can be hacked, destroying cameras sets off a security alert, etc.
- **Death Taunts:** Implements an originally planned feature that causes SHODAN, Xerxes, or the Many (as appropriate for the current plot state) to play a taunt when you die.
- **Intoxication Effects:** Adds eye nystagmus and walking stumble when drunk. This effect was created for SCP, but is disabled by default because it gets glitchy when leaning into walls and solid objects.
- **Additional Prison Event:** Restores some unused content into an extra event that will happen when you enter the Operations deck brig.
- **Grunge Cleanup:** Removes the grunge decals and particle fogging that were added to SCP.
- **Classic Final Boss:** SCP makes some balance changes to the final boss fight. If you'd prefer the original boss fight mechanics, this will revert the SCP changes. The exact changes made are described below in the spoilers section.

Spoiler-Free List of Changes

SCP was built using Straylight's ADaOB (Anomalies, Discrepancies, and Outright Bugs) patch as its foundation. SCP reverts most of the gameplay and resource economy changes.

SCP makes the following changes:

- Literally thousands of tweaks to object positioning to fix floating, misalignments, etc.
- Even more tweaks to terrain texturing to fix tiling errors, scale errors, wrong texture errors, poor placement, consistency, etc.
- Subtle improvements to level architecture.
- Certain nonsensical areas made more sensical via minor cosmetic additions.
- Improved signage for a few confusing areas.
- Hovering objects given proper supports.
- Enhanced object animations.
- Corrected object scales and physics dimensions.
- Corrected and improved sound propagation.
- Corrected typos and inconsistent terminology in text strings.
- Made device interactions more consistent.
- Many scripting errors fixed.
- Minor fixes and enhancements to the quest logging.
- Many more objects uniquely identified in the HUD.
- Fixed many upside-down objects not behaving correctly.
- Fixed missing or incorrect impact and footstep sounds.
- Restored some previously unused sounds, voice lines, and objects.
- Added sounds to many actions that had no sounds.
- Fixed issues in many object models (z-fighting, missing polys, etc).
- Fixed transparency errors in a few textures.
- Fixed banding in a few textures.
- Fixed some falling or thrown objects coming to rest in unnatural orientations.
- Fixed some items floating in water that should sink in water.
- Sourceless lights given light sources.
- Upgraded lightmap color depth from 16-bit to 32-bit (smoother gradients).
- Additional animated lighting effects.
- Enhanced particle effects.
- Enhanced level detailing.
- Enhanced weapon projectile and impact visual effects.
- Effects of certain weapons made more logically consistent.
- Level spawn points cleaned up.

Spoilerific List of Changes

Only read this section if you've previously played the game.

Gameplay and Major Changes

OS Upgrade Changes

Here is a summary of all changes to the OS Upgrades. The intent is that these improvements will tempt players to actually pick one of these over the usual favorites.

- **Naturally Able** now grants 20 cyber modules instead of 8.
- **Pharmo Friendly** now also causes healing item effects to be applied 20% faster. This was an originally intended behavior, but due to a scripting error it didn't work.
- **Power Psi** now also prevents psi points from being wasted when burnout occurs.
- **Replicator Expert** now also reduces the base difficulty of hacking replicators by 20%.

- **Security Expert** now also makes the player invisible to robots while security is hacked.
- **Spatially Aware** now also displays the position of all enemies and the facing of all cameras on the automap.
- **Strong Metabolism** now also nullifies the negative side effects of smoking and drinking.
- **Tank** now increases maximum hit points by 10 instead of 5.
- **Tinker** now also improves most weapon modifications by around 20%.

Weapon Changes

Here is a summary of all changes to the weapons. These changes are intended to make the usually neglected weapons or fire modes more useful, and the overpowered weapons a bit less so.

- **Assault Rifle**
 - Repair skill minimum requirement decreased from 4 to 3.
 - Degrade rate increased from 0.5 to 0.65.
 - Base damage for all ammo types reduced from 10 to 8.
- **Crystal Shard**
 - Fixed Smasher OS upgrade applying double the intended damage bonus.
- **EMP Rifle**
 - Degrade rate decreased from 1.5 to 1.
 - Overcharge mode damage multiplier decreased from 3 to 2.
 - Overcharge mode impact explosion damage increased from 1x15 to 2x10.
 - Overcharge mode shot interval increased from 0.4 to 1.6 seconds.
- **Fusion Cannon**
 - Normal mode shot velocity increased from 60 to 80.
 - Death mode shot velocity increased from 24 to 30.
 - Death mode base damage increased from 30 Energy to 40 Energy + 20 Incendiary.
- **Grenade Launcher**
 - Fixed modification level 1 giving a 100% damage bonus. Now gives a 10% damage bonus, just like all the other weapons. To compensate for this, the base damage multiplier has been increased so the fully modded damage output is about the same as before.
 - Proximity Grenades
 - Fixed not receiving any damage bonuses.
 - Fixed not detonating on contact with AIs when launched in Bounce mode.
 - When triggered, now beep and have a slight delay before detonation.
 - Can now be destroyed by weapons fire or nearby explosions.
 - Can now be disarmed and reused, if you're quick enough.
- **Laser Pistol**
 - In Overcharge mode, can fire again the moment the "beep" starts, instead of having to wait for the beep to finish (actual cooldown time is unchanged).
- **Laser Rapier**
 - Base damage increased from 11 to 13.
 - Base damage from overhead swings increased from 15 to 18.
- **Shotgun**
 - Repair skill minimum requirement decreased from 3 to 2.
 - Triple mode changed from double damage for triple ammo consumption to triple damage for triple ammo consumption.
- **Stasis Field Generator**
 - Now also works on security cameras, turrets, eggs, grubs, swarms (Area mode only), psi reaver projections, SHODAN avatars, and SHODAN big giant head.
- **Viral Proliferator**
 - Degrade rate decreased from 3 to 1.5.

- Explosion base damage decreased from 15 to 10.
- Viral infection effect added that damages target by 1 every half-second until death.
- **Worm Launcher**
 - Degrade rate decreased from 3 to 1.5.
 - Clip size increased from 8 to 12.
 - Ammo usage per shot decreased from 4 to 2.
 - Projectile velocity increased from 25 to 35.
 - Projectile homing accuracy increased.

Beta 6

- When resurrecting at a QBR, any enemies near the QBR will be moved away from it.
- Toxin levels now decay over time... slowly. Like, so slowly that if you have more than one pip of toxin you're still gonna die if you can't get to a med bed or find an anti-toxin hypo. But at least stepping on a worm pile doesn't deal theoretically infinite damage anymore.
- Player is now automatically stopped and floored on map transition (no more flinging sideways and/or dropping to the ground).
- Sharpshooter and weapon mods now correctly give damage bonuses to EMP rifle shots.
- EMP rifle overcharge mode shot interval increased from 0.4 to 1.6 seconds.
- Shotgun rifled slug damage restored to vanilla levels.
- Ballistic weapons now kick player backward instead of forward.
- Electron Suppression psi power now blinds security cameras in addition to freezing them.
- Soma Transfer now properly works on eggs, brains, membranes, worm piles, and Many boss stars.
- Soma Transfer can no longer heal player for more hit points than target has.
- Soma Transfer can no longer destroy Many boss brain base and top.
- Keypad door behavior standardized. All keypad doors will close when you leave, and can be re-opened by approaching the door or frobbing the keypad. There is now always a button on the other side of the door to open it from the inside.
- Rocket turrets now have standard grenades as loot, at the same probability as the slug and laser turret loot items.
- Hybrids can no longer have duplicate organs as loot.
- Enemy corpses now persist twice as long before disappearing, and never disappear in view of player.
- When security alerts end, now all cameras that spotted player during the alert are reset, not just the one that initially spotted you.
- Cost of hacking security cameras (Hard Security Mode) halved.
- Annelid worms no longer damage their allies.
- Fixed breaking windows not disabling sound blocking.
- Fixed potential crash in script that kills AIs that fall on the Command deck tram tracks.
- "Fast" SHODAN shots (shots that don't pass through a shield segment) now do less splash damage.
- Big SHODAN head hit points now difficulty-dependent.

Beta 5

- Fixed bug in ecology code that could cause AIs to spawn in view of the player.
- Fixed bug in ecology code that could cause the respawn rate in individual levels to increase every time players save/reload in or revisit that level.
- ADaOB grenade rebalancing removed. Grenade damage now scales with player skill and all other applicable damage bonuses.
- Earth UNN "Technical" advanced training now contains a section on security cameras and security computers, since new players seem to often be confused by how the security system works.
- The training space station now has a "Career Advisor" computer in the mission selection room that displays descriptions of the affected stats and skills for each mission posting. This should help out first-time players.

- All help text is now present in the player's PDA by default, instead of being gated behind finding the wall console that has each help topic.
- Four previously unused help topics (Repairing and Modifying Items, Chemicals, Psi Hotkeys, and Maintaining Weapons) have been restored, and consoles for them added to Med/Sci.
- Price of hacking security computers standardized from vanilla's mostly random values to 6 on the Von Braun, 10 on the Rickenbacker. These values result in the average cost of hacking security computers remaining unchanged (6.4912 nanites).
- Stasis field generator can now freeze the big SHODAN head, SHODAN avatars, and annelid swarms (area mode only). Frozen annelid grubs can no longer harm you.
- Security Expert OS upgrade now also makes the player invisible to robots while security is hacked.
- Strong Metabolism OS upgrade now also protects you from the negative side effects of smoking and drinking.
- Replicator Expert OS upgrade now also reduces the difficulty of hacking replicators by 20%.
- Unpowered powered armor now only provides 10% protection, down from 20% in Beta 4.
- Worm piles can now be destroyed. They will respawn after a few minutes.
- Fixed annelid swarms damaging their fellow AIs.
- Grub and swarm eggs now drop organs at the same rate as all other enemies, instead of always.
- The compass is now consistently oriented across all decks so the "0" heading is north (up) on the map.
- The three pre-modded weapons you can find now have their modded properties properly applied.
- Security camera collision (hit detection) physics now more closely match their visible model.
- Turret collision physics now match the current open/closed state.
- Rickenbacker turret collision models now more accurate.
- Rickenbacker turrets now rotate faster than the other turrets. Not a lot faster, just enough faster that it makes sense for how much smaller they are.
- Healing items now heal continuously, instead of in discrete chunks.
- Fixed healing items being usable even when HP is full, unlike the psi, anti-rad, and anti-toxin items.
- Fixed healing items being capped to player damage at moment item is used.
- Fixed intended 20% healing rate bonus not being applied to healing items when you have the Pharmo Friendly upgrade.
- Fixed Pharmo Friendly and Easy difficulty bonuses not being consistently applied to all healing items.
- Consuming alcohol will now remove a small amount of radiation poisoning.
- Removing the LabAssistant implant after using it to bring the Research stat up to the minimum level required to begin research will now suspend research.
- Research now temporarily suspended during in-engine cutscenes, so you won't ever hear "Chemical needed" or "Research complete" in the middle of a cutscene.
- Some surfaces/objects that you previously couldn't mantle onto, that you should have been able to mantle onto, you can now mantle onto.
- Fixed issues with weapons that do radius damage (fusion cannon, grenades) often not inflicting damage on very large targets.
- Fixed thrown hybrid grenades sometimes not exploding.
- Fixed stasis field generator Area mode sometimes not entirely working when used against a large group of enemies.
- Midwives now have a small chance of dropping an empty beaker as loot.
- Dropped/thrown items now collide with AIs instead of passing through them.
- Player now collides with hanging light fixtures instead of passing through them.
- Fixed psi hack being usable on objects that should be unhackable.
- Fixed med beds taking all your nanites if you have below the minimum required for healing.
- Med/Sci deck decontamination shower now washes away radiation incrementally instead of all at once.
- Protocol droid caskets that spawn a protocol droid now blow up when fully damaged, instead of spawning an undamaged protocol droid.

- Now possible to shoot the basketball through the hoop on Recreation deck (ball automatically arcs higher when facing a hoop).
- Ops deck Command Center enhanced and signage added so players will be more likely to remember and be able to find it when they have to return there hours later.
- Elevator between Recreation and Command deck now brings along items dropped on the floor of the elevator.
- Command deck tram now decelerates before stopping instead of just slamming to a stop.
- Command deck elevator up to bridge no longer allows players to sink into and be crushed by elevator when descending on it.
- Fourth OS Upgrade unit moved from end of Rickenbacker to beginning of Rickenbacker so players can use the final upgrade in more than just the "boss" levels.
- Big SHODAN head no longer invulnerable to melee weapons.
- Fixed SHODAN avatars taking half damage from melee weapons.
- Some changes have been made to the final SHODAN boss fight. The intent of these changes is to correct this fight being heavily biased toward hacking so other builds are more viable, and to make the overall experience of this fight less janky.
 - Now a slight delay on arrival in SHODAN chamber before she starts shooting, to allow players a moment to get their bearings.
 - SHODAN avatar now only spawns after player arrives in SHODAN chamber, so players won't potentially appear right on top of it.
 - SHODAN avatar when slain is guaranteed to stay gone for a minimum period of time, as opposed to potentially respawning immediately.
 - Small ramps in and out of the shield computer pits have been replaced with small steps that don't fling the player into the air when ascending them.
 - Shields no longer regenerate. The vanilla shield regeneration made it impossible for some weapons to damage the shields faster than they regenerated. Since the point of shield regeneration is to keep pressure on the player, and the roving SHODAN avatars already do that, regeneration has been removed. To compensate, the base shield health has been increased, and made difficulty-dependent.
 - Hacking the shield control computers is no longer all-or-nothing. Now each shield computer hacked deals 33% (of max HP) damage to all shield segments. So hacking all three computers still brings down the shields, but if you only have one or two ICE picks you can still get some benefit from them.
 - Shield segments now indicate their health by color. The first weapon hit on each shield segment will immediately change its color, to signal that they can be damaged (many players were unaware of this and assumed that hacking the computers was the only way to get rid of the shields). Shield segments now become *less* transparent (more opaque) as they take damage, so that weak spots in the shields stand out more.
 - SHODAN head now attacks more aggressively as shield segments are destroyed. Shots that do not pass through a shield segment now move much faster.
- Definitely no Easter eggs added.

Beta 4

- Korenchkin's brain moved into a previously unfinished area of the Von Braun bridge so it doesn't just magically appear out of nowhere anymore.
- First worm skin armor can now be found on the Recreation deck.
- Psi booster can now be researched as early as Hydroponics instead of Operations.
- Maintenance tools can now also be used on turrets. Keep your hacked buddies in tip-top shape!
- Spatially Aware OS upgrade now also displays position of all enemies on the automap.

- WormHeart no longer always maxes your toxin level when removed, even if you only had it installed for half a second. Now it builds up toxin as it heals you, in keeping with the item description.
- WormHeart and Worm Skin armor no longer break on level transitions.
- Med beds can now remove radiation and/or toxins even when you're at full health.
- Can now also install game cartridges by dragging them onto the GamePig.
- Can no longer smuggle items out of the training booths on Earth.

Beta 3

- Naturally Able OS upgrade now grants 20 CMs.
- Cyborgs no longer have 50% resistance to cold damage, unlike every other enemy in the game.
- AIs no longer investigate sound made by psi teleport markers and psi walls.
- Hazard suit now protects against egg spores.
- Local pyro field protects against monkey fireballs again.
- On Hydroponics deck, Polito now only tells you what to do with the Toxin-A after you've actually researched it first.
- All ICE-picks, auto-repair units, and French-Epstein devices restored to vanilla availability.
- Psi reaver shots now able to destroy membranes in the Body of the Many.
- Instant-kill torpedo radiation trap on the Rickenbacker now only radiates you enough to warn you off, but door at other end of radiated hallway now locked until you remove radiation.

Beta 2

- Monkey collision model now includes its entire body.
- Nav markers can now be removed in the first-person view by frobbing them.
- Active protocol droids (the ones that bust out of their caskets) now bust out when they're two-thirds damaged, instead of completely destroyed.
- Explosions which it didn't make sense to have a push effect no longer have a push effect (EMP, stasis).
- Tweaked the hazard suit and WormSkin armor to be slightly more useful (maybe someone will actually use them now).
- Fusion cannon standard shot splash damage radius decreased from 10 to 5. Can actually use it now without constantly killing yourself.
- Now possible to repair turrets after you "break" them with a failed hack attempt.

Beta 1

- ADaOB grenade rebalancing. See the included ADaOB readme for details on how the grenade damage system was reworked. Reverting these changes would be a huge amount of work, so we're leaving it in for now to see if anyone minds.
- Dynamic training system. If you skip all training in the first level, immersion-breaking "help consoles" are removed from the Med/Sci levels..
- Tank OS upgrade now adds 10 max HP instead of 5. Yeah, this is a straight-up balance change on our part. But again, pretty much everyone agrees that the original 5 HP gain from Tank is utterly useless.
- Med beds now also remove toxins, as they always should have.
- Stasis Field Generator now also works on turrets, security cameras, and psi reaver projections..
- Pistol and assault rifle do somewhat less damage. It's generally agreed that the assault rifle was overpowered, now it's slightly less so.
- Cigarettes now add 1 PSI in addition to subtracting 1 HP. Now they're good for something other than pointless near-death experiences. Replicator cost of cigarettes adjusted so it's still cheaper to use psi hypos.
- Grenade hybrids throw grenades slightly faster. They're still slow, but might occasionally hit what they're aiming at now.
- Hacked and non-hacked turrets no longer shoot at each other. Now you can actually hack a room full of turrets without the dumb things destroying each other in the process.

- Body of the Many goo drops now deal a small amount of damage. Did you always avoid them because you assumed they damaged you? Surprise, they didn't. Until now.
- Collisions with flesh surfaces do much less damage. It never made sense that slamming into a wall of flesh did just as much damage as slamming into a wall of concrete.
- Worm piles can now be easily walked across instead of blocking the player.
- Player cryokinesis and pyrokinesis shots now do splash damage (which can also damage the player). Before, monkey psi shots did splash damage, but player psi shots did not.
- Pyrokinesis now slightly damages mechanical targets. It makes no sense that a superheated ball of psionic plasma wouldn't so much as scratch a mechanical target.
- Local pyro field no longer grants immunity to protocol droid explosions. Apologies to all five of you who even knew about this exploit.
- Wall egg pods now always searchable. Some weren't before.
- Annelid swarms now vulnerable to fire/incendiary damage.
- WormBlood implant no longer heals player when it runs out of energy.
- Objects tossed down the MedSci maintenance shaft now appear in Engineering when you descend the ladder.
- Objects tossed into the Command deck gravshaft from the Von Braun to the Rickenbacker now appear in the Rickenbacker (and vice versa).
- Rec deck transmitter now cannot be activated until basketball court power is restored. Before, there was no reason other than poor night vision to complete this objective.
- Getting rid of psi wall to VB/Rickenbacker umbilical room now requires killing Korenchkin psi reaver brain instead of Korenchkin psi reaver projection.
- No more rumblers respawning on the Rickenbacker bridge (unless you set off the alarm). Where could they be coming from?
- Killing the Brain of the Many now also kills all enemies in the vicinity and disables any further respawning.
- Power armor will now display an "unpowered" message when it runs out of energy. It also offers some protection even when unpowered.

Cosmetic Changes

Beta 6

- Portable batteries now display message when attempting to use on already-charged or non-chargeable items, can swap position with non-chargeable items when drag-dropped in inventory, and play sound when used.
- Auto-repair units now properly reset any open MFD panels when used, display message when used on world items that cannot be repaired, and play sound when used.
- French-Epstein devices now properly reset any open MFD panels when used, no longer thrown into world when used on non-moddable world objects, and play sound when used.
- Recyclers now display name of item recycled and nanites gained, display message when used on non-recyclable world items or when attempting to recycle equipped implants, no longer thrown into world when used on non-recyclable world objects, and can swap position with non-recyclable items when drag-dropped in inventory.
- GamePig MFD panel now closes when GamePig moved in inventory or dropped.
- Laser turrets now have a muzzle flash when firing.
- Droid fusion projectiles now have a subtle ambient sound.
- Electron Dampening psi power projectile animation improved.
- Electron Suppression, Psionic Hypnogenesis, and Imposed Neural Restructuring psi power projectiles now have a terrain impact effect.
- Fixed Psionic Hypnogenesis projectile not rendering correctly in most orientations.

- Soma Transfer psi power now shows drain visual effect on all entities.
- Soma Transfer description in Psi MFD now includes exact numeric effects.
- Removed spurious tiny red cube in center of EMP rifle projectiles.
- EMP rifle overcharge shots now have a visually distinctive projectile.
- Dynamic light from EMP rifle shot impact now matches color of projectile.
- Installing GamePig cartridges now displays name of game installed.
- GamePig now has inventory mouse-over help text.
- Software upgrade icons now vertically centered.
- Hydroponics access card name strings shortened to no longer overflow query MFD.
- Recharging stations now blink their lights and change beam color when used.
- Keypads now indicate whether they're locked or unlocked by a red or green light on the keypad.
- Card slots now turn the slot on both sides of a door green when unlocked.
- Nav marker rendering changed to be more visible in dark areas.
- Benches and bar stools now sound like fabric instead of metal when struck.
- Body of the Many membranes now have a visual effect when destroyed.
- Body of the Many nerve clusters have an improved visual effect when destroyed.
- Various automap improvements.
- Various tweaks and fixes to the text strings.

Beta 5

- Grunge decals added around levels to compensate for 32-bit lighting being so much smoother than the original blotchy 16-bit lightmaps.
- Volumetric particle fog effects added in various places.
- New glass shard spawning system for broken windows. Shards now spawn distributed in the plane of the window broken. Number of shards spawned proportionate to size of the window. Shard size randomized. Shards fly away from point of impact or explosion source.
- Grates are now true 3D objects and allow light to cast through the individual slits.
- Ladders now make a footstep sound when you initially attach to them.
- Improved ladder models with less gaps/overlaps between ladder segments.
- Crystal shard now has an equip sound.
- Fusion cannon now indicates its current firing mode via the lights on the side.
- Grenade projectiles now look like the selected grenade type instead of a generic model.
- Restored a previously unused computer console model.
- Created a mirrored version of one of the computer consoles and used it where it would look more appropriate.
- Most security computers now have a green glow behind them.
- Main elevator door opening button and deck selection button scales changed so they're a little closer to being the same size.
- Main elevator door opening button now properly animated.
- Camera lights now pulsate when security hacked, go dark when camera itself is hacked (Hard Security mod only).
- Broken glass and snow surfaces no longer use same impact sounds.
- Some pipes now have flanges where they intersect walls.
- Pots, pans, and plates now scattered around the various cooking and dining facilities.
- A few crew caps now scattered around.
- Tipped over trash cans now show trash spilling out onto floor.
- Beakers now make a sound when used on worm piles.
- Enemies with an ambient sound now muted when stasis frozen.
- Fixed bug with Pyro Field sometimes making nearby objects emit player pain sounds.
- Fixed explosion bitmaps rendering as additive instead of multiplicative (now appear more "solid").

- Enhanced Psi Mine explosion effect.
- Fixed PDA and keycard HUD buttons having no title text when query cursor used on them.
- Fixed research results panel not displaying the name of the researched item in the header.
- Fixed bottom rollover text not displaying in character MFD in the Tech and Combat tabs.
- Fixed various issues with menu graphics. Restored missing frames to main menu binary animation (was displaying only 7 of 12 total frames). Fixed brief flash of bright binary digits on main menu when first displayed. Sim menu (in-game main menu) now displays same binary digits animation as main menu. Fixed button text centering and minor graphical issues on main and sim menus.
- OS upgrade units now display a message in the HUD stating which upgrade you selected.
- Texture behind replicator screens now consistent.
- Replicator screens and front panels now have physics, so objects can't pass through or sink into them.
- Slug turret muzzle flash now animated.
- Wood and Myers no longer use same log portrait.
- Malone no longer uses *exactly* the same log portrait as McKay; now wearing correct uniform.
- Suarez log portrait uniform color corrected to match the other UNN personnel portraits.
- All implant models now match their icon colors; implants with duplicate colors given different colors.
- Anti-toxin hypo model and icon now have matching colors.
- EMP grenade model and icon now have matching colors.
- Psi organ model now less oversized.
- Amber hanging light fixture glass now matches amber fluorescent light tube instead of being weirdly transparent.
- Hatches given a better opening sound and reoriented so they pivot on their hinged side.
- Scattered a few rugs and anti-slip mats around the Von Braun to make the floors less monotonous.
- Automaps for several decks completely overhauled.
- Automaps added to the Rickenbacker levels.
- Recreation deck art codes now listed in the PDA in the order they're found.
- Recreation deck basketball court now looks more regulation.
- Enhanced area signage on Recreation and Hydroponics decks.
- Fuel no longer shown flowing into Von Braun engine core before fuel flow reactivated.
- Fixed Rickenbacker turrets displaying no name in the search panel.
- Fixed Body of the Many nerve ladders having no climbing footstep sounds.
- Enhanced visual effects in Body of the Many boss fight to better indicate that the stars are protecting the brain from damage
- In the Where Am I? level, the roving cyberspace objects that damage you now have an ambient sound so players can more easily distinguish the damaging from the non-damaging cyberspace objects.
- Players now centered in final SHODAN pit instead of sliding along the walls.
- SHODAN final boss fight now has appropriate final boss fight music (if music is enabled).
- SHODAN head shots now emit from her eyes instead of her forehead.
- SHODAN head now has a visual effect when slain instead of just blipping out of existence.
- Credits video now automatically plays after endgame video.

Beta 4

- Polito and Delacroix no longer wearing wrong-colored uniforms in their log portraits.
- Cameras now go dark and stop rotating while security is hacked.
- Corpses of major characters now identified on the HUD.
- Tweaked level lighting parameters to improve saturation and contrast.
- Apparitions now flicker slightly and animate their glow more smoothly.
- Elevator doors now behave more like real elevator doors.
- Diagnostic/Repair Module (cheeseborger) now plays originally intended sound when used.
- Compass display tweaked and now makes a sound when toggled.

- Installing GamePig cartridges now makes a sound.
- Med beds now display a message when no healing required.
- Keypads now make success/failure sounds.
- A few textures fixed up.
- The usual many tweaks and fixes to the text strings.

Beta 3

- Psi walls now appear with a subtle animation.
- Laser pistol in overload mode can now be fired as soon as the charge complete beep begins (the actual delay is the same, the sound has been fixed to match it).
- Pianos now playable.
- Fixed Marine saying "the Wake Island" on station level.
- All air ducts now have actual wall connections.
- Most air ducts now open-ended where they connect to other ducts.
- Air duct debris should spawn more realistically now.
- All toilets now have a floor drain underneath.
- All art terminals now cycle correctly.
- Hackable crates now open with a smoother motion.
- Most crates and computers now cast shadows.
- Security cameras no longer display HUD brackets after being destroyed.
- Med beds now display a message indicating they need an activation key when frobbed.
- Environmental regulators now display a message indicating they need Toxin-A when frobbed.
- Command deck tram now shows up on automap.
- Rickenbacker levels now mostly have UNN crates instead of TriOp crates.
- All text strings now end with a period if they're sentences, no period if they're not.
- Dialed back rampant capitalization. Now only proper names and quest items capitalized.
- Arachnids now have a blood splat when meleed.
- Psi reaver brains flinders now have a name string.
- Many more various tweaks and fixes to the text strings.

Beta 2

- Oxygen meter now displayed when underwater.
- Drowning sounds now played when you run out of air underwater.
- Most plumbing now usable.
- Sensual stim unit access card slots now make a sound when used.
- Sensual stim unit card slots now display a message indicating which card they need when frobbed.
- Protocol droid caskets now look like they're actually falling apart when they open.
- Improved appearance of various blood spatter impact effects.
- Shooting snow surfaces now throws up a bit of snow.
- Shooting flesh surfaces now makes a blood splat.
- Many boss brain ball debris now immediately fades away.
- Shotgun hybrids now have a muzzle flash and eject shell casings when they fire.
- Grenade hybrids now throw grenades from their hand instead of their belly.
- Bullet and rifle shells now sink in water.
- Radioactive barrels now have their own rad explosion effect.
- All barrels now leave debris when destroyed.
- Zap Soda cans no longer have an open lid (how could you drink them if they've already been opened?).
- Midwife organs shrunk down to match the Midwife model.
- Stasis cannon shots no longer look terrible.
- Rickenbacker save names corrected from Pod 1, Pod 2, Bridge to Deck A, Deck B, Deck C.
- Many more various tweaks and fixes to the text strings.

Beta 1

- SHODAN final boss shields now actually rotate around her, instead of the awful fake rotating where they just teleported around to eight different positions.
- Upgrade stations now swing open when accessed, and close when the player walks away.
- Player hand/weapon now becomes transparent when psi invisibility is active.
- The light from apparitions now smoothly fades in and out instead of just blinking on and off.
- Dynamic light from explosions now fades out instead of blinking off.
- Psi force walls now emit a pulsating blue glow.
- Psi force walls now spawn a dispersing particle effect when slain, instead of just vanishing.
- Nearly all particle effects upgraded to use effect-appropriate bitmap particles.
- Explosion effects improved so the smoke, spark, and animated bitmap components can all run independently of each other. Before, they all had to have exactly the same duration.
- Explosion animated bitmaps now play back much faster, for a more realistic appearance.
- Most explosions now offset themselves from the impact surface, to reduce visual clipping into the terrain.
- Slug turrets, pistols, assault rifles, and shotguns now eject casings when fired.
- Slug turrets, pistols, assault rifles, and shotguns now leave damage decals on terrain (this was actually set up in the original game, but incorrectly, so it never worked).
- Pistol and assault rifle muzzle flash now affixed to muzzle instead of just spawned near the muzzle.
- Shotgun now has a muzzle flash.
- Laser pistol top changes from blue to red when in overcharge shot mode.
- Laser rapier, when held and when dropped, now emits light.
- Laser rapier "hum" now much quieter/less annoying.
- Crystal shard now has unique attack sounds.
- Fusion cannon, when dropped, now emits a soft glow from its barrel.
- All player and enemy weapons now have impact effects.
- Rockets and pyro fireballs now emit a roaring sound in flight.
- Player pyro fireballs now have a heat distortion effect.
- All energy weapon projectiles now emit appropriately-colored dynamic light.
- All energy weapon projectiles, psi effects, force shields, and holograms set to use additive blending (were using multiplicative blending before, which made them look a bit dull).
- Greater psi reaver projectiles now look different from standard psi reaver projectiles.
- Junction boxes emit sparks and play an explosion sound when destroyed.
- Batteries emit sparks when inserted in their terminals.
- All searchable objects display item-specific text when targeted, instead of just "Search container".
- Searched corpses now identify as "A corpse." in the search window, instead of nothing.
- Psi reaver projections no longer display "Search corpse." when killed, and can't be searched when resurrected.
- Killed SHODAN avatar use text no longer says "Search corpse."
- Destroyed Rickenbacker turret use text no longer says "Search corpse."
- Destroyed Rickenbacker turrets no longer continue playing rotation sound if killed while rotating.
- All portable turrets now pop their tops when destroyed.
- Annelid psi organ and healing organ now have a use sound.
- Cigarettes now make a sound (coughing) when used.
- Wrench, crystal shard, and laser rapier now make a sound when dropped in water.
- Researchable organs now sound like flesh when dropped on flesh (instead of unbreakable glass).
- Nav markers now make a UI beep sound when dropped.
- Air ducts now emit a subtle dust cloud when destroyed.
- All armors, weapons, and ammo boxes scaled down to a size appropriate for the human-sized AI models in the game.

- Bags of chips no longer go “thud” when dropped.
- Ring buoys and radiation suits now sound like fabric when dropped, instead of metal.
- Hydro deck environmental regulators no longer make no sound when hit.
- Player sound effects for pyrokinesis and cryokinesis no longer swapped.
- Cryo monkeys and pyro monkeys now use appropriate sound effect when attacking, instead of both using the same sound.
- Player now makes footstep sounds on vegetation and unbreakable glass surfaces.
- Diamond-tread flooring now sounds like metal when walked on, instead of the default “plasticrete” material.
- Rickenbacker air ventilators now spin continuously in one direction instead of ping-ponging.
- Smashed conduits now drop their parts along the length of the conduit, instead of emitting them randomly from the centerpoint.
- Rickenbacker conduits now breakable.
- Smashing windows now spawns twice as many glass shards.
- Window shards now closer in opacity to the windows themselves.
- Killing annelid worms and psi reaver brains now spawns a particle splash effect in addition to the creature corpse parts.
- “Xerxes Access” keyboards no longer treated as screens (can’t be broken).
- Chunks of destroyed eggs no longer collide with the player’s feet.
- Hacking the GamePig now unlocks all the available games, including some that I can see why they left them out.
- The one searchable chunk of destroyed robots now emits smoke for a few seconds.
- All elevator and QBR interiors now identical.

Map-Specific Changes

This is a mostly verbatim transcript of our map issue-tracking log for this project, so it’s a bit cryptic and jargon-heavy. Still, it should give a good idea of the scope of corrections to the game’s maps. This doesn’t even list all the hundreds of minor texture and object tweaks.

Earth

earth.mis

- New obj scales implemented.
- Delete grate 189 (was apparently always there but invisible; becomes visible in NewDark). //fixed
- Buttons 400, 401, 402, 478 partially sunk in wall. //fixed
- At UNN entrance steps, incorrect terrain texture around base of all four handrail pillars. //fixed, replaced hackish cylinders with NewDark 16-sided cylinders (floated so the lightmaps don’t get hosed up)
- Inside UNN building, floor tile in first and second rooms not using the same scale. //fixed
- Step up to each advanced training booth too high, hangs up player movement. //fixed, added half-step for each booth
- Barren Happy Noodle needs some props added so it actually looks like a restaurant. //fixed
- Can hop railing near starting tram and run on the tracks. //fixed
- Blinking lights 91, 157, 167 render behind their respective Shuttle Bay signs. //fixed
- Standing lamps 75, 76, 77, 78 set to use sphere collision type. //fixed, changed to OBB
- UNN recruitment center missing front doors. //fixed
- UNN recruitment center is barren, looks very “gamey”. //fixed, added some furniture and some unused/rarely-used UNN posters
- UNN recruiter bot has no way out of his booth in the lobby. //fixed, added a door
- Buildings to right of UNN recruitment center have incomplete texturing. //fixed
- Tram tunnel ends are plainly visible. //fixed, made tunnels curve out of sight in both directions

- Many room brushes with invalid archetype set. //fixed
- Shuttle departure room missing glass in overheard windows. //fixed
- Steps down to Happy Noodle inconsistently sized. //fixed
- Physics models of glass cases in Happy Noodle protruding outside into street. //fixed
- Missing room brush in front of Happy Noodle. //fixed
- Truck 192 not casting shadow. //fixed
- Conduits 93, 94, 95, 96, 739, 740 floating. //fixed, adjusted scales
- Floor grates 185, 186, 187, 188, 209 slightly lift player when walked over. //fixed, adjusted physics offsets
- Inconsistent spacing of some windows on the Happy Noodle building. //fixed
- Would be a nice touch to have the customer in the Happy Noodle seated. //done *cries*
- Redoing the lights effect (obj 225, 226) on the truck so it would look less crappy would be nice. //done, uses coronas now
- Window 135 invisible when viewed from the tram. //fixed
- AIs in tram station and Happy Noodle could be set to unused earth AI model (but keep the same objects; some mods rely on those). //done, changed humans 259, 587, 589 to use unused Earth human models.
- Window 135 physics dimensions don't match object size. //fixed
- Plant 632 needs to be moved up a bit. //done
- Set training booth tripwires 313, 314, 320, 378 to set qvar "Newbie" to 1 (this is the detection phase of the new adaptive training feature).
- Knocked-over trash can 197 and nearby trash makes no sense hidden behind the gravshaft station. //fixed, moved to a more visible location nearby
- Texture p0008 in cyberspace training areas is actually a screen texture, and can be broken. //fixed, replaced with new texture s41circ (Irrational had "fixed" this by making p0008 unbreakable)
- Incorrect texturing around all three door frames at end of shuttle 1 - 3 hallways.
- Wedge lights 160, 391 partially embedded in solid.
- Light coming from Technical training hallway doesn't match color of the sign (as with the other two hallways). //fixed
- Light 190 floating. //fixed
- Droid 150 idle animations can cause its hands to clip into terrain. //fixed, moved back a bit
- Sandman Audio sign floating. //fixed
- Rooms with humans have two males together, then two females together. Model duplication would be less obvious if male 587 and female 589 had their positions swapped. //done
- Would be amusing to have the server in the Happy Noodle notice the player if they stand in front of the window. //done
- Happy Noodle sign 183 ridiculously boxy. //fixed, made thinner
- Odd empty niche next to door 563. //fixed, put a trash can in it
- AIs fall through grates in front of tram. Not that there are any AIs walking around down there, but you never know what the future holds. //fixed, made pathable
- Niche for door 564 too tall. //fixed, retextured extra space as a vent
- No ceiling light in tram control room. //fixed
- Sourceless green glow coming from corner of tram control room. //fixed, added a floor vent with green light shining out of it.
- Typing AI in tram control room is typing into empty space above console (also no keys on console). //fixed, made a taller replacement console with a keypad to type on
- Added motions to AI standing in front of console 128 to make it look like he's using it.
- Very easy to miss motions of AIs in tram control room since they play immediately on exiting the tram and don't repeat. //fixed, gave both AIs in tram control room a longer, looping animation sequence
- Somewhat obvious and weird that AIs in control room don't start moving until player exits tram. //fixed, now start their routines on level load

- Welcome message in advanced training areas doesn't play until player walks forward a bit. //fixed, welcome messages now triggered directly by the teleport traps
- Wrong concrete texture against grate 187. //fixed
- Would be a nice touch to display some sort of message when players find the secret area. //done
- Lights 173 and 210 have duplicated BaseLight script. //fixed
- Load Squirrel script. //done
- Update lighting parameters. //done
- Speaker 510 need to be repositioned slightly. //done
- Texture U/V needs to be adjusted around door 74. //fixed
- Would be useful to check for NVScript & Squirrel being loaded on level start. //done, if either script isn't loaded a message is displayed in front of the first gravshaft and player is blocked from proceeding
- Can bring items out of training booths by holding them in your cursor as you exit. //fixed, dropping held items is handled by ChangeInterface script, so delaying teleport by a fraction of a second fixes issue; added delay to teleport tripwires 374, 375, 376, 380.
- Physdims on all conduit objects in starting area are wrong. Doesn't hurt anything, but may as well fix.// fixed the ceiling conduits, the rest already have archetype sized physdims
- Lights 211 and 212 centered.
- Changed trash cans 133, 197 to tipped-over model.
- Kanji sign (333) has no physics. //fixed
- Maybe slightly increase speed and density of particles in subway grav shafts so first-time players will more quickly figure out which one is up and down. //done, increased density
- Happy Noodle sign is floating. //fixed, added post
- Room brush just above tram room brush set to Small Normal instead of Large Live. //fixed
- Added SHTUP load order error sign (19).
- Added ambient sound to Sandman Audio sign (182).
- Added ambient sound 654 to truck (192).
- Duplicate pane of glass 528 in front of UNN welcome droid, set to Not Rendered. No idea why it's there. Moved out of world.
- Made beveling of paths in cyberspace training sections more consistent.
- Tripwires 130, 175, 203, 217, 218, 298, 302, 303, 308, 309, 313, 314, 316, 320, 374, 375, 376, 378, 380, 411, 414, 419, 430, 448, 450, 452, 459, 462, 465, 468, 470, 476, 504, 667, 698, 700 mismatched object/physics sizes. //fixed
- Tripwire 450 (UNN lobby) can be avoided by climbing on bench. //fixed
- UNN sign 384 could use some extra light. //done
- Preliminary grunging.
- Subway tunnel lights 210, 85, 84, 364, 86, 92, 173 not perfectly aligned in their niches. //fixed
- Added fog fx 982, 975, 979, 985 to subway tunnel lights.
- Added bench 995.
- Added payphone 1000.
- Added cig butts 1, 8, 1009, 1012.
- Added wall vents in far left and right niches in elevator side of tram station.
- Rounded the corners on grey floor thing in UNN lobby.
- Tram car isn't centered on tram station arrival gate/path to lifts. //fixed
- Sets qvar "SCPGame" on level start for tracking mid-game activation of SCP.
- Changed multipicture 629 to display new custom images.
- Lights 87, 90, 91, 156, 157, 167 have redundant BaseLight script. //fixed
- Buttons 400, 401, 402, 454, 478 can be difficult to click because the player doesn't have a HUD for this part of the game. //fixed, made clickable area much larger

Basic Training

- Teleport trap 377 starts player in mid-air. //fixed
- Buttons 441, 461, 464, 467, 471, 473, 488 inconsistent positioning. //fixed
- Ladder 306 too dark. //fixed, deleted LightColor and Self Illumination (they don't seem to do anything); added Renderer->Extra Light 0.5, Additive
- Elevator to terrpt 102 disappears out of world in NewDark. //fixed
- Near button 471, non-cyberspace terrain texture on top of practice mantle block. //fixed
- This area doesn't use the green floor circles to mark each training activity, like all the other training areas do. //fixed
- Force fields 548, 566 don't reach ceiling. //fixed
- Make force fields fade away instead of just vanishing. //done
- Crate 307 a bit dark. //fixed, added some extra light
- Possible for players to head right and take the training in reverse order. //fixed, added a wall
- Now that wall is added, start location feels a bit cramped. Remove wall greebles near start location. //done
- Intro narration repeats when re-entering area. //fixed, trigger delay 456 now destroyed when leaving area
- Now that intro narration only automatically plays the first time, add button to replay narration. //done

Weapon Training

- Teleport trap 319 starts player in mid-air. //fixed
- Possible to turn right at start and skip directly to exit. Not so good for a tutorial area. //deleted shortcut passage
- Button 410 backward, should be located inside entrance booth to match other training areas. //fixed
- Button 409 backward. //fixed
- Button 413 backward. //fixed
- Exit sign 492 inconsistent placement. //fixed
- Maint tool ecology 274 routed through a delay for no apparent reason. //removed delay

Technical Training

- Teleport trap 324 starts player in mid-air. //fixed
- Button 418 partially embedded in wall. //fixed
- Button 422 backward. //fixed
- Button 423 too high. //fixed
- Button 514 backward. //fixed
- Button 595 backward. //fixed
- Replicator base 262 not aligned with brushwork. //fixed
- Near nanite tank 257, niche in doorway between the two training rooms has non-cyberspace terrain texturing. Looks like they originally intended to have a sliding door here. Since there isn't one, the niche itself can be deleted. Floor texture alignment is slightly off here too. //fixed
- Near exit sign 486, need light source added inside exit booth so interior isn't shadowed. //done
- Spawner 285 spawns nanite tanks with wrong rotation. //fixed
- Keypad 266 (named "Sagiro" for some reason) doesn't display HUD use string. //fixed
- Exit sign 486 inconsistent placement. //fixed
- Von Braun door 265 makes no sense being there. //fixed, changed to same generic door used everywhere else on Earth
- Half-untextured/half-textured replicator looks really odd. //fixed, added a replacement untextured model
- Nanite ecology 276 routed through a delay for no apparent reason. //removed delay
- Added new room with security system training.
- Hack training keypad 266 can be unlocked by just entering "00000". //fixed

Psi Training

- Teleport trap 325 starts player in mid-air. //fixed
- Button 426 too dark, missing use string. //fixed, added Renderer->Extra Light: 0.3, Additive; added Obj->HUD Use String: training_button
- Button 429 backward, too dark. //fixed, added Renderer/Extra Light: 0.3, Additive
- Button 432 backward, too dark. //fixed, added Renderer/Extra Light: 0.3, Additive
- Psi boosters 275, 288, 289 too dark. //fixed, added Renderer/Extra Light: 0.5, Additive
- Psi amp 290 too dark. //fixed, added Renderer/Render Type: Unlit; removed Renderer/Extra Light: 0.5, Additive
- Training droid 592 too dark. //fixed, added Renderer/Extra Light; also added to Dopey Droid (597), the respawn object for this droid
- Near psi amp 290, pedestal has non-cyberspace terrain texturing on right. Also on underneath of niche to the right of it. //fixed
- Non-cyberspace terrain textures used in psi pull practice area. //fixed
- Spawner 296 spawns nanite tanks with wrong rotation. //fixed
- Exit sign 489 inconsistent placement. //fixed
- Put practice droid on pedestal, like in other training areas. //done

Space Station

station.mis

- New obj scales implemented.
- All wedge lights set to render/normal.
- Flammable sign 538 renders in front of glass when viewed close up. //fixed, added Renderer/Render Order: Post Opaque 1
- Flammable sign 548, ditto //fixed
- Departure bay floor is textured with wires instead of floor plating. Granted you only get the barest glimpse of it, but it's an easy fix so why not? //fixed, changed to rck026
- Door 68 could use a proper alcove. //fixed, v47: took me a bloody 1.5 hour
- Wedge lights 307, 315, and 744 set up to turn on when approached, but something seems screwed up so they start out already turned on and instead just get a little bit brighter when approached. Not sure how to fix this, or really if there's even anything to fix. //fixed, v47: now they turn on when the player approaches, and off when he backs away. I believe this has been the original intention.
- Door 156 doesn't open quickly enough to avoid player bumping into it. //fixed, moved tripwire 95 further into shuttle bay so player triggers it sooner
- Station portion visible through upper windows of first alcove seems unfinished. //fixed, replaced placeholder texture, added glass to windows
- Dressed up the departure shuttle bay to more closely resemble the arrival shuttle bay, even though you can barely see any of it before hitting the training trigger, oh well.
- Objects 519, 520, 521 descend from missing archetype "Graph screen", seemingly unused. //deleted
- Added a shuttle flying outside the station.
- No doors in niches leading to each training choice. //fixed, put the unused "mission gate" doors in each doorway, rigged them to open automatically when player enters room
- Three brushes near obj 687 have an incorrect texture on the bottom. //fixed
- Blinking lights 299, 739 embedded in solid. //deleted
- Moved tripwire 766 a bit so "Year 1" doesn't appear until player enters airlock.
- Door 153 sometimes won't open if the player approaches too fast. //fixed, looks like this room was originally set up to not allow the player to leave until they'd listened to the entire briefing speech, so the door tripwire link is manually added by an AI signal response. This was the actual problem-- AIs don't always respond to signals immediately. Manually linked tripwire to door and cleaned up AI 105's Signal Response list. Also made debrief tripwire 181 directly frob debrief button 150 instead of waiting for the AI to do it.

- How about having the training droid salute the player when they first approach? //done, though the motion looks a bit odd on the protocol droid
- Briefing speech 113 can get prematurely cut off as player walks toward mission selection bays. //fixed, deleted tripwire 1153 and inverter 1152. This setup was originally intended to cut off initial briefing so unused BriefingStart1 (721) and/or BriefingStart2 (762) could play, but it also prevents initial briefing from playing on top of mission briefings if player gets to bays before it ends. So, added links from inverters 1154, 1156, 1157 to 113. Now briefing speech only gets cut off if necessary.
- No apparent audio source for briefing speeches when walking to and in mission selection bays. //fixed, added wall-mounted speakers 551, 552, 555, 559
- Possibly have different custom signs hanging on the walls depending on which service player chose, since each is supposedly a different station. //done, hooked into unused GO_NAVY, GO_OSA, GO_MARINES routers, and used unused service-specific banners
- Crate 514 clips into wall. //fixed
- Crates 514, 862, 863 don't cast shadows. //fixed
- Wrong floor trim texture on wall south of door 68. //fixed
- Marine trainer at one point refers to Wake Island station as "*the* Wake Island". Oops. Should be possible to snip from the audio file. //done
- Player retains momentum from Earth map when arriving in shuttle bay, which sometimes flings them sideways. //fixed, added player-stopping script to level start marker 132
- Shuttle bays doors to missions remain open when player returns, despite supposedly being a year later. //fixed, added door-closing links to Year 2 (956)/Year 3 (957) setup routers; switched bay doors to use scpDoor
- Player retains momentum from walking through mission shuttle doors when returned to station. //fixed, added player-stopping script to same router that closes shuttle doors
- Teleport markers 721, 762 start player in mid-air. //fixed
- Would be cool to show the player's arrival shuttle departing on level start. //done
- Load Squirrel script. //done
- Update lighting parameters. //done
- Removed light params from CylinderWallLight 176 and set it to only live in the editor (redundant object, but as I don't like to delete vanilla stuff, I'm keeping it there for the time being).
- Changed the texture of the ceiling above light 139 to match with the one further down the corridor.
- Moved woman 756 a bit so she would not be staring directly at the pillar between the two windows.
- Window 363 readdd physics and set to block pathfinding, that will hopefully prevent guy 751 from falling out sometimes.
- Added departing shuttle could use an engine sound. //done
- Unused shuttle bay geometry would look cool where the player could see it. //done, copied over behind the visible control room
- Light markers 640, 641, 643, 644, 645, 646, 647 embedded in solid. //deleted
- Rows of pulsing square lights in the inaccessible area (near 655 and 695) seem to be animating strangely. //fixed, lights were animated as BOTH an animated texture and a flashing animlight that were out of sync with each other. Changed textures to white so animlight just illuminates them. Also changed animlights from blinking to pulsing because we can do that now.
- Mission posting screens look more like posters. Could give them some thickness and angle them down a bit for easier viewing. //done
- Placeholder mission briefing screens 350, 337, 339 can z-fight with subsequent signs if placed in the same location. //fixed, destroy in game mode
- Added career advisor computer 763 that displays description of all stats and skills that can be changed by current missions.
- Added floor path to career advisor computer so players will be more likely to notice it's there.

- Floor path to center mission posting door not aligned with it, missing curved corners the other paths have. //fixed and fixed
- Floor paths to all mission posting doors don't fall on even boundaries with the floor tile texture. //fixed, moved entire room over one unit
- Mission posting floor path curved corners very low-poly. //fixed, doubled the poly count
- Tripwires 39, 95, 305, 742, 772 mismatched object/physics size. //fixed
- Departing shuttle visibly pops out of existence at end of its path. //fixed, added scpShuttleRecede script to fade/shrink it out
- Rigged tripwire 173 to destroy departing shuttle so it won't waste cycles fading it out if the player can't see it.
- Covered up unused copy of starting area control room with a solid brush to reduce final cell count.
- Added light 760 over career advisor.
- Texture alignment issues inside door 239. //fixed

Engineering Deck

Engineering deck general

All the big, slow double doors don't start to open until you're just about pressing your nose against them. //fixed, made the triggers much larger

eng1.mis

- New obj scales and physdims distributed.
- Fixed physdims on all instances of desk -119 and -120.
- Wrench 1618 falls partially embedded in adjacent ledge. //fixed
- Floor arrows 1704 and 1706 need to be aligned with each other. //fixed
- One handle in the main elevator is missing, the obj needs to be created. //fixed. actually was there all the time, sunken in the wall.
- Above sign 699, "ATTENTION!" tech screen appears to be floating on a black untextured surface due to no light reaching it. //fixed, added a brush light near it
- Flowing goo texture alignment near lights 712, 706, 860, and 861. //fixed
- Lighting up the reactor core after restoring power would be a nice touch. //done, in red
- Lift walls 1855 attached backwards. //fixed
- Adjust brushwork/texturing in maze area to eliminate headbob portal transitions. //done
- The env sounds around the reactor core are all hosed up. there is that default humming that can be heard near the core, but there is also the machinery sound that abruptly starts when the player enters the room, and can be heard all the way into both nacelles. maybe extend the humming to both nacelles, make the machinery sound audible only near the core, and only AFTER the core has been restarted. //currently humming in the core area and both nacelles, and machine sound in the core area when the core gets restarted
- Need to do something smart with the empty subdeck area with the first midwife. Such useless, empty spaces should not exist on a spaceship. //scattered some junk around, could use some more stuff, like shelves with junk, eng1 chem/storage area style.
- Cleaned up door niche texturing and door positioning in the reactor core area.
- Nacelle computers 1736, 1834 can be activated multiple times. //fixed
- Decals 1165, 1171 floating. //fixed
- QBR 1702 missing ambient sound. //fixed
- Duplicate unused respawn marker 466. //fixed, deleted
- Changed replicator 973 cigs price to 8.
- Duplicate LandingPoint marker 1864. //fixed, deleted
- Weird green lights to right of button 966. //deleted, probably left over from some screens that used to exist there

- Pipe 1069 doesn't entirely reach ceiling. //fixed
- Map location 9 internally named "Pump Station". Could add a "Pump Station" sign on one of the big blank walls in this area. //done
- Missing level ambient trigger in main elevator. //fixed
- All Amber Lights (-1771) set to render Unlit. //fixed
- Fluidics control computer 1114 shows as frobbable after being used. //fixed
- Fluidics control computer 1114 doesn't show a use string. //fixed
- The monotonous monochromatic coolant tunnels could be greatly enhanced with a bit of a lighting overhaul. This area should feel like a dark scary basement, but instead it just feels like a well-lit rat maze. Introducing areas of light, darkness, and green glow from the coolant pipes would fix this.
 - As per above lighting issue, modified coolant tube ceiling lights 229, 122, 76, 228, 520, 535, 860, 861, 868, 880, 562, 571, 268, 614, 352, 361, 706, 712, 1254, 1255, 1256, 1259, 1055, 1059, 1196, 1224, 1236 to be slightly brighter and with a greenish cast to simulate light also coming from the overhead coolant pipes.
 - Darkened coolant tube ceiling lights 914, 888, 882, 860, 861, 344, 345.
 - Made coolant tube ceiling light 1097 flicker. This acts as a visually distinctive marker for the entrance/exit to the cul-de-sac area of the maze.
- Hallways with rad detectors 1138, 1150 irradiate player even though there's no visible radiation leaking. //fixed, added radiation FX; deleted rad lights 660, 670, 296, 658 to keep brightness sane
- Tripwires for most doors are tiny 4x4x4 cubes. //fixed, changed most to 10x6x4
- Security doors 2080, 1296 use the same sound as every other small door on this level. //fixed, changed to the cool but underused StationDoor schema
- Nacelle core 1703 has three identical sound emitters along its length, which don't all start playing at the same time and thus can sound really wonky. //fixed, stripping it down to just one emitter and increasing its radius seems to sound fine
- Nacelle core 1074 missing ambient sound that's in nacelle core 1703. //fixed
- Wonky sound propagation inside both nacelle cores. //fixed, needlessly complex room brush setup
- No room brush for windows 694, 776. //fixed, also added door property so windows pass sound when broken
- No footstep sounds behind both nacelle cores, near pipes 394, 219. //fixed
- Lower passageways around both nacelle cores are way too short. //fixed, made all a unit higher
- Nacelle core access doors 1074, 1703 in almost complete darkness. //fixed, added dim light near each
- Somewhere in the lower cargo bay would be a good place to sneak in an inactive Talon droid. //done, added one near crate 2107
- Can get stuck behind medbed 863. //fixed; tweaked physics, moved a bit, and made non-mantleable
- Fluor lights 1930, 1931 sticking out into lift shaft. //fixed, made recessed
- Plant 573 hovering. //fixed
- Pipes 709, 715, 923 not getting lit properly because they're so insanely long. //fixed, replaced with collection of shorter pipes
- Screens near chair 602 horizontally stretched. //fixed
- Lift shaft 1883 could really use some internal light. //fixed, added a couple of amber lights inside the shaft
- Moved the pipe system of pipe 267 X+0.6 to avoid it getting lit by the reactor's (new) red light.
- Fallen door 1076 has no physics. //fixed, had to add physics shims at both ends to prevent player feet getting hung up on it
- Casings around shotgun 1061 shrunk (x0.79) and floored, plus light textures adjusted in that area
- Repbase 887 lowered slightly, plus light textures adjusted in that area
- Lights 1119 and 305 repositioned slightly
- Camera 371 repositioned slightly
- Nacelle hybrids getting stuck on railings easily, need to set them to no collide and AI repel. //done
- Ecology 842 set to min 1, max 3, rand 4 to hopefully fix the corridor of death

- Adjusted the core rep screen to not float above the base.
- All monstergens set to raycast.
- Changed time on brushes under monkey 794 to make the light alcove visible.
- Repositioned the rep screens so they would sit on their respective brushes properly.
- The engine core area with the four identical doors (pod 1/pod 2/coolant tubes/core control) could use better differentiation of which door is which. //added a "core control" sign on the door that leads to the core, and a "maint. shaft" sign to the door that leads to the shaft. //let's go ahead and create floor arrow signs for "Core Control", "Port Nacelle", and "Starboard Nacelle". //done
- Updated concrete monkeys to humanoid creature type.
- Updated nacelle control computers 1736/1834 to play activation sound without using a devicetype.
- Automap switches to upper core control area immediately when player steps into lift shaft, even when still at ground level. //fixed
- All Engineering (-210) doors open too far into niches. //fixed
- Animated chaser lights in nacelle engine cores would look better using new Slide Smoothly mode instead of Flip Min/Max. //done, changed omni lights 356, 357, 358, 359, 360, 385, 386, 354, 364, 383, 384, 387, 388, 719, 720. Also added corona to end lights to look cool and low-intensity geiger counter sound to mess with people.
- Nacelle computers 1736, 1834 have no HUD use string. //fixed
- Master power computer button 1870 has no HUD use string. //fixed
- Nacelle core access door 1074 opens too far into niche. //fixed
- Double door 1379/1382 often found with one door stuck open. //fixed? moved spawn markers 380, 549 out of its door trigger
- Wrench 1618 positioned to be propped up on ledge, but falls on level start. //fixed, wrench also had Gun/Kickback properties, WTF
- Possible to avoid trigger radius for enviro ambient 138. //fixed
- Enviro ambient 138 has no corresponding enviro ambient reset outside its intended area. //fixed
- Replicator 887 partially embedded in wall. //fixed
- If player doesn't frob button 763 before heading to eng2, coolant tubes quest never gets initiated, and core access console 459 displays "Access Denied" when you return to it. //fixed, added a fallback quest trigger to double door tripwire 1109, just before eng2 bulkhead, that also initiates the quest
- Button 763 triggers two calls to anti-QB trigger 179, which in turn links twice to core access console 459. Necessary? //deleted duplicate links and everything still works, so apparently not necessary
- Engineering override computer button 460 doesn't display short name or use message, displays use brackets after activation, sloppily aligned with computer model. //fixed
- Keypad 910 really stretched to reach wall. //fixed, brought wall to keypad
- Added missing joint positions to all cameras.
- Removed Tweak/Joints from all hackable crates.
- Tripwire 409 needs to be floored //fixed
- Wall texture near 806 needs 90-degree orientation, and a bit of U/V tweaking //fixed
- Sec comp 378 flush to wall and center //fixed
- Yellow stripes around room with 1172 need tiling cleaned up. //done
- Load Squirrel script. //done
- Update lighting parameters. //done
- SecComp 378 remove scale prop. //done
- Pipe 1028 and its parts need to be moved away from the door. //done
- Floor texture under turret 500 needs to be realigned. //done
- Some bad texture alignment near monkey 809 //fixed
- Brush light right under monkey 794 invisible because brush at -9.5/-278/-33 has time set too high, changing the time value to 292 to make it visible. //done

- Scripted hybrid 1811 changed signal response->priority from unset to high, so he would bum rush the player under all circumstances (unless killed) //done
- Mail2 (Polito talking about annelids when the player enter storage room 4) will play even after the Shodan reveal (should the player loot the room after the event). //fixed - replaced script on room 960 with OnceRoom, removed the email, switchlinked to an Anti-QB Trigger with ShodanRoom=0, and switchlinked to EmailTrap that would play the mail, that will prevent the mail from playing after the reveal.
- Added scpKeypadHelper to unhackable keypads 1726, 1181, 910.
- Vicinity of keypad 910 way too dark. //fixed, added a small fluorescent light.
- Install enhanced elevator door controller. //done
- Bad physdims on broken junction box 1387. //fixed
- Hybrids 154 and 830 need to be made to not turn around before their events are activated (reactor run and security station teleport). //done
- Created marker 1264 to allow monkey 781 to pathfind out of the nacelle.
- Ceiling textures in the long room with midwife 1273 fixed and unified.
- Alcove of door 1690 cleaned up.
- Created inverter 1266 and set up engine core1 ambient properly (temp solution objects 1922, 1923 and 1924 deleted).
- Hybrid 1811 set signal priority to Very High.
- Added QB Set 1263, will disable NewEngOpsEco once Shodan has control of the core.
- Adjusted conduit 689.
- Made sure all monster spawns (-976) have raycast on and farthest off.
- Removed NVOBJStateCurrentState=0; from all turrets.
- Door 2097 should identify as a broken door. //done
- Updated grates.
- Moved sign 2109 out of the wall.
- Sign 806 centered.
- Brush (-46/-192.5/-38.75) near 475 lengthened slightly to reach the nearby wall.
- Spawns 927, 929, 322, 329, 1154, 338, 343, 366, 168, 368, 380, 448, 1431, 1498, 1652, 549 added does patrol and random sequence as necessary.
- Ladder 795 needs object system->immobile set to false. //fixed
- Broken assault rifle 1894 an ADaOB addition. If keep, should move since it's placed right next to another broken weapon. //moved to other nacelle
- Couple of roombrushing dead spots around corners of the Xerxes column. //fixed
- Possible to lose things forever behind med bed 863. Extend physics of bed out to contact rear wall. Will look weird to have objects floating in empty space there, but better than the alternative. //done
- Shotgun hybrid 1201 can sometimes shoot player through windows 619/621 due to shotgun penetrating window. //fixed, changed firing joint to right fingers for this hybrid only
- Shotgun hybrid 850 in blue room with no teleport link. Probably intended to be linked to teleport trap 872, which has no target. //linked
- Ladders 1032 - 1053 need Object System/Immobile:FALSE removed. //done
- Sign 570 clips into ceiling. //fixed
- Turrets 500, 522 have property Player/Hack Duration. //removed
- Added voodoo 515.
- Shotgun 1061 supposed to be pre-modded to level 1, but wasn't done correctly. //fixed
- Add scpEcologyHelper to non-inheriting ecologies 447, 163, 336, 933, 321, 333. //done
- Increase physics size of security cameras 449, 381, 371, 348, 332, to 1.5. //done
- Set hack cost of security consoles 378, 367, 340, 326, 335 to 6. //done
- Change scale of elevator door buttons 177, 835, 629. //done
- Replace elevator door trigger 175 with Elevator Tripwire. //done
- Add Start Hidden metaprop to blue room AIs 830, 850. //done

- Remove scaling from and add physics to replicator screens 889, 989. //done
- There's an unused object model ENGC.BIN, which is textured with a dark red version of the engine core fuel flow GOO texture. This was probably intended to cover up the fuel flow conduits in the engine core until after the engine core quest is completed. However the model itself is buggy, with internal Z-fighting issues. This is probably why it wasn't used. Will have to repair. //done. Added fuel flow covers 518, 519, 538, 572, 661, 715 and linked destruction to fuel flow activation.
- Replaced overused High Voltage signs 389, 722 near engine nacelle cores with unused EMF Hazard signs.
- No ambient start near bulkhead to eng2. //added
- Grunts 830, 850 have script TriggerDestroy on them for no apparent reason. //removed
- Tripwire 1144 mismatched object/physics size. //fixed
- All brushwork for both engine nacelles is off-grid. Wouldn't hurt to clean it up. //done
- Could increase the poly count of the nacelle cores and add some recessed rings along their lengths to make them look more detailed. //done
- Reduced scale of ceiling textures in both engine nacelles to help make the rooms look larger.
- Duplicate Caution signs 718, 780 in same spot. //fixed, moved one out of world
- Moved overused High Voltage signs 389, 722 to empty back wall of engine cores. Replaced with unused EMF Hazard sign.
- Ladder in starboard nacelle much further from walkway than ladder in port nacelle. //fixed
- Room brushing dead spots on outer surfaces of engine housings in both nacelles. //fixed
- Entering coolant tubes from engine core doesn't re-activate coolant tubes ambient. //fixed, added ambient marker 1257 and transition ambient 1306
- Could use some sort of audio/visual change in the nacelles when they're activated. //done, added ambients in each nacelle that activate with nacelle, and also rigged engine core ambients 93, 94 to not play until each nacelle activated
- Would be nice if Polito didn't talk over the cool startup sound when you activate the engine core. //done, added a delay after activation before she emails you
- Added green light to security computer 335.
- Added light to computer consoles in port and starboard nacelle controls rooms, which helps illuminate the nacelle control computers better.
- Window 597 needs to be moved down so there would not be an opening to space. //fixed
- Multiple floor arrows need shifted up by 0.01. //fixed
- Floor arrow pairs 950/965 and 1199/1202 not centered on corridor. //fixed
- Floors arrows 52, 53, 911, 1929 in central engine core area weirdly distant from the doors they're pointing at. //fixed
- Standing on hatch 85 while it's closed mutes audio in the room. //fixed, simplified room brushing in this room
- Hatch 85 pivots on wrong side of model. //fixed
- Hatch 85 can attempt to close on player. //fixed, hatch no longer auto-closes, buttons now directly open and close it
- Floor trim in coolant tubes doesn't have proper corners. //fixed
- Teleport trap 872 inside of door tripwire 1109, sometimes messing things up. //fixed
- Would be nice if Polito didn't talk over the cool sound when you flush the radiation. //done, added a delay after activation before she emails you
- Would be nice if the Master Power and Fluidics Control computers played an error beep if you attempt to activate before their conditions are satisfied. //done
- Master Power, Fluidics Control, and Engineering Override computers stop displaying their name strings after activation. //fixed, gave the invisible buttons a positive pick bias instead of giving the visible computers a negative pick bias

- Railings 1108/1110 really crowd the narrow walkway they're on. //fixed, moved back a bit, also consolidated physics
- Room containing the Engineering Override Computer could be a little taller so the computer isn't almost touching the ceiling. //fixed
- Light 1740 tied to engine core activation for no reason since it's not visible until you enter the Engineering Override Computer room. //fixed, made always on
- Light 1740 is sourceless. //fixed, added a couple of red fluor tubes flanking the computer.
- Slowed down door 1200 to Engineering Override Computer and gave it a louder door schema to make it opening a little more dramatic.
- Added green light to security comps 326, 340, 367, 378.
- Added debug/testing button near Master Power Computer that activates both nacelles.
- Added debug/testing button near Fluidics Control Computer that inserts circuit card.
- Added pipe flange 1312.
- Preliminary grunging.
- UB Window 36x16x2 instances need to be set to block pathfinding and to not be pathable, AIs really need to be kept away. //done
- Multiple texture alignment issues of yellow stripes on walkways leading to security computer 340. //fixed
- Pump station area (2017) very overlit. //fixed, turned down brightness of lights 273, 433, 1073 and turned down their spotlight radii to actually cast visible spots; add ambient lights to each one (1479, 1478, 1481), added light brush near camera 348 to maintain its visibility
- Remove KeypadUnhackable script from keypads 910, 1181, 1726, no longer necessary. //done
- Eco 1903 period set to 45 so it would look like the Many are actually trying to stop the player during the Core Control quest. //done
- Hybrid 924 behind door 281 surprise is slightly ruined by frob brackets appearing before door opens. //fixed, increased pick bias of the door
- Doors 756, 1735, 1828, 1874 can close on player. //fixed
- Elevator landing points not floored. //fixed
- AIs spawned at 549 don't patrol. //fixed
- Every Engineering (-210) door could have its scale corrected to the door frame size. //done
- Door frame texture for doors 755, 1212 wrong scale. //fixed
- Doors 1296, 2000 partially embed in floor when closed, open too far, can close on player. //fixed
- Doors 1323, 1325 off-grid, open too far, clip door model into door frame. //fixed
- Door 1803 unlit. //fixed-ish, added small amount of extra light
- Removed scpEcologyHelper from ecologies 333, 163, 933, 336, 447, 321
- Door 769 flashing light from one side showing up on other side. //fixed
- Midwife 1273 can be clearly heard idling all the way up at the top of the lift shaft. //fixed, made silent until alerted
- Keypad doors 1200, 1720 don't open/close after being unlocked. //fixed; removed Engine Features: Locked from keypads
- Keypad door 1091 can close on player. //fixed; moved keypad to right side of door; flipped door to open other way (consistency); removed Engine Features: Locked from keypad
- Keypad door 1687 non-standard setup. //fixed
- Keypad 1500 (broken door) can be unlocked by entering "00000". //fixed
- Enlarged tripwire 1006.
- Ecology spawner 1905 has no EcoType set. //fixed, had to increase Normal Min, Normal Max on ecology 1903 to maintain previous spawn level
- Tech screens breaking is broken. Need to restore tech/b64 texture. //done
- The core control quest eco 1903 needs to really keep the player busy, set period 25, min4 max4 rand1. //done
- Elevator too small on automap. //fixed

eng2.mis

- New obj scales and physdims distributed.
- Particles upgraded to bitmaps.
- Crates near crate 868 sinking into the ground. //fixed
- Added door properties to crate 439. While this is hacky and not recommended, it's the only way of stopping the big bot projectiles (without this, they will just pass through, and as the player fights bots/hides behind the crate quite often here, the issue becomes quite apparent).
- Cleaned up the Many sequence area - made sure all the veins and nerves are properly connected, and the sphincters cover the tunnel exits properly
- Spiders in the Many sequence act weird, maybe we should make them just peacefully patrol around instead of having an allergic reaction to the player. Also, they seem to get stuck on the sphincters, even though they have no physics. //fixed. they now crawl around properly. also set them to not collide with AIs, hoping this will lessen the tendency to get stuck in the cave beyond the second sphincter
- Way too much stuff gets elevatored from eng2 to eng1. Only things that are in the first room should get elevatored. //fixed, added one more room brush.
- The head thrown by hybrid 843 is now emitted by a separate trap, so it can land facing the player. Also spawns slightly away from the hybrid's body so it does not look like it's coming right out the hybrids lower parts anymore.
- Blood splat 66 repositioned slightly.
- Barrels around turret 808 set up to damage it properly.
- Lowered the two upgrade units slightly.
- Sign 149 floating. //fixed
- Particles 537 start too low. //fixed
- Need to copy fog settings from many.mis to Many vision section. //done
- Need to place a big blood splatter at the wall where the suicide ghost's brain would end up, unless we are going with "worm licked it clean" or similar (loc -3.99/-696.5/22.25). //done
- Moved level start marker 662 to level start.
- Weird sound propagation in four-way intersection near 1684. //fixed, door room brushes overlapping
- Changed replicator 346 cigs price to 8.
- Systems monitoring unit 676 doesn't display name string. //fixed (correct name property was already on it but with an accidental space inserted)
- Systems monitoring unit 676 shifts when card inserted. //fixed, got rid of the model tweq and teleported in the card-inserted model
- Copied in reconstructed brushwork. Mission is now unstripped.
- Screens near 232 horizontally stretched. //fixed
- Screens near 655 horizontally stretched. //fixed
- Screens near 86 horizontally stretched. //fixed'ish
- Weird lighting/shadows in corridor with suicide ghost. //fixed, added Force Static Shadow to door 127, added ambient light to compensate
- Apparition 849 starts a little too late. //fixed, moved trigger farther down hallway
- Replicator 346 embedded in wall. //fixed
- Nanite tank 398 doesn't fall when lift under it falls. //fixed
- rotated a bunch of flipped explosive barrels into physically acceptable positions.
- Blood splat 423 repositioned slightly.
- Grates 95 and 96 made slightly larger to avoid light seeping through the edge gaps.
- Adjusted light 948.
- Implant 653 added location/rotation so it doesn't bang on the floor once the player enters the level
- Light textures adjusted near obj 223
- 3 casings shrunk (x0.79) and floored.

- Tweaked light textures near obj 1911
- Gave the rad barrels phys/location+rotation flags, they are better off not moving when shot.
- Tweaked the exploding barrels, they should now blow up properly (most of the time, anyway), and also the player now can push them around should he decide to hack the security and then the turret to create a strongpoint.
- All linkless turrets have been linked to proper ecologies.
- When destroying an unscripted protodroid shipping crate, it will just blow up. If it's rigged to spawn a protodroid at certain point, it will also spawn it when destroyed by player. this is slightly inconsistent. //fixed'ish in gamesys
- Replicators 346, 485 partially embedded in wall. //fixed
- Conduit 1397 immediately destroyed on level start by nearby electrical sparks, sometimes dropping flinders through the floor. //fixed, gave it an electrical abort receptor
- Broken junction box 1389 has THREE electrical spark objects, for no apparent reason. //fixed, deleted 292 and 318, leaving 293, with a boosted particle count and dynamic flickering light added. made wedge light overhead flicker as well
- Breathing ambient from Many vision keeps playing after it ends until the player moves. //fixed, added another ambient marker nearby
- Updated concrete monkeys to humanoid creature type.
- Hybrid regularly gets hung up on railing 224. //fixed, made AI non-collidable
- Floor near barrel 148 and near top entrance to grav shaft 537 out of room brush. //fixed
- Barrels in the shuttle bay don't block AIs. //fixed; //fixed again, had been set to block pathfinding, meaning AIs wouldn't walk through where barrels were even after they've been blown up or moved by the player; set to repel and collide with AI instead
- Compass (if enabled) doesn't disappear during Many vision. //fixed (see object 1563)
- When Many vision ends, interface re-appears too soon. //fixed
- Duct 1470 physics model too big. //fixed
- Rumbler 601 has light stalk 1507 jammed right into his crotch. //fixed, made it invisible
- Barrel 814 must be replaced with new Explode Barrel LOS. //done
- Wrong texture scale on wall behind blood splat 46. //fixed
- Wrong texture on all cargo lift tracks. //fixed
- If you climb on top of barrels 820 or 821 and jump, you can hear the ambient for the shuttle bay. //fixed, ambient trigger 560 radius too large
- Crate 439 has a visible portal split in its middle in game mode. //fixed, caused by added Door property, set Door: Blocks Vision? to false
- Tripwire 1077 for door 81 should be larger on the shaft side so door automatically opens when player rides lift down. //done
- Doors 81, 127 open more slowly than their equivalents in eng1. //fixed
- Card slot box 676 not properly fitted to its niche. //fixed
- Try animating circuit card into core control computer. //done
- Abrupt transition to shuttle bay enviro ambient from marker 550. //fixed'ish, still a subtle audio "bump" when fully entering the shuttle bay area, but not sure if it can be made any better.
- Pop in audio when using lift 80. //fixed'ish, smoothed out enviro ambient transition
- Wrong ambient on marker 1400. //fixed
- Wrong ambient on "amb trans to shuttle control" (892). //fixed
- Abrupt ambient transitions near markers 561 and 565. //fixed
- Cargo bay music doesn't play for cargo bays 2A-2B. //fixed
- Smoke 790 floating in front of switch 1407 that it's supposed to be coming from. //fixed
- Door 1391 not in room error when opening. //fixed
- Several audio dead spots in cargo bays. //fixed
- Crate 339 opens toward wall. //fixed

- Added missing joint positions to all cameras.
- Removed Tweq/Joints from all hackable crates.
- Load Squirrel script. //done
- Update lighting parameters. //done
- Move the pipeworks around 1675 to contact all walls. //done
- Realign the floor textures under 1675. //done
- Bad physdims on broken junction box 1389. //fixed
- Active protocol droid box 327 never opens because switchlink direction backward. //fixed; made open only on Hard and Impossible. Also made droid box 841 NOT open on Easy difficulty
- Changed active protocol droid boxes 231, 275, 321, 326, 327, 348, 379, 430, 834, 841, 848, 853 to be opened by TurnOn message instead of slaying, via script scpProtoBotSpawn. Now no longer spawn a droid when destroyed by player.
- Set campaign qvar "ManyVision" to 1 during/after Many sequence. // done, linked off tripwire 833
- Removed duplicate script from DirectMonsterGen 395.
- OGBooBoo hybrid signal response hopefully less wonky now.
- Amb reset after Many (884) moved to vanilla location, radius increased from 15 to 30 (this makes it work more reliably in the tool, probably not required as SCP already has some bulletproofing going on there, but better safe than sorry).
- Made sure all monster spawns (-976) have raycast on and farthest off.
- Spawns 486, 552, 395 added does patrol and random sequence as necessary.
- Elevator Path 623 and 700 modified speed of their TPath links to 4, this makes sure the botm sequence starts properly even when v-sync is off.
- Possibly widen suicide ghost corridor so the ghost doesn't clip into the walls. //done
- Could use a warning sign on the back wall at the top of the suicide ghost corridor elevator shaft. //done, added a "Caution" sign
- Many brain 741 not vertically centered in its supports. //fixed
- Added crew cap 1764 in Command Control.
- Cargo bay music starts for both cargo bays when you're just standing at the door, instead of after you actually enter. //fixed
- The shotgun (43) suicide scene is in such a dark location that it's almost impossible to see. Could use some extra light. //added
- Out of room brush error near shotgun 43. //fixed
- Add scpEcologyHelper to non-inheriting ecologies 88, 840. //done
- Increase physics size of security cameras 587, 593 to 1.5. //done
- Set hack cost of security consoles 151, 594 to 6. //done
- Remove scaling from and add physics to replicator screens 527, 889. //done
- eng1 -> eng2 room brush size different, which can cause elevating anomalies. //fixed, made size/position identical to eng1
- Added fog fx 1765, 1766, 1767, 1768, 1770.
- Monkey 140 set to Deaf to prevent it from attacking the player too early, modified its signal response to remove Deaf upon activation, and idling directions set to 90 so it would never face any walls.
- Lift 80 significantly smaller than its shaft. //fixed, scaled up lift
- Disable script loading on fake vision Many brain. //done
- Automap shifts when entering/leaving the shuttle bay //fixed, removed Map Ref Info from marker 122
- Tripwires 27, 125, 236, 330, 691 mismatched object/physics sizes. //fixed; tripwire 691 plays the Xerxes "nutritious snacks" message, but almost no players ever heard it because the tripwire physics was tiny and in midair
- Tripwires 236, 330 have physics offset. //removed, floored
- Door tripwires 646, 903, 904 floating in midair for no reason. //fixed, floored
- Tripwire 27 (activate MrCrazyMonkey) should be Once. //fixed

- Tripwire 855 (release protocol droids) should be Once. //fixed
- Protodroid crate 972 needs to be set to not collide with AIs, some clipping is preferable to getting stuck //done
- Suicide ghost 350 should be moved 1du right //done
- Fix weird clipped steps in Command Control area (nearly identical to steps in rec3 casino). //done
- Bulkhead room brush not large enough, items leaning against the bulkhead door don't get elevated to eng1. //fixed
- Monkey 294 needs deaf metaprop to ignore any commotion until triggered. //fixed
- Cargo bay music keeps playing if player dies in cargo bays and is resurrected at QBR. //fixed
- Preliminary grunging.
- Monkey 140 will not activate should the player not frob the corpse that activates it. //fixed, added a safety tripwire
- AIs can get stuck trying to run through pipe 90. //fixed
- Security comp 151 missing green glow. //fixed
- Nanites 391 trail behind lift 356 when it falls. //fixed
- Nanites 391 can be difficult to frob when on cargo lift. //fixed
- Smoke 451, 470 almost impossible to see in the dark. //fixed
- Sanger (507) in almost pitch darkness. She has a quest-essential log so should probably be a bit more visible. //done, added a little extra light
- Tripwires 622, 833, 1245, 1316 1604 have redundant Render Type: Not Rendered. //fixed
- All door tripwires only 4 units high. Should be at least 8 units. //fixed
- Wouldn't hurt to strip physics from all non-AI objects in the Many vision sequence. //done
- ManyBossBrain 741 unneeded tweq params. //removed
- Add coronas to Many lights 1503, 1504, 1506, 1508, 1510, 1511, 1518, 1519. //done
- Shotgun holes 1365 has object system immobile true. //removed
- Card slot 1399 redundant shape model. //removed
- Anim light 324 unrendered but has custom shape model and object system immobile false. //removed
- Anim light 604 duplicate BaseLight script, class tag should be EngBlinkFlor. //fixed, fixed
- Anim lights 353, 665 duplicate BaseLight script. //fixed
- Trigger delays 393, 396 duplicate TrapDelay script. //fixed
- Trigger delay 393 unnecessary explicit string text in script use message. //removed
- Can summon multiple maint bots by rapidly clicking buttons 473/474/475. //fixed, linked buttons to a once trap instead of destroying the spawner on a timer
- Audio log 1426 redundant LogDiscScript. //removed
- Number signs 572, 575 useless dynamic light prop. //removed
- Cargo bay doors 633, 635, 956, 957, 1233, 1237, 1378, 1391 redundant Engine Features/FrobInfo. //removed
- Security comp 151, 594 redundant Gamesys/Hack Text. //removed
- Sci Med Door 536 placed across shuttle bay opening to block player. Adding physics to particle effect 535 could do this just as well without any door weirdness. //done, also added electric schema to particles so not silent when struck
- Laser turrets 427, 431 redundant Ability Settings/Device: parameters. //removed
- Security cameras 587, 593 redundant Ability Settings/Camera: parameters. //removed
- Chair 93 unnecessary Invulnerable metaprop. //removed
- Flow groups 831, 832, 940 unused. //removed
- Unused Room type Light Trap (1360) has only the BaseRoom script on it. Normally only the EnterRoom room archetype has this script setup. Also exists in eng1. //removed
- Unloaded all unused textures.
- Tripwires 227, 322, 432, 836 should be Once. //fixed (this also fixes tripwire 322 interfering with mantling onto nearby crate)

- Can easily miss tripwire 227 (sets quest note 1_6). //fixed, this tripwire is unnecessary since the same quest note ("The code for Engineering Control is in Cargo Bay 2.") is set by picking up the log in this area. Since it doesn't make sense to trigger this note before picking up the log, moved tripwire 227 out of world.
- Blood splat 514 z-fights with shotgun holes. //fixed
- Corpse 426 on broken lift tricky to frob highlight. //fixed
- Bots can shoot through big crates 1597, 1589, 505. //fixed, added door property
- Added fog FX 1704, 1706, 1707, 1708, 1786.
- Monkey 232 shouldn't start patrolling until after Many vision, so players can't be ambushed by it immediately after vision ends. //fixed
- Possible to get stuck in under-floor gap if you attempt to move out of pit containing implant 653 while crouching. //fixed
- Removed scpEcologyHelper from ecologies 88, 840.
- Converted foggy fog FX to dust motes, placed under (almost) every light source in cargo bays.
- Automap wall locations wrong several places. //fixed
- Door trim texture alignment near 0.64, -586.75, -26. //fixed
- Gravshafts to Shuttle Control switch automap to upper level inset while still at ground level. //fixed
- "Shuttle Control" sign 634 looks strangely small where it's placed. //fixed-ish, slightly enlarged
- Shuttle bay opening isn't actually large enough for a shuttle to pass through. //fixed
- Lift 131 not centered on and smaller than its terrain niches. //fixed
- Tech screens breaking is broken. Need to restore tech/b64 texture. //done
- Cargo bay music doesn't start playing first time visiting level. //fixed

Med/Sci Deck

medsci1.mis

- Fixed lots of lights not centered in their niches/over their doors.
- All wedge lights set to render/normal.
- New obj scales and physdims distributed.
- Fixed physdims on all instances of desk -120
- Xerxes column bubbles upgraded.

Starting room

- Implemented adaptive training. Linked starting tripwire 311 to anti-qb filter 2198, which checks qvar "Newbie" (set in earth.mis). If NOT set, destroys all infocomps and adds all infocomp help text to PDA.
- One of the three cryo pods at the beginning missing the internal overhead light. //fixed
- No way to get patients into starting cryo pod room except by ladder, WTF. //added broken door at end of otherwise nonsensical dead-end hallway in adjacent room
- Very first ladder should be moved 0.5 to the left. //fixed //and fixed again, moved the entire niche to the right so it's centered on the short hallway it leads to
- Junction box 945 missing the usual conduits. //fixed
- Radar dish platform could really use some less retarded texturing. medsc004 or medsc009 should do the trick. //fixed
- Radar dish destruction at beginning produces two simultaneous explosion sounds for each explosion, one from the spawned explosion, the other from a sound trap. //fixed, isolated radar dish platform room brush from all other room brushes so you only hear the special "space explosion" sound
- Radar dish impact could use a little player shaking. //added ShakeYourBooty script to marker 2002
- Added large animated light flash when radar dish impacts glass.
- Added lights 947 and 878 burning out when radar dish impacts glass.
- Window 464 tweq tries to load nonexistent model "wnd24". //fixed, corrected to "wnd_24"
- Bottom part of forcefield in starting room can be crouch-leaned through. //fixed, added another invisible blocker

- No forcefield sound effect when force fields appears in first room. //fixed, added AmbientHacked schema "rck_shieldS" to space_shield_10x24 (948)
- Radar dish platform not visible from second room that you climb into from starting room, even though it should be. //fixed, connected exterior sky brushes
- Try adding schema for duct debris to duct 402 so it at least makes some sound when players try to crawl over it. //tried, doesn't work
- Corpse 1177 missing same training HUD use string as corpse 1680. //fixed
- Forcefield disappears when looking at the bottom of it from close up. //fixed, added separate forcefield objects for the lower gaps
- Invisible objects block player from entering area where forcefields appear. //fixed, can now enter this area, and if you're still in there when the forcefields go up you run out of air and die
- Emitter 479 trying to emit nonexistent object. //fixed, set to emit harmless explosion and set between lamp and junction box near ladder
- Move forward blood splat 842 to visually identify Beta 4. //done
- Make debris from duct blocking ladder not collide with player feet. //done
- Minimap should be automatically activated on level start. //done, added activation script to blood splat 842
- Make light from impact explosion more yellowish. //done
- Player can get hung up sliding along railings 1695/1696 and 1693/1704. //fixed, consolidated physics for each pair
- Tips of lights 1002, 1192 touching wall. //fixed
- Maybe give brush lights near 80, 56, -5 a blueish hue to match the color of the screens giving off the light. //done

The rest of the map

- Mission tries to load three nonexistent script modules. //fixed
- The horrible texture mess on Xerxes and the main elevator needs to be sorted out. //fixed
- Ladder on the maintenance shaft needs to be made taller to prevent player from accidentally jumping behind it. //fixed. v47: I can't truly express how much I enjoy this fix.
- The first hybrid sometimes doesn't spot the player and returns to the security booth after rushing out, this looks weird. //fixed by making him run to the player location, and then face the player. Can still get weird under certain circumstances. //added return to origins "false", this should do for the time being.
- Light fixtures don't switch on. //fixed. turns out this is a broken model; fixed model included in the SCP package
- Make the bulkhead door that you open with the battery stay open once activated. //fixed
- Fluor light 785 floating. //fixed
- Elevator button 265 too low. //fixed
- Elevator button 329 too high. //fixed
- A bunch of lights not rotated properly, and set to unlit. //fixed
- Secure airlock doors are badly positioned. //fixed
- Rising steam (2023) not in room brush. //fixed, moved inside a room brush to suppress warning in DromEd
- Moved grate 1950 out of vents to vent entrance where it makes more sense.
- Light 1133 doesn't turn on. //fixed, wrong script
- Moved wedge light 1127 away from other nearby light, closer to pipe farm that could use the extra light.
- Brush light near wall console 679 creates light spot from seemingly nothing. //fixed, replaced with fluor tube 1984
- Fake textured light 1232 near 3D modeled lights. //fixed, replaced with a fluor tube light
- Fluor light 509 has no niche. //fixed, niched it
- Lift 1853 backwards. //fixed, rotated phys attached walls (1852)
- Obviously invisible light source near -60, 64, 4. //fixed, replaced with a fluor tube light

- Anim cylinder light 436 placed in fluor light ceiling niche, looks really weird. //fixed, moved off to the side, also upgraded the light in that niche to a 3D model
- Dead guy 1362 seems like he should have some loot (is in a closet behind two out-of-the-way doors), but doesn't. There's a gun near him, but it's only visible on the lowest difficulty level. //gave him a small beaker and an anti-toxin hypo
- Polito email triggered by entering room 642 and apparition triggered by ectoplasm 1321 will play at the same time if player doesn't stop to listen to the email. //fixed'ish, moved apparition trigger further down the hallway
- Moved apparition 1326 and moved/reposed body 833 so the apparition collapses into the body.
- Watts death speech emitter 1185 located pretty far from his body. //fixed, centered on his head
- Recharging station 273 animated light appears off to the side. //fixed, was offset on X instead of Y
- Explosive barrels 827, 863 can be walked through by AIs. //fixed, added Physics/Misc/AI Collides With:TRUE
- Conduit pair 587/1810 doesn't reach wall. //fixed, added a third conduit
- Fluor light 1911 not centered in niche. //fixed
- Wall console 690 interferes with player movement around ladder pit. //fixed, moved to adjacent wall
- Swapped positions of security console 85 and infocomp 1139, so the more important security console is under the spotlight.
- Changed Grassi replicator kvetch 1730 AIWatchObj trigger distance from 10 to 20 so triggers before player is right on top of it.
- Added crouch to apparition 1730 so it does not start in the "T" position.
- Decreased brightness of lights 1863, 1120 so apparition 1730 looks better.
- Apparitions 1406, 1730, 1326, removed Dynamic Light property so they will work correctly with NVGlowTrap lighting method.
- Sound 327 (crew woman screaming while running) does not follow along with running AI. //fixed, physically attached sound to AI
- Malfunctioning door 88, lowered opening speed so as to appear more malfunction'y (and to allow its sound effect to play out).
- Near pipe 558, changed floor/ceiling texture from tile to grating. Moved nearby gratings 216/518 to align with niche edge.
- Doorway near console 1881 makes no sense-- just opens into empty space. //fixed'ish, added a blocked door on the far wall and the suggestion of a collapsed walkway, all without physics of course, so the jump to the loot is still just as frustrating
- Light 534 hangs too low for theoretical walkway extending from nearby door. //fixed, replaced with shorter light 2133
- Hybrid 163 can chase player onto lift 1853, causing various bad things to happen (sometimes just disappears!). //fixed, made the lift walls block pathfind
- Ambient sound trap 1126 generates error "requested nonexistent schema"; appears to be requesting no schema at all. //fixed, deleted (was initiated from trigger 1150)
- Texturing of rails for lift 548 doesn't match the other two lifts in this map. //fixed
- Texture alignment glitch on dark blue tile near object 651. //fixed
- Moved light 1793 so it won't collide with the conduits.
- Hybrid and the woman from the chase scene are HUD-selectable. //fixed
- Made sure the player cannot catch a glimpse of the chase hybrid idling before he starts running.
- Set the nearby junction box and wall console to not collide with AIs, this should help stabilize the somewhat random timing of the chase sequence.
- Explosive barrels near the turret duo have been set up to damage the turrets.
- Exploding console 691 will now leave a wall damage decal.
- Marker 1193 moved next to door 170. Should play the scream sound a bit earlier.

- Morgue cremation furnace damage setup only hurts player in a single small spot. //fixed, copied the fixed setup used in rick1
- Misplaced brush light near object 1091. Should probably be over it. //fixed
- Wrong textures on sides of a couple of the MRIs near object 1091. //fixed
- Slightly off rotation on light 845. //fixed
- Ceiling texture misalignment near camera 77. //fixed. how the fuq did I miss that?
- Corpse 734 (Dr. Watts) displays "Search container" when targeted. //fixed, changed to "Search corpse."
- Corpse 734 (Dr. Watts) displays no name string. //fixed, added a custom name string, "Dr. Watts"
- Keypad 222 doesn't display use string. //fixed, had a custom name identical to the default name
- Hypo 478 sometimes falls off ledge on sim start. //fixed
- Lift 601 has no floor niche. //fixed
- Glitch in audio when riding lift 601. //fixed, was passing between different EAX settings
- Lift 548 has no floor niche. //fixed
- Button 546 too low. //fixed
- Pump 261 makes no sound. //fixed
- Sign 1371 floating. //fixed
- Infocomp 656 too high. //fixed
- Different light fixture styles on front and back of column near 930. //fixed, replaced fluor light 1446 with a wedge light
- Hanging corpse 735 feet touch computer console. //fixed, moved corpse and console away from each other
- Hanging corpse 735 doesn't rotate around where rope intersects his neck. //fixed, detail attached corpse to rope and made rope rotate instead
- Duct alignment in mortuary off. //fixed, all ducts in a row
- Excessive delay between explosion 1952 and glass shattering 1958. //fixed
- Move 2149 to -73.55/-212/14.85, 2147 to -73.55/-211.075/14.51, and 2148 to -73.55/-210.755/13 so it will be compatible with the latest Vurt flora pack. //fixed, reluctantly
- Brush light at -0.25, -75.86, 2.85 needs nudged to get rid of black edges on cryo-tube. //fixed
- Open bulkhead doors 1024, 1026 and 1017, 1022 set as closed. //fixed
- Battery receptacle 1128 not sunk into wall like the first one, 1766. //fixed
- Battery receptacle 1128 set up to trigger a particle effect when activated, but for some reason it doesn't work. //fixed, improved effect, added sound when battery inserted, applied to 1766 too.
- Added recharger button 2146 near battery receptacle 1128, visible in editor only, to ease testing.
- Main elevator doors close too soon. //fixed, were set to 4 seconds instead of default of 10
- Main elevator button 1052 located to left of elevator door, unlike every other deck where it's on the right. //fixed
- Sourceless light above ladder 1140. //fixed
- Missing level ambiance trigger in main elevator. //fixed
- Light 853 floating away from wall. //fixed
- Light 126 not reaching the ceiling. //fixed
- Set the railings near the hybrid chase scene to not collide with AIs hoping this will mitigate the problem with the AIs getting stuck there.
- Texture p0028 screen near chair 128 horizontal texture alignment slightly off. //fixed
- Texture p0012 screen near chair 128 horizontally stretched. //fixed
- Terminal box 1028 floating. //fixed
- Exploding screen 2105 is already destroyed before the explosion goes off. //fixed, also moved shotgun holes 233 off the screen over to a wall
- Repositioned faucets and cleaned up a bunch of light niches (477 and two more vertically placed lights).
- Adjusted textures on pillar near obj 666.
- Cleaned up pillar niches in the turret room.

- Flipped bench 1433.
- Rotated corpse 294 slightly.
- Repositioned the terminals, crates and desks in the same area so they do not collide with other objects.
- Flushed (hopefully the last) wedge light 375 against wall.
- Fixed positions and scales on both faucets near recharger 273.
- Crates 1070 and 696 Z repositioned.
- Wedge lights in room with 1354 moved to the same Z height.
- Railings near 910 repositioned slightly.
- Railing 228 too large. //fixed
- Sign 1254 hidden behind computer 203. //deleted
- Consoles w/Overhead have inaccurate physics. //fixed
- Crate 900 embedded in wall. //fixed
- Sourceless anim light 1933. //fixed
- Conduit 1810 doesn't reach wall. //fixed
- Cleaned up pillar niches in the turret room.
- Flipped bench 1433.
- Rotated corpse 294 slightly.
- Repositioned the terminals, crates and desks in the same area so they do not collide with other objects.
- Flushed (hopefully the last) wedge light 375 against wall.
- Fixed positions and scales on both faucets near recharger 273.
- Crates 1070 and 696 Z repositioned.
- Wedge lights in room with 1354 moved to the same Z height.
- Railings near 910 repositioned slightly.
- Made the corridor with the first corpse just a bit wider, so the floor tiles can tile perfectly.
- Computer consoles have been given proper phys dimensions.
- Made floor under hybrid 163 tile better.
- Watts is now selectable and lootable only after he dies. //fixed
- No object name displayed in MFD when searching Watts. //fixed
- Watts death button "monstertrigger" (1198) makes audible sound when script frobbed. //fixed
- Watts sequence hybrids were supposed to face superconsole at the last step, but didn't because of improperly arranged arguments. //fixed
- Grate 2245 needs physics box enlarged so people can't mantle up through that opening. //fixed
- Nonsensical ceiling light texture behind console 1250. Wasn't originally visible, but console was moved so suicide guy's feet weren't touching it. //fixed, changed to exposed wiring
- Posters 404 and 850 touching. //fixed, moved them apart a little bit
- Brush light in room with light 1582 left behind when glass cylinder was shrunk and moved. //fixed
- Some of the flashing red lights along the initial escape path seems less saturated than originally, even though their saturation hasn't been changed. //fixed, made maximally saturated
- Added missing joint positions to all cameras.
- Swapped in open-ended models for ducts 428, 2030, 2031, 1891, 243, 844, 1619, 500, 539, 1101, 1109, 1130, 306, 307, 319, 1521, 452, 801, 807, 810, 1434, 1435, 1436.
- Messed up room brushing in entire area before first keycarded door. //fixed a bit, could use a more thorough look
- Duct 1435 doesn't reach wall. //fixed-ish, added a duct debris piece on the floor
- Added wall connections for all ducts.
- Als can sometimes get stuck on top of platform with body bag 794. //fixed, hopefully
- Morgue significantly brighter with 32-bit lighting than 16-bit lighting. //fixed
- Door 154 doesn't play close sound. //fixed
- Sound trap 1195 plays locally instead of as ambient. //fixed
- Rising flames 2134 should sound like fire, not hissing steam. //done

- Duct 1020 legs sticking up into empty air. //fixed
- No leg room for console to right of chair 128. //fixed, was already a buried air brush in there
- Access card 1050 should display training HUD string training_wheel_5. //done
- Card slots 1682, 2244 should display training HUD string training_wheel_3. //done
- Picking up log should also display training message TrainingLog.
- Can access recharger 506 from room above. //fixed
- Security computer 107 much higher than other wall computers in this level. //fixed
- Power restoration button 1159 should play some sound other than just beep when used. //done
- Hackable crate 467 opens toward wall. //fixed
- Window 207 physdims wrong. //fixed
- Physdims wrong on computer consoles 1250, 1357, 1738, 1878, 1881, 1890. //fixed
- Physdims wrong on resized railings 1821, 594. 250, 597, 1322, 239, 592. //fixed, cleaned up sizing and positioning
- Nonsensical falling hazard opening next to railing 326. //fixed, flipped around to look like railing segment missing, added broken railing on floor below
- Ambient 925 causes obnoxious enviro ambient transition. //fixed, changed to a local ambient
- Wall consoles 898, 899, 901 hang down below the terrain they're attached to. //fixed, enlarged terrain
- Doors 1672, 1673 physics leaves large gap in center when closed. //fixed
- Button 2228 (control button for doors that seal off decompressed area) should display an access denied message. //done
- Polito's step-by-step instructions on how to pick up, charge, and install a battery should be confined to Newbie mode. //done
- AIs can't reliably path across grates 152, 302. //fixed
- Would be good to display reminder about pressing "U" to play unread logs when first log is picked up. //done
- Removed Tweq/Joints from all hackable crates.
- - Broken bridge 2137 on medsci1 really feels like it should have at least a little bit of physics - preferably just enough so that the player would be able to latch onto it, but not enough to make getting the items on the beam easier. //all physics will be exploited; dropped the added bridge stub onto the floor below
- Crate 696 move to prevent clipping //done
- 1961 Y:-39.5 //done
- 1013 Y:-39.89 //done
- 107 Y:131.31 //done
- 700 Y:-140.26 //done
- 1438 Y:-99.05 //done
- 2242 flush to wall //done
- Multiplayer respawn needs to be rotated //done
- Maybe center light 1940? //done
- Pipes 1745, 1742 holding up light fixtures looks terrible. //fixed, replaced straight top pipes with curved pipe
- Hanging corpse 735 stops animating when you look away from the rope. //fixed, added SimLargeRad
- Part of duct 243 debris usually disappears into floor. //fixed, slightly enlarged physmodel so breaks higher above floor
- Windows 95, 1849 smash sound only audible when broken from one side. //fixed, room brushing
- All non-"broken" cryo tube doors should be replaced with fake cryo tube doors. //fixed
- Doorway near 927 missing trim. //fixed
- Doorway near 520 has wrong frame. //fixed
- Wedge lights 883, 884 vertically smashed. Change model to LightH9. //done
- Card slot 2242 needs modelstate prop removed. //done
- Ceiling near 377 needs different texture. //done

- Grate texture near 448 needs U/V adjust. //done
- 667 and 668 flush to wall. //done
- Bench 1433 rotated 180 degrees. //done
- Chem storage sign 1273 flush to wall. //done
- Junction box 561 repositioned slightly. //done
- Stretched air ducts 452 and 1521 to fill the space completely, also changed the ceiling texture above them (was light1 with bad U/V, definitely not right) and added one connector (2326)
- Removed duplicate scripts from cylinder lights 1323, 1940, 1582, 1711 //done
- Keypad 1681 displays redundant use message to enter code. //fixed
- Door 1739 can close on player. //fixed
- Possible to trigger hybrid chase cutscene without triggering female crew screaming. //fixed, moved screaming directly onto running crew and played via aiwatchobj trigger
- Possible to slip past tripwire 1959. //fixed
- Cleaned up some ridiculously over-complicated brushwork near tripwire 1959.
- Tripwire 2058 displays "Main power offline" when tripped. //fixed
- Two competing ambients for first medsci area? 935 starts amb_sb1L, while 928 start ms_ambhum. //fixed; ms_ambhum is the ambient for medsci2, so moved 928 out of world where it won't trigger anymore
- Since R&D sector isn't using "rumble" ambient anymore, could use a space rumble ambient near window 484. //done
- Room with body 219 needs lighting tweaked to better match original map. //done
- Lights 195, 325 right next to each other are different colors. //fixed
- Load Squirrel script. //done
- Update lighting parameters. //done
- Install enhanced elevator door controller. //done
- Bad physdims on broken junction box 1145. //fixed
- Log 268 upside down. //fixed
- Hybrid 964 (Chucky) will exit trap room if he sees player through the window. //fixed
- Made sure all monster spawns (-976) have raycast on and farthest off.
- Light 480 given shape, form and alcove.
- Hybrid 613 cleaned up objlist args (hybrid run)
- Crawlspace signal priority set to absolute, hoping to eliminate rare cases when the sequence doesn't trigger.
- Fixed sound propagation issues above obj 1207, 2008, 1015, 562, 1320.
- Textures near window 1941 given proper orientation.
- Fan 2229 has no sound. //fixed
- Hybrid 964 ("Chucky") can spot player through window and leave trap room. //fixed, now blind as well before his run is triggered
- Lights near the charging station are now also restored when turrets 610 and 611 are hacked, not just destroyed.
- Removed NVObjStateCurrentState=0; from all turrets.
- Spot light from lights 802 and 1067 doesn't reach floor below (now that it can pass through the grates). //fixed
- Cloned flickering light 768 in morgue incinerator, moved under grate and moved lights around for more realistic effect.
- Pump 1076, 1097 cylinders casting static shadow on wall. //fixed
- Changed pump 1076 (near second recharger) joint tweqs to use bounce animation.
- Room with body 219 needs lighting tweaked to better match original map. //done
- Dr. Watts (734) has two audio logs on him. Should probably only have the one quest log on him, with the other one placed elsewhere in the world. //done, unlinked log 252 (Watson autopsy)

- Lights 195, 325 right next to each other are different colors. //fixed
- Many hallway room brushes don't reach ceiling. //fixed
- Updated grates.
- Audio from outside morgue clearly audible even when door is closed. //fixed
- Incomplete room brushing near door 364. //fixed
- Spawns 104, 153, 1315, 98, 155, 110, 157, 1165, 179, 73, 147, 81, 151, 1188 added does patrol and random sequence as necessary.
- Light 1858 different color from every other light in the room. //fixed
- Door 150 should close immediately when trap sprung. //fixed, changed to use scpDoor
- Polito email triggered by entering room 642 and apparition triggered by ectoplasm 1321 will play at the same time if player doesn't stop to listen to the email. //fixed, moved Polito email to when player first enters R&D (removed XP trap 1179 link from door slot 1464 and relinked to Watts' office door trigger 818, changed room brush 51 just inside R&D door as email room, changed old email room brush 116 to standard room)
- Camera 102 audio propagation sometimes fails when leaning around corner to watch it. //fixed
- Unused brushwork under floor under light 1152. //deleted
- Incomplete texturing on column near light 1565. //fixed
- Marker 928 starts ms_ambhum for R&D area, but nothing ever returns it to amb_sb1L when player leaves that area. //fixed, moved marker 928 to inside of R&D security door, created new marker 2298 outside it that restarts default medsci1 ambient
- Wedge light 1863 way too bright for the dim light it's emitting. //fixed
- Computer pad 681 looks darker than it should be. //fixed
- Xerxes column missing floor grate. //fixed
- Make first keypad (1681) in Cryo Recovery non-hackable so new players won't think they're supposed to hack it. //done
- Corpse 1584 can be searched through partially-open door 88. //fixed, decreased Max Pick Distance
- Move pipe 1261 closer to niche opening so players won't think they can crawl in there. //done
- Window 238 phys model too large. //fixed
- Hanging light 126 easy to jump through, should add physics. //done
- Corpse 735 set immobile so it'll cast a shadow on the wall. //done
- Corpse 735 physics proxy 2288 needs better hit sound schema. //done, added Class Tags: CreatureType Oncegrunt, Material Tags: Material FleshTarget
- Spotlight 1394 fix alignment so it casts as much light into security office as it looks like it should be (XYZ: -4.5, -161.5, -1.72, HPB: C000, 0, B82D). //done
- Larry (1081) set to not be silent once triggered.
- Floor texture under crate 858 needs UV changed to 0, 0. //done
- Remove physics from keycard 1050. //done
- Turret 1015 physics messed up. Only one bounding sphere, which is larger than gamesys value. //fixed
- Texture misalignment on wall wedge near 78, -31, 0. //fixed
- Stray object 2127 needs to be deleted (has apparently been there since v42). //done
- Right side of Med/Sci reception desk, near chair 2268, slide texture "m" over so both door thingies are evenly positioned on surface. //done
- Railing 741 physics too wide. //fixed
- Room brush at -44, 49.8, 0 set to Default Room instead of 1 RD 2 (626). //fixed
- Crate 1432 physics too small. //fixed
- Trap room door 150 opening and closing twice during hybrid chase cutscene is distracting. //fixed, set to initially locked, added link from tripwire 2058 to unlock trap 447.
- Chair 218 physics oversized, wrong type. //fixed
- Ecology 1314 never activates because QB "Dr. Watts" never set, and other issues. //fixed-ish; added a link from monstertrigger (1198) to this ecology's monster generator (1315), so when the two shotgun

hybrids are summoned after finding Watts, an additional hybrid is summoned somewhere along the return path to the main part of the level

- Object 1112, placed to block frobbing recharger 506 from above is an invisible glass window that can be broken from below. //fixed, no longer needed, so moved out of world
- Add scpEcologyHelper to non-inheriting ecologies 78, 103, 1147, 1314. //done
- Increase physics size of security cameras 68, 628, 77, 93, 102 to 1.5. //done
- Set hack cost of security consoles 76, 409, 85, 112, 101, 107 to 6. //done
- Change scale of elevator door buttons 291, 1052, 1041. //done
- Replace elevator door trigger with Elevator Tripwire 2287. //done
- Add Start Hidden metaprop to blue room Als 1624, 1632. //done
- Remove scaling from and add physics to replicator screens 609, 843. //done
- Light 403 not illuminating console 246 like it seems it should. //fixed, moved light source out a bit
- Desk 1391 in middle of narrow hallway easy to get hung up on. //fixed, shrank physics to not include feet
- Ambient inside closed room audible in hallway through window 95. //fixed, added door prop to window
- Security computers 409, 76, 101, 112, 107 need green light. //done, where appropriate
- MRI tubes in medsci2 all have internal platforms. The ones in medsci1 do not. //fixed
- Something on map causing mono warning for invalid log type. //fixed; it was an email trap on room brush 93, originally set up to play a cut email (EM0208.WAV).
- Changed chase sequence Als 312, 613 to use a Signal Response sequence activated by a tripwire, instead of independent AIWatchObj links. Should improve synchronization.
- Chase sequence grunt 613 sometimes utters AI idle barks during chase. //fixed, disabled via broadcast customization
- Automap for this entire level could use an overhaul. //done
 - Transition to Medical Reception Area's automap segment doesn't happen until player has walked into empty space on adjacent map segment. //fixed
 - Morgue automap outline needs shifted up a bit. //done
- Fluor light 1640, 2010, and 91 set to not rendered to make all floor lights in the room consistent.
- Terrain brushes 224, 1211 slightly rotated. //fixed
- Floor under chair 2267 could use a chair mat. //done
- Floor in front of sink 422 could use an antislip map. //done
- Pipes 186, 188, 189 have their length scaled for no reason, making their texture look squished. //fixed, removed scaling
- Upgrade units column could use a flange around its base. //done-ish, could be better
- Added pipe flanges 2296, 2343, 2297, 2304, 2305, 2306, 2308, 2309, 2307, 2310, 2312, 2311, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2324, 2325, 2327, 2328, 2331, 2332, 2333, 2334, 2335, 2337, 2334, 2338, 2339, 2340, 1244, 1254.
- Added around 50 grunge decals around the map as a test.
- Glitchy room brushing near pipe 971. Steam sound swaps left/right speaker depending on where you're standing. //fixed
- Tripwires 245, 260, 269, 308, 313, 410, 435, 572, 582, 608, 757, 814, 815, 816, 817, 818, 825, 896, 1122, 1251, 1332, 1443 mismatched object/physics sizes. //fixed
- Added fog fx 1019.
- Item dropped right onto the (both) bulkhead door will not get elevatored to medsci2, also sound of a weapon being thrown and hitting the bulkhead door is muffled. //fixed
- Help text from infocomps 178, 652 in Cryo Recovery A is lost forever if player doesn't use them before passing through the air duct. //fixed, all help texts are now enabled by default
- Als can pathfind onto scanning tubes in Dr. Watts' office. //fixed
- Pipe 641 gap with next pipe. //fixed
- Tripwire 2058 can be triggered by Als. //fixed
- Lightmap seam near marker 1320. //fixed

- Door 150 should close immediately when trap sprung. //fixed, changed to use scpDoor. //new problem, this breaks the Als coming out when trap sprung. //fixed
- Added HelpText27 ("Chemicals") infocomp (1227) in chemical storeroom.
- Replaced Rube Goldberg scripting setup on tripwire 1983 with a custom script to perform object elevating on level transition.
- Stray air brush slightly clipping into terrain near window 1899. //fixed, deleted
- Changed computer console 1738 to use restored compx model.
- Stripped Render Type: Normal from all Fluor. Lights (-488). No longer needed since fixed at gamesys level.
- Stripped FrobInfo from all Sci Med Doors (-206). Does nothing, probably a leftover from before doors auto-opened.
- Doors 208, 276 almost completely dark on one side. //fixed
- Lightmap seams near log 270. //fixed'ish
- Restored floor strip near marker 1188 removed by ADaOB.
- Can get slightly stuck between wall and gurney 723 when trying to reach corpse 1351. //fixed
- Railing 1820 significantly brighter than its surrounding railings. //fixed'ish
- Janky physics on railing group including railing 1820. //fixed, consolidated physics
- Janky physics on railing group including railing 515. //fixed, consolidated physics
- Janky physics on railing group including railing 493. //fixed, consolidated physics
- Lights 214, 345, 430, 952, 1802, 1806 not centered over their doors. //fixed
- Can stick head through hanging light fixtures 770, 796, 802, 881, 882, 1067, 1532, 1610, 1655, 1770, 1776, 1777, 2237, 2239, 2243, 2053. //fixed, added physics
- Can also stick head through lights 2133, 296, 420, but these are the ones over the girder jumping puzzle. //fixed, added physics but also moved up to not interfere with getting the loot
- Restored window 1309 (that you see hybrid chase through) to vanilla size.
- Breakable glass tube 1751 inaccurate physdims. //fixed
- Broken railings 488, 498 physdims a bit too large. //fixed
- Light alcoves around lights 1985, 1911, 424 need cleanup //done
- Texture above console 701 just a bit off //fixed
- Marker 1197 should have delay lowered to time the pumpguy scream better //done, lowered to 1.20
- Chucky has trouble spotting the player after his sequence is done //added well above average vision, doesn't seem to help much though. either way, it is not worse than vanilla
- Floor tiles in the alcove near 2151 need to be replaced with something better //done, using the ventbead grating
- Computer 2006 should be switched to new mirrored model. //done
- Log 1608 doesn't add code to notes. //code added to notes.str, now need to do the rest; //done
- In hybrid chase sequence, schema ogchase2 cuts off abruptly at end. //fixed'ish, audio level cut at end for some reason
- Ladder stack 1481 has multiple alignment/spacing issues. //fixed
- Window 1309 missing "VB Secure" sticker on one side. //fixed
- Window 2701 distorted. //fixed
- Added infocomp 1578 diffpermit 0 (editor only). Will be made available by the Repairman mod, which turns gurney 674 into a broken medbed. Mod will remove the medsci2 repair infocomp accordingly.
- Gave added infocomp 1578 name "RepairComp", because referencing objects by name is always safer.
- Standardized wall height of all infocomps/security computers.
- Frame for door 72 sticks out on one side. //fixed
- Chem storeroom sign 1273 at oddly low height. //fixed, moved to eye level
- Added fog fx 1484 near hanging light 322.
- Added green glow to security computer 85.
- Maybe change ceiling texture above pipe 336 to break up the visual monotony. //done

- XP trap 1373 and email room 713 should should probably trigger at the same time. //done
- Chucky (964) Vision Attributes: Well Above Average is overriding the Blind metaprop. //fixed, removed Blind, Deaf metaprops, replaced with Docile
- Lights 773, 1056, 1058, 1805 have redundant BaseLight script. //fixed
- Removed scpEcologyHelper from ecologies 78, 103, 1147, 1314.
- Security comp 85 has Path Avoid: Repel on it for no apparent reason. //removed
- Minor texture alignment error on wall near 3.8, 24.3, 0.8. //fixed
- Keycard door 148 doesn't close after being unlocked. //fixed; also fixed being underlit on main hallway side now that it's possible to see it closed from that side
- Keypad doors 808, 2254 don't open/close after being unlocked. //fixed
- Door 138 underlit from outside. //fixed
- Card slots 1464/1576 too low. //fixed
- Update keypad door 1739 to standard setup. //done
- Button 1675 too low, too far from door. //fixed
- Hybrid 1383 doesn't inherit scripts, which breaks a few things. //fixed
- Alert ecology spawners 73, 81, 98, 104, 110 missing EcoType. //fixed
- Alert ecology 1147 and its spawner 1165 missing EcoType. //fixed, assigned EcoType 3
- Light 1997 made deactivated using old dumb method. //fixed
- Can't mantle up to door 808 from inside. //fixed, enlarged tripwire to enclose all possible mantle surfaces
- Abrupt ambient transition at door 148. //tried adding transition ambients, but this made the enviro ambient switchover clicks even louder
- Would be nice if flinders from wall console 691 could be flung outward instead of just dropping to the ground. //fixed'ish, made larger invisible object explode instead
- Can snipe Chucky without activating him by approaching via alternate path through broken window. //fixed
- Rotated security crate 471 a little bit so it's not perfectly grid-aligned.
- Hanging corpse 735 has no physics. //fixed, added proxy 2288; //need to make compliant with censor mode //done, also made rope 284 censored

medsci2.mis

- Implemented adaptive training. Added tripwire 1631 in elevator entrance, linked to anti-qb filter 1623, which checks qvar "Newbie" (set in earth.mis). If NOT set, destroys all infocomps.
- Steam particles need upgrade. //all particles now use steam bitmap
- New obj scales and physdims distributed.
- Fixed physdims on all instances of desk -119 and -120.
- Mission tries to load three nonexistent script modules. //fixed
- Force door 954 needs some sort of emitter track in its surrounding brushwork. //fixed
- Weapons lockup room (containing crate 604), has two different floor tile textures. //fixed
- Windows 1934, 1929 not aligned with terrain window shape. //fixed
- Visible gap into outer space between windows 1929, 1931. //fixed
- The bunk beds in the flooded crew quarters are ridiculous. Anyone sleeping in the bottom bunk would have a giant wedge a foot from their face, anyone in the top bunk would have the ceiling a foot from their face, and there's not even any way to get to the top bunks. //fixed
- Near railing 124, floor textures on wall. //fixed
- Pipes 1075, 1084 need to be floored. //fixed
- Pipes 1120, 780 need to be ceilinged. //fixed
- Fluor light 205 floating away from wall. //fixed
- Fluor light 287 doesn't have back to wall. //fixed
- ICU sign 222 floating, hanging off edge of wall. //fixed
- ICU sign 616 not centered under light. //fixed

- Fluor light 442 needs Render Type set to Normal. This is a flickering light, but fixture appears to always be on since it's set to Unlit. //fixed
- High voltage sign 1450 too big/poorly placed. //fixed
- Wall damage 619 overlapping wall sign. //fixed
- Fluor light 102, 581, 1550 rotation off. //fixed
- Audio log 327 floating. //fixed
- Duct 1096 Z-fighting with its neighbor. //fixed
- Duct 1098 not aligned with its neighbor. //fixed
- Duct 1099 not aligned with its neighbor. //fixed
- Duct 1100 Z-fighting with its neighbor. //fixed
- Wall computer 367 colliding with duct. //fixed
- Floor arrows 441, 1425 alignment off. //fixed
- Hand rail 208 floating. //fixed
- Sign 1735 floating, not getting lit correctly. //fixed
- Sign 1740 floating. //fixed
- Wedge lights 453, 1791 not centered. //fixed
- Fluor light 1059 floating. //fixed
- Pump 640 pistons going slightly out of socket. //fixed, used new pendulum motion, looked pretty good!
- Crate 339 embedded in wall. //fixed
- Crate 211 embedded in another crate. //fixed
- Sign 539 not getting lit correctly. //fixed, added Renderer->Extra Light:0.2
- Sign 1547 floating, not getting lit. //fixed, added Renderer->Extra Light:0.2
- Steps near lamp 321 badly spaced, slow down player. //fixed
- Pipe 335 doesn't even come close to reaching ceiling. //fixed, added curved pipe 1316
- Monkey corpses 170, 183, 171, 131 invisible from most angles (behind glass). //fixed, added Render Order:Pre Opaque 1.
- Med bed 251 looks as if it's far enough from wall to walk through the gap, but isn't. //fixed, moved even closer to the wall
- Monkey corpse 238 hanging off edge of med bed. //fixed
- Texture alignment inside all the monkey holding cells is a sloppy mess. //fixed
- Fluor light 1848 not centered in its niche. //fixed
- Security office window missing security glass. //fixed
- Wall sign 983 floating. //fixed
- Wall arrow 985 floating. //fixed
- Pump 779 missing sound. //fixed
- Lights activated by button 943 make no sound. //fixed, added schema class tags "LightType MedLight" to light 97
- Fluor light 590 floating. //fixed, shrunk niche to correct size
- ICU casting glitchy green light into hallway through door 78. //fixed, added Force Static Shadow to door
- Glitchy lighting near door 162. //fixed, added Force Static Shadow to door
- Pipes 1593, 1585, 1052, 1625, 1533, 1563 alignment. //fixed
- Steam jets 1423, 1581 alignment. //fixed
- Possible to mantle onto pipes 1625 or 1626, get head permanently stuck in overhead light niche. //fixed, added physics to light 581 that fills niche
- Sink 1490 not aligned with terrain niche. //fixed, moved niche
- Tube 521 too small for interior particle effect. //fixed, moved entire assembly a bit closer to wall, added subtle animated light
- Holo projectors 514, 515 don't quite fit science tube. //fixed, Shape->Scale
- Duct 95 alignment. //fixed
- Shelves near crate 1476, wrong texture on shelf undersides, some faulty brushwork. //fixed

- Shelves near light 830, shelf texture doesn't match other shelf texture, weird tiny brush lights between each shelf (probably intended to illuminate items that ended up not being placed on the shelves). //fixed, deleted lights
- Fluor light 830 not centered in its niche. //fixed
- Fluor light 204 backward. //fixed
- Shelves near sign 1534, wrong texture on shelf undersides, some faulty brushwork. //fixed
- Sign 1534 floating. //fixed
- Exterior window 2266 is security glass, should be unbreakable glass. //fixed
- Fluor light 210 too close to ceiling. //fixed
- Fluor light 639 not centered in niche. //fixed
- Fluor light 281 not centered in niche. //fixed
- Fluor light 260 height, orientation. //fixed
- Fluor lights 193, 1621 not centered on side of walkway. //fixed
- Ceiling light 552 makes no sense inside a maint vent. //fixed, replaced with small blinking red 1342
- Duct 658 alignment. //fixed
- Duct 559 too nonsensical to live. //fixed (to DEATH!)
- Duct 553, 547 alignment. //fixed
- Duct 692, 694, 696, 698, 699 alignment. //fixed
- Wedge light 551 casts no light, right next to wedge light that does cast light. //fixed, deleted it
- Wedge light 561 not centered. //fixed
- Pipe 1482 alignment. //fixed
- Sparking cables 1785, 1496 alignment, orientation. //fixed
- Sparking cable 1785 could use some sparks. // fixed, added spark fx 1327 to sparking cable
- Sink 578 too small for niche. //fixed, scaled up sink
- Crate 150 backwards. //fixed
- Replicator base 682 alignment. //fixed
- Windows 1923, 1924, 1925, 1926, 1927, 1928, partial gap at top/bottom. //fixed
- Near wall light 453, wrong texture on all four corners of bulkhead door. //fixed
- Near wall light 454, wrong texture on all four corners of bulkhead door. //fixed
- Bulkhead door 436 not completely filling door. //fixed
- Bulkhead door 450 not completely filling door. //fixed
- Both bulkhead niches missing track texture on top. //fixed
- Unnecessary niches behind all bulkhead door handles. Not used in most of game, should be deleted. //fixed
- Both replicators have a very "noisy" texture behind the glass, and inconsistent texturing in the dispenser chute. //fixed
- In ICU, ambient sound from front of room can only be heard in back of room when door is open //fixed, shrank back area room brush, hallway room brush
- Clipped/truncated Xerxes Access keyboard in ICU area. //fixed, tweaked the brushwork
- Texture tech/p0017 (monkey brain scan) is, as far as I can tell, used nowhere on MedSci. Considering this map is where the monkeys are stored and experimented on, we should try to shoehorn it in somewhere. //replaced a screen in the ICU with this
- Changed ICU animated light 621 to "Slide Smoothly". Let's see if people like it.
- Glitchy brushwork at top of ramp in lounge area. //fixed
- There are several places where they used a brush light in a niche instead of an object light (presumably to conserve objects). //replaced all with equivalent object lights for consistency.
- Medbed 1886 should be floored. //fixed
- Light 1059 floating in the air slightly. //fixed
- Debris 181 needs to be floored. //fixed

- Crates 1526 and 1523 sink into the ground. After flooring, crate 1525 will need to be repositioned as well. //fixed
- Small gap under window 268. //fixed
- Rising steam 275 looks wonky, especially when crouching and standing up near it. //fixed, added Renderer/Render Order:No Z-Write to Science Tube (188)
- Window 1932 looks more transparent than other windows near it. //fixed, had a different alpha setting to attempt to compensate for it being in shadow; added Extra Light instead
- Light 400 dynamic, but also has non-dynamic light property; needs to have it removed. //fixed
- Ceiling console 161 partially embedded in wall. //fixed
- Maybe add the "rck_shieldS" sound near the dead monkey storage force fields. //nah, they're too small to logically make the same sound as the huge force fields
- Door 246 laying on the floor like it fell from somewhere, but there are no doorways missing doors anywhere near there. Should probably replace with a Broken Railing (-1075) since there is a missing section of railing above it. But then the silly pair of legs sticking from under the door would make even less sense. //fixed - added a door alcove near 232 one level up, now it should be pretty believable to say that the door has been ripped from there and thrown down on the poor squashed guy, leaving only feet.
- Sign 1547 z-fighting with wall. //fixed
- Marker 1353 too high, starts apparition in mid-air. //fixed
- Added doors to all toilet stalls.
- Missing door in niche near object 168. //ok, fake door added
- Sound 1419 needs to be changed to schema ms_waterMD2. //fixed
- Railing 109 needs to repel AIs and not collide with them so the nearby hybrid will not get stuck on it. //done
- Light 195 needs to be made Z-shorter and repositioned a bit. //fixed
- Upgraded force door 954 to bitmap particles.
- Force door 954 could use an ambient sound and shutdown sound when disabled. //done
- Force door control computer 1803 can be hacked multiple times. //fixed
- Changed replicator 147 cigs price to 8.
- Light support pipes 1743, 1744 don't connect to wall. //fixed, replaced with curved pipes 1619, 1747
- Decal 1513 (and some more) floating off wall. //fixed
- Added qvar Note_4_1 to log 329 to fire up the subarmory quest properly.
- Sign 1534 floating. //fixed
- Fan 154 not rotating. //fixed
- Benches 1302, 1303 crowded too close to window, no easy way to walk in front of them. //fixed, got rid of 1303
- Screen near 1395 horizontally stretched. //fixed
- AIs getting hung up on niche for light 287. //fixed
- Bunch of wedge lights near the first bulkhead badly positioned //fixed
- Need to set the climbable sides of the two extra ladders on the bunkbeds to +Y to prevent them from grabbing the player from weird angles. //done
- Flushed the rest of improperly placed decals against walls.
- Mono warning: failed to load model "0" for obj 525. //fixed; this is the decal behind an art terminal that's scripted to explode off the wall. Original model tweq setup never worked. Replaced with a teleport trap.
- Room with light 560 seems strangely empty. //fixed, added 3 bar stools, a sign on the wall, and a plant
- Windows 257, 259 don't have the same cool rounded frames as window 258. //fixed (windows replaced with 1776, 1680)
- Damaged conduit 473 hovering. //fixed, made look attached to conduit 155
- Hanging light 368 ridiculous for such a low-ceilinged room, and inconsistent with other rooms in this area. //fixed, replaced with a recessed fluor fixture
- Sourceless ceiling light near door 130. //fixed, replaced with a fluor fixture

- Light from security console 209 should be a bit darker, more greenish. //fixed
- Broken screen 1470 missing the static sound. //fixed
- Partially-opening door 116 opens too quickly. //fixed
- Implemented less blocky sink fronts in the crew quarter bathrooms.
- Sourceless light near 1366. //fixed
- Sound blocking issue with door 108. //fixed, sound propagation in that entire area was a mess
- Added heatdisk effect to gushing water 502 to simulate water distortion.
- Picture 1512 clips into wall after it falls. //fixed, replaced gravity trap with an emitter.
- All unfinished monkey cages fixed up, also made sure texturing is same everywhere.
- Chilly and Willy set to NOT turn around as much while idling.
- All concrete monkeys set to humanoid creature type.
- All windows around the monkey jailbreak scene set so they would fit their alcoves properly.
- Window 499 physics dims wrong. //fixed
- Searching AIs get hung up on pipe 335. //fixed, adding path avoid and repel did nothing, so removed pipe physics and put a cylinder of solid terrain inside the pipe object. This also makes the pipe more natural to navigate around for the player.
- Looks like you should be able to walk around med bed 331 to the left, but can't. //fixed, moved a bit closer to the wall so you obviously cannot walk around it
- Light fixture 293 and niche not centered in ceiling. //fixed
- Monkey 821 patrols through the glass on his cage before it has broken. //fixed
- Monkey cage force fields sound like metal when hit. //fixed in gamesys
- Added missing joint positions to all cameras.
- Swapped in open-ended models for ducts 10905, 1096, 1098, 1099, 694, 696, 698, 762, 763, 547, 553, 386, 388, 225, 1085.
- Added wall connectors for all ducts.
- Door tripwire 833 only opens door, never closes. Intentional? //yeah probably
- Sourceless light above duct 763. //fixed
- Email deck 2, log 7 ("Good, you've made it into the crew sector.") only received when player enters via card slot 681. Should also be received if player enters via Bulkhead 22. //done
- Computer 158 clips into terrain, doesn't have enhanced collision model. //fixed clipping, still needs physics
- Room with med bed 168 different ceiling height than adjacent room. //fixed
- AIs can attempt to pursue player through blocked/broken door 116. //fixed, dropped pathfind blocker there
- Security closet access computer 1803 displays wrong name string, wrong hack string, and no name if hack failed. //fixed
- Grate 544 not centered on niche. //fixed
- Several lightmap sharp edges in corridor with sign 794. //fixed, scattered some blockable brushes around
- Check that security/info computers are placed at same wall height as in medsci1. //fixed, were quite a bit higher
- Water should splash when debris emitted from 1196 hits it. //done, added splash sound and particle effect
- Seems a bit weird and lazy that Xerxes message plays at exact same time as debris explosion. //fixed'ish, rigged up triggers so it plays the second time players pass through instead of the first
- Swapped positions of infocomp 344 and OS upgrade unit 133 so upgrade unit isn't in shadow.
- Objective "Find Dr. Watts' room in the Crew sector." is checked off by finding R&D card, while "Look for Dr. Watts in his office in R&D." is added by finding Dr. Watts' room in the Crew sector. //fixed, swapped them around
- Physdims much too large on all ducts. //fixed
- Physdims wrong on windows 1929, 1931, 1932, 1934, 1397, 1398, 1399. //fixed
- Physdims wrong on computer consoles 1882, 1883, 1884, 1885. //fixed

- All lights linked to from switch 943 have Script/Delay Time property on them, which doesn't do anything. Original intent was probably that lights would activate in sequence. //done
- Moved playback of condescending "Dr. Watts isn't here, try searching" log from room brush to object 1724 so it can be disabled by difficulty level, should we decide to do so.
- Removed Tweak/Joints from all hackable crates.
- Added floor drains for toilets 282, 563, 1831.
- Debris emitted from tweak trap 1196 hard to see. //fixed, added some extra light
- Floor tiling error at corner near 334. //fixed
- Decon shower runs constantly. //fixed, now only runs when player standing inside it
- "Where'd everybody go?" vision (near radiation shower) could be moved back a bit so players are less likely to walk right through it. //done
- Column wall texture near 1393 needs a fix (tex 16 to 49) //fixed
- Console 158 move half a notch up //fixed
- Tube 513 needs shape: scale Z1.1 //fixed
- Windows 237 and 235 need physdims X:2 to prevent being able to shoot Chilly and Willy through them //fixed
- Pic art 1596, 1804, 1851, 1478 (da3c), 1507, 1462, 1330, 274, 343, 216 flush to wall //fixed
- Repbase 147 needs repositioning //fixed
- AIs can walk through window 1343, needs block pathfind, repel. //fixed
- Windows 129, 632 physdims wrong. //fixed
- Doorway near 76 missing trim on one side. //fixed
- Destroy trap 103 destroys both monkey windows simultaneously. Would look more natural if they broke at different times. //done, Willy delayed by 1 second
- Flooded area would look pretty cool with water caustics reflecting on the walls/ceiling. //done
- Floor tiling alignment issue near 396. //fixed
- Light 276 beeping, changed class tags to LightType MedBlinkFlor, and fixed script duplication. //done
- Signs 1492 and 1492 flushed to wall, moved a bit down. //done
- Aligned some ceiling textures near 1924. //done
- Fixed texture alignment near 946, also moved the alcove a bit to align with the textures properly. //done
- Signs 709 and 743 flushed to wall. //done
- Wall behind pic 1330 UV wrong, not displaying water caustic. //fixed
- Keypad 1148 displays use message "Sub-Armory Code Required" after code entered. //fixed, removed use message (nonstandard)
- Keypad 1148 needs scpKeypadHelper added. //done
- Ramp near 208 has door track texture on side. //fixed
- Large room opening near 704 has door track texture around insides. //fixed
- Apparition trigger 1244 needs to be moved a little closer to its apparition so you can't start it before it's in sight. //done
- Door frame near 244 missing inside room. //fixed
- Door frame near 1394 missing inside room. //fixed
- Niche for security station 209 too small. //fixed
- Load Squirrel script. //done
- Update lighting parameters. //done
- Bad physdims on broken junction box 181, 1775. //fixed
- Pump 640 cylinders casting static shadow on wall. //fixed
- Fixed texture offset near 1328
- Crate 678 readdded physics
- Made sure all monster spawns (-976) have raycast on and farthest off
- Removed NVObjStateCurrentState=0; from all turrets
- Window 1322 scale and physics dimensions way too big. //fixed

- Security comp 209 leaves green light when destroyed by difficulty. //fixed
- Updated grates.
- Spawns 219, 373, 476, 481, 226, 375, 201, 372, 214, 374 added does patrol and random sequence as necessary.
- Room brush around security computer 209 needs enlarged. //fixed
- Remove replicator properties/link from replicator screen 683. //done
- Conduit 602 physics can block player passage to the right. //fixed
- Beds 951, 1514, 1799, 1842, 1845, 1835, 1836, 1825 physdims wrong. //fixed
- Benches 1773, 597, 1193 physdims too wide. //fixed
- Pistol 1431 needs scpModWeapon script. //done
- Inner yellow stripes near turret 629 not aligned correctly. //fixed-ish
- On autopatrol, one-pixel gap in walls near console 371, some doors in wrong places, various other issues. //fixed
- Add scpEcologyHelper to non-inheriting ecologies 199, 218, 480, 1209. //done
- Increase physics size of security cameras 141, 223, 197, 212 to 1.5. //done
- Set hack cost of security consoles 228, 209, 216 to 6. //done
- Add green glow to security consoles 228, 216. //done
- Remove scaling from and add physics to replicator screens 147, 682. //done
- Turret 629 not linked to any alarm ecology. //fixed, linked to nearby ecology 480
- Signs 538, 539 display their texture at the wrong aspect ratio. //fixed, scaled sign objects
- Pipe 156 physics corner sticking out beyond railing. //fixed
- Railing 101 physdims too large. //fixed, removed physics
- Converted decon shower to Squirrel script control:
 - Created object Shower Controller (1769) with script scpDeconShower
 - Removed all links from RadClean room archetype, added link to Shower Controller (1769)
 - Added TurnedOff flag to Shower Sound #1 (1734) and Shower Sound #2 (1737)
 - Deleted Shower Sound Init (1741), Shower Sound Inverter (1736), Shower Delay (1738), Shower Mist Delay (1739)
 - Removed all links from RadCleaner
 - Removed Shape/Scale from Decon Shower #1 (1527), Decon Shower #2 (1354)
- When entering crew sector through door 1635, Polito send congratulations before player has actually entered the sector. //fixed, moved to a tripwire
- Added crew cap 1762 on bench 597.
- Made security closet force field control computer 1803 change screen display when successfully hacked.
- Apparition 1008 sometimes failing to trigger. AIWatchObj radius probably too small. //fixed
- Tripwires 117, 233, 474, 484, 567, 584, 669, 672, 769, 770, 775, 778, 787, 788, 790, 792, 797, 803, 806, 810, 811, 812, 813, 833, 1273 mismatched object/physics sizes. //fixed
- Possible to walk around Many message tripwire 528. //fixed
- Added nonslip floor mats near sign 1633.
- Added dripping rust decal 1759 under corroded pipe.
- Ceiling support beams near 1258 were using the door frame texture, looks bad //fixed, changed into the more neutral flt022
- Item dropped right onto the (both) bulkhead door will not get elevated to medsci1, also sound of a weapon being thrown and hitting the bulkhead door is muffled. //fixed
- Added infocomp 1770 ("Maintaining Weapons") near monkey cages.
- Added infocomp 1771 ("Psi Hotkeys") where 330 used to be.
- Added infocomp 1772 ("Repairing and Modifying") near entrance to flooded crew quarters.
- Moved infocomp 338 ("Radiation") down hallway to opposing wall so infocomps aren't too crowded.
- Pipes 927, 946 in darkness. //fixed, brush light that was supposed to light them up was in solid

- Blocked room with bed 348 has no loot, making getting in there feel pointless. //fixed, moved ammo from desk 415 into it
- Changed computer console 1884 to use restored compx model.
- Railing 1595 clipping into wall. //fixed
- Added flanges 1798, 1800, 1820.
- Preliminary grunging.
- Pipe 335 too dark compared to vanilla. //fixed-ish
- Added flange 1874.
- Can stick head through hanging lights 245, 346, 358, 359, 459, 460, 570, 1824, 1828. //fixed, added physics
- Table under camera 141 impossible to mantle onto from edge near door 675. Door trigger interfering with mantling. //fixed, installed stim tripwire
- Attempts to mantle railing 126 fail if player is intersecting tripwires 803, 806, 810, or 811. //fixed, installed stim tripwires
- Lighting of ladder 1644 vastly different from adjacent ladder 1645. //fixed-ish
- Floor openings for ladders 1644, 1645 could use trim. //done
- Janky physics collisions in railing group with railing 1577, etc. //fixed, consolidated physics, corrected alignments
- Added flanges 1891, 1892.
- Pipe 1085 in area with all the broken steaming pipes a pain in the ass to maneuver around. //fixed, halved height so you can just step over it
- Possible to get stuck on wall console 406 when dropping down from near broken railing 1537. //fixed, moved over a bit
- Wall near pipe 1652 excessively featureless. //fixed, copied one of the numerous wall consoles in this area onto it
- Area in vicinity of 25, -285, -11 excessively featureless (there aren't even any objects near here to reference). //fixed, added a TriOp console to the wall
- Physics jank between railings 111, 125. //fixed, made dimensions match
- Remove KeypadUnhackable script from keypad 1148, no longer necessary. //done
- Security station (near chair 1395) missing knee space under right-hand console. //fixed
- AIs can get stuck around couch 1328. //fixed
- Lights 93, 97, 242, 400, 442, 592, 965 have redundant BaseLight script. //fixed
- Removed scpEcologyHelper from ecologies 199, 218, 480, 1209.
- Can get hung up on railing 107/109/110 group. //fixed, consolidated physics
- Keypad door 166 slightly inconsistent setup. //fixed
- Door 166 shut sound not audible. //fixed
- Alert ecology spawners 201, 214, 219, 226, 476 missing EcoType. //fixed; changed Alert Min from 1 to 2 on 224, 480 to maintain original spawn levels
- Alert ecologies 224, 480 use same EcoType. //fixed
- When hacking closet computer 1766, hack panel vanishes on successful hack. //fixed
- Music doesn't start playing first time visiting level. //fixed

Hydroponics Deck

- Check all hydro maps for upside-down conduit junction boxes (-3857). //done, I hope
- Environmental regulators should display Toxin-A needed message when frobbed, but only after Toxin-A researched. //done
- Add a guaranteed loot midwife organ to one of the midwives. //done

hydro1.mis

- Audio log 1083 floating, has physics for no apparent reason. //fixed

- Modified positions of all plants, they should now fit into their holes properly
- Sign 945 partially sunk into wall. //fixed
- Lots of z-fighting on the many lilypads near lilypad 381. //fixed
- Stripe 195-197 sunk into wall. //fixed
- Missing exit ramp from bulkhead room. //fixed
- Casings 474, 475, 476 shrunk (x0.59) and floored.
- Waste barrel 369 and crate 1538 repositioned a bit.
- Casings 474, 475, 476 shrunk (x0.59) and floored, waste barrel 369 and crate 1538 repositioned a bit.
- Waste barrel 369 and crate 1538 repositioned a bit.
- Casings 474, 475, 476 shrunk (x0.59) and floored, waste barrel 369 and crate 1538 repositioned a bit. (b7)
- Fixed up some wall/ceiling textures where necessary.
- Security crate 325 opens toward wall. //fixed
- Psi booster 1143 sinks into water to unreachable position. //fixed
- Added missing joint positions to all cameras.
- Removed Tweq/Joints from all hackable crates.
- Replicator 1084 embedded in terrain. //fixed, made look more intentional
- Picking up Toxin-A 1199 doesn't trigger initial Toxin-A briefing if it's the first one found. //fixed, duplicated email/qbit/exp setup from hydro2. Scripted to fire when player frobs corpse 466, which contains the Toxin-A
- Toxin-A post-research briefing doesn't play if player finishes research in this map. //fixed, copied setup from hydro2
- Map icon present on enviro regulator 141 before Toxin-A researched. //fixed
- Load Squirrel script. //done
- Update lighting parameters. //done
- Marco the hybrid is set to go bash the player when looting the crates in the small storage room, but tends to not spot them. //fixed, should now happen less often
- Starting room much brighter than vanilla. //fixed
- Area near light 200 much brighter than vanilla. //fixed
- Updated grates.
- Made sure all monster spawns (-976) have raycast on and farthest off.
- Automap labels far left area as "Cultivation Pool", but rollover text as "Observation Lounge". Should probably make them match. //fixed in maptext.str
- Added "Storage" sign 1380 to storage room.
- Added "Cultivation" sign 1381 before cultivation cells area.
- Add scpEcologyHelper to non-inheriting ecologies 171, 336. //done
- Increase physics size of security cameras 71, 170, 335, 149 to 1.5. //done
- Set hack cost of security consoles 147, 155, 914 to 6. //done
- Add Start Hidden metaprop to blue room Als 139, 168, 1003. //done
- Remove scaling from and add physics to replicator screen 1085. //done
- Added fog fx 1382, 1431, 1383, 1384 (water mist in Cultivation area).
- Midwife 634 set to never stare at the empty wall.
- Most ladder setups in the cultivation area seem to have gaps near the top between ladder segments. Actually an issue with Rick Ladder 16 (ricklad6.bin) rail height not being the same on both sides. Need model fixed. //ladder models fixed
- Turnbull (1003) sometimes doesn't respond to SwitchOn signal. //hopefully fixed by setting the signal priority to Absolute (was Low).
- Item dropped right onto the bulkhead door will not get elevatored to hydro2, also sound is muffled. //fixed
- Striped texture on wedges near doors 444, 446 not aligned. //fixed
- Changed saturation of lights 48, 423 to match corresponding airlock in hydro2.

- Added extra light to signs 424, 430, 443 to match corresponding airlock in hydro2.
- Added 5-second delay between tripwire 65 and email trap 66 to make the trigger less obvious.
- Fixed striped texture alignment on all ramps in Cultivation area side rooms.
- Changed texture under walkways in Cultivation area from a wall texture to a grating texture, so it looks like there's some drainage.
- Four identical rooms in Cultivation area to search, could use some visual variety. //fixed'ish, knocked out lights 1716, 1717, made light 1718 flicker.
- Texture light1 used throughout this map that has two different styles of light fixture on it. Seems like it was intended for mappers to use only one half or the other, but in this map they tiled it, which looks bizarre. //fixed, added two derived textures that only have each half, updated all surfaces to use them
- Security computer 155 missing glow. //fixed
- Security computer 147 missing glow. //fixed
- Removed scpEcologyHelper from ecologies 171, 336
- Abrupt ambient transition when leaving first room. //fixed, made first room environmental ambient a local ambient
- Water plants 370, 448 z-fighting. //fixed
- Added flanges 1378, 1369.
- More grunging.
- Doors 444/445 and 446/422 can close on player. //fixed
- Music start 1121 radius so small that it only triggers if you walk through the passage connecting the two main hallways. //fixed

hydro2.mis

- Audio log 815 floating. //fixed
- Conduit 472 oversized physics model. //fixed
- Conduit 770 unbreakable; no physics model. //fixed
- Conduit 771 unbreakable; no physics model. //fixed
- Conduit 774 oversized physics model. //fixed
- Conduit 775 unbreakable; no physics model. //fixed
- Worm goo 1511 needs moved to location: -86, -139, -19.88 //fixed
- Worm goo 1514 needs moved to location: -99, -144, -19.88 //fixed
- Worm goo 1519 needs moved to location: -102, -123, -19.88 //fixed
- Pipe 1462 end not reaching wall. //fixed
- Crate 1448 easy to fall behind and get stuck. //fixed, moved and reoriented a bit
- Wedge light 1282 floating in mid-air. //fixed
- Wedge light 1273 not flush against wall. //fixed
- Missing entry ramps to both bulkhead rooms. //fixed, used custom objects to fake terrain
- Near log 815, need a ladder to make it possible for players who don't how to jump-mantle to get out of the water. //fixed, added a Rick Ladder 8 (-2557)
- QBR 423 missing "REGENERATOR" texture on back wall. Since this mission is only available stripped, need to place an equivalent object texture here. But, this would require a new object to be created. //fixed
- Ladder 110 difficult to spot in the dark; could use some kind of light source near it. //added a bit of extra light for now
- Med bed 2080 not positioned correctly for Nurse Bloome to appear laying on it in apparition sequence. //fixed
- Miller apparition 1811 starts sequence with his arms visibly out. Need to set a starting pose. //fixed
- Sign 410 partially sunk into wall. //fixed
- Window 649 needs its blood splats detailattached so they'll depth sort correctly //fixed up using render order. seems to be working just fine. //refixed using detailattachment. definitely works better, and is probably less evil.

- Player outside of room brush near -67, -87, 6. //fixed. room 185 made larger
- Fixed physdims on all instances of desk -119
- Added a nonrendered minicrate between the two turrets to prevent them from shooting each other
- Sign 374 partially sunk in wall. //fixed
- Auto-repair unit 1067 floating, needs phys dims updated. //done
- fixed up wedge light positions around obj 159
- Sign 77 z-fighting wall. //fixed
- Sign 218 z-fighting wall. //fixed
- Wrong textures near floor to left and right of security station 91. //fixed
- Wrong textures on front of platforms under turrets 1671 and 1673. //fixed..ish
- Wrong textures near floor right of railing 1689. //fixed
- Wrong textures near floor under decal 266. //fixed
- Wrong texture on ceiling above goo 1545. //fixed
- Blank texture above object 2142.[/color] //fixed'ish, added some ceiling grates, still looks conspicuously blank
- Ducts 365, 366 hanging too low. //fixed
- Changed replicator 1435 cigs price to 8.
- Object 1320 is supposed to shake player on first arrival, but it doesn't work. //fixed; object was using a Shake stim, which doesn't respond to TurnOn signals. replaced with a ShakeYourBooty script, which does
- Weird setup on blinking light 227 where it has a second light object 230 that does the actual blinking, so the light texture doesn't turn off and on as it blinks. //fixed, put anim light on the actual light fixture
- All Cylinder Lights (-489) set to render Unlit. //fixed
- Replicator 718 doesn't display use message when frobbed. //fixed
- Ladder 553 fixed physdims so player would attach smoothly.
- Locker 2143 fixed physdims.
- Flushed a ton of lights and decals against their respective walls.
- Junctions 444 and 445 upside down. //fixed
- Casings 270 shrunk (x0.79) and floored.
- Cleaned up the messy textures (sides of the catwalks, mostly) in the freezer area as much as possible.
- Casings 270 shrunk (x0.79) and floored.
- The scripted sequence where the midwife screams and attacks you almost always happens at the same time that "Polito" is explaining the Toxin-A, which tends to ruin both things for the player. Would be good to somehow make these events not overlap. //Polito message will now play as soon as the player enters the room. should be much less probable to trigger both events at the same time now.
- Pipes 1470, 1571 don't reach wall. //fixed
- Sign 1665 too low. //fixed
- Possible to fall behind floor egg 1358. //fixed
- Easy to get feet stuck in windows 1131, 1137 by mantling onto them. //fixed, made physics model thicker
- Added another lillypad and water plant set near CM pile 634's new location so water area doesn't seem quite so barren.
- Monkeys 7/772 can easily interrupt the player watching the nearby apparition sequence. //fixed, don't start patrolling until sequence over.
- Flushed breakout boxes and conduits to walls as necessary.
- Floor gap near 368, needs to be marker-bridged so AIs would be able to follow the player there (-168/-3.5/-14.5, dims 8/1/1, pathable object, OBB/6). //done
- Midwife 2156 and 1217 signal response priority bumped to normal, so they wouldn't stop mid-sequence when spotting slain AIs.
- Window 467 different transparency from window right next to it. //fixed, had an extra transparency property added for some reason
- Monkeys 1687, 1693 in initial bad cret pos. //fixed

- Rough transition between global ambients 790 & 793, 1091 & 1092, 1098 & 1099, 1101 & 1102. //fixed, added local ambients to smooth the transition
- Can get hung up on pipe 523. //fixed
- Consoles w/Overhead 765, 1202 have inaccurate physics. //fixed
- Added missing joint positions prop to all cameras
- Missing transition to Sector B ambient when dropping through window 657. //fixed
- Steam jet 1557 emitting from mid-air. //fixed
- Bulkhead doors 995, 996, 1614, 1615 pitch black. //fixed
- Door track texture for door 1614 oriented wrong. //fixed
- Hydro sector doors 1127, 1139, 1181 use wrong schema. //fixed in gamesys
- Apparently somehow possible to get past railings 846/849 into inescapable water area. //fixed (hopefully), made water lethal
- Grate 255 misaligned. //fixed
- Pipe 447 physics wrong. //fixed
- Railing 1197, 157, 158 physdims wrong. //fixed
- Duct 365, 366 scales don't match. //fixed
- Duct 409 doesn't reach wall. //fixed
- Swapped in open-ended models for ducts 365, 366, 409, 442, 443.
- Added wall connections for all ducts.
- Enviro regulator 910 doesn't show up on automap when Polito adds all regulators to map. //fixed, was out of room brush
- Patrolling hybrids get stuck trying to walk through pipe 345. //fixed, wasn't set to block pathfind
- Not possible to break conduit 881. //fixed
- Conduit junction 444 missing physics. //fixed
- Light post 720 physdims too large. //fixed
- Player feet tend to get stuck in desk 723 when climbing on top to get through window. //fixed, made physdims thicker
- Room with light 635 too bright. //fixed
- Room with security camera 477 and eggs devoid of deco props, looks strangely barren. //fixed, added a bench, a couple of pipes, and a lot of goo
- Replicator 1035 missing screen light. //fixed
- Medkit 1588 way too easy to get. //fixed, moved to far end of egg room, bwahahahaha
- Bright lightmap streak to left and right of light 324 when level lit in any of the new shadow modes. //fixed'ish, made light fixture self-shadow so the streak is dark instead, which blends in better with the wall texture
- Polito tells player what Toxin-A is and what to do with it, but player also required to research it, which tells player exactly the same thing. //fixed, made Polito log explaining Toxin-A only play in response to research finishing (deleted link from 593 to 1686; added QB trigger 1417 to 1686).
- Deleted EVENT1-Delay (1319) and EVENT1-Destroy (1321), used by EVENT1-Router (1437) to commit suicide. Changed router 1437 to use TrapQBNegFilter instead so it only fires if Toxin-A note has not been added yet.
- Polito magically knows that desks 354, 675 contain a Toxin-A canister as soon as the player gets near them. //fixed, only plays initial briefing after player searches container
- Worm goos 1574, 1561, 1566, 1568 out of room brush. //fixed, entire area above elevator door missing room brushing
- Possible to bypass tripwire 1322 now that it's been moved closer to the door by entering through the window. //fixed, added another tripwire in front of the window
- Move 116 a tiny bit to eliminate z fighting //done
- 968, 563, 631 flush to wall //done
- Bench 289 needs to be flipped 180 degrees, moved to not clip into wall //done

- 716 flooring and move a bit so the panel would be completely visible (X:-48.19) //done
- 678, 675, 713, 723 flooring needed. //done
- Hide nanites 861 under the bench to avoid clipping. //done
- Load Squirrel script. //done
- Update lighting parameters. //done
- Light 830 embedded in world geometry set diffpermit to 0 (editor only) //done
- Added Natrium 1725 to the chem room. //done
- Install enhanced elevator door controller. //done
- Added another Hydro sign to far end of corridor opposite sign 130.
- Bench 289 backward. //fixed
- Added a couple more benches in curiously empty area near bench 289.
- Lights 371, 372 not same height as every other light in that area. //fixed
- Bad physdims on all broken junction boxes. //fixed
- AI can get stuck on terrain/object near 901/902. //fixed
- Elevator missing "Access to Decks 1-5" sign. //fixed
- Bottom of water-filled niche near railing 846 might look better with one of the grating textures. //done
- Updated grates.
- Lilypads removed alpha (redundant).
- Turrets 1673 and 1671 removed ecotype and NVObjStateCurrentState=0;.
- Signs 120 and 125 flushed to walls and moved a bit up.
- Made sure all monster spawns (-976) have raycast on and farthest off.
- Environmental ambient 1099 activates when player still on other side of door 1127. //fixed
- **Copied in reconstructed brushwork. Mission is now unstripped.**
- Removed object ramps leading to bulkheads and replaced with real level geometry.
- Removed object walls from QBR, corrected brushwork to match other levels.
- Misaligned wall texture near 825. //fixed
- Replicators 718, 1035, 1435 embedded in terrain. //fixed, made look more intentional
- Replicator screens 340, 721, 1625 not sized/centered correctly in their niches. //fixed
- Replicator screen 1625 has joint tweqs. //fixed; deleted
- Added flickering light inside replicator 718 dispenser slot.
- Sourceless light above replicator 1035. //fixed, added dummy light fixture
- Sourceless light near 1273. //fixed, moved a bit away from wall
- Impossible to see top of plant bed 322 without mantling onto it. //fixed, added a step; also tweaked textures in niche above it to look less strange
- Unused windows 923, 924, 939, 940 embedded in walls. //fixed, made unrefed
- Awkward corner brushwork near 1331. //fixed
- Fluorescent lights 299, 530, 487, 419, 1274 a little too obviously point light sources. //fixed'sh, move light origins forward and down a bit
- Midwife 1711 reporting out of room brush errors. //fixed, enlarged starting room brush
- Window 926 needs Scripts/Don't Inherit unchecked. //fixed
- Conduits 101, 207 unbreakable/no physics model. //fixed
- Conduit 206 oversized physics model. //fixed
- MidwifeMina and MidwifeLucy need lock on their idling directions to prevent issues with their head orientation after being teleported. //fixed
- Minor texture alignment error on upper-right corner of inside frame of vent opening near pipe 672. //fixed
- Xerxes column bubble niches top/bottom not consistently textured. //fixed
- Sort out the blood decal mess on window 925. //done
- Add a dead crew near the main elevator, then remove at some point later for spooky effect. //done, after first Toxin-A found
- Sign 261 too close to wall. //fixed

- Added "Admin" sign 1699 near admin offices.
- Added "Security" signs 1704, 1708 around security area.
- Added "Biological Survey" sign 1712 in Sector B.
- Added dynamic light setup to optional security computers 69, 658.
- Add scpEcologyHelper to non-inheriting ecologies 1494, 1643, 615, 700, 1714, 473. //done
- Increase physics size of security cameras 121, 290, 477, 528, 659, 699, 1670 to 1.5. //done
- Set hack cost of security consoles 69, 91, 476, 658, 697 to 6. //done
- Change scale of elevator door buttons 404, 1023, 537. //done
- Replace elevator door trigger with Elevator Tripwire 1682. //done
- Add Start Hidden metaprop to blue room Als 1217, 2156. //done
- Remove scaling from and add physics to replicator screens 721, 1625, 340. //done
- Added crew cap 1723 on desk 678 in Research sector.
- Wall consoles 459, 460, 461 look unnaturally dark. //fixed
- Maybe add some ground mist in Enviro. Regulator 910's room. //done, fog fx 1728, 1730
- Lighting in Enviro. Regulator 910 room much brighter than vanilla. //fixed-ish. Impossible to make as dark as vanilla since the map ambient light level has been increased from 0 to match all the other maps, but darkened as much as possible.
- Sourceless light near Enviro. Regulator 910. //fixed, added another fluor light fixture over it
- Three "Maint Droid Traffic Area" signs (373, 382, 427) in vicinity of Enviro. Regulator 910, even though it's impossible for any droids to even reach this area. //fixed, removed and redistributed existing signs (this area was a bit sign-heavy to begin with, so this worked out well)
- Added fog fx 1732 (smoke in this case) to broken replicator 718.
- Tripwires 1502, 1503, 1506, 1508, 1510, 1512, 1515, 1518, 1524, 1532 have physics offset. //removed, floored
- Tripwires 457, 1118, 1084, 2081 mismatched object/physics sizes. //fixed
- Tripwire 2081 can be avoided; mismatched object/physics size. //fixed
- Floor textures under egg 1358 need cleanup. //done
- One-pixel gap in automap to right of Xerxes room. //fixed
- MidwifeLucy should have fire joint changed from right fingers to right wrist to lessen the chance of her firing through window 267 without breaking it. //done
- Floor texture under light 1005 doesn't match the corridor. //changed to 162 until something better comes around.
- Window 267 needs to be made thicker to fill the alcove fully (physics included), hopefully lowering the chance of midwifeLucy shooting through it without breaking it to almost zero. //done
- Ceiling textures in the turret room need to be adjusted. //done
- Item dropped right onto the bulkhead door will not get elevatored to hydro1, also sound is muffled. //fixed
- Player shake on arrival has stopped (or never was) working reliably. //fixed, added script scpShakeFix on level start
- Made lights on broken replicator 718 flicker randomly.
- Height of "grill" wall detail in hallway with light 1273 doesn't match surrounding rooms. //fixed
- Corridors connecting to Security section very plain. Try copying ceiling detailing from Research and Admin sections? //done
- Added wall Hydro sign 1739.
- Doors 135, 183 need tagged broken. //done
- Players can jump through hanging lights 400, 573, 624, 627, 676, 743, 802, 1339. //fixed, added physics
- Added pipe flange 1761.
- Relook lighting on the entire level to try to better match the vanilla brightness levels. //done, adjusted brightness, saturation, and radius of all lights (as needed) to compensate for altered ambient level and 32-bit lighting
- Added light marker 1763 to replace light brush at its location, to better mimic 16-bit lighting in this area

- Deep featureless niche near marker 2045. //fixed, copied in some detailing from nearby
- Signs 929, 1200 hard to notice due to being too high/in shadow. //fixed
- Windows 389, 467 right next to each other have very different alpha values. //fixed, split the difference
- Niche with plant beds 838, etc. textured plain white. //fixed
- Lower-right offices missing any sort of wall detailing. //fixed-ish, added wall vents 1800, 1804, 1822
- Copied upper wall wedge from lower-right offices to lower-left offices to make architecture slightly less boring.
- Try triggering Midwife attack when leaving location of Toxin-A canister 2140 instead of when initially approaching it, to reduce probability of player being distracted by Midwife attack while Polito message is playing. //done; added teleport trap 1744 to teleport in tripwire 2160 behind player after they approach the Toxin-A; reduced delay before midwife moves toward player from 1 to 0.1 seconds; moved Midwife teleport marker 2159 closer; removed redundant schema play from Midwife signal response; deleted now-unused EVENT1-Tripwire2b (1589); Can grab Toxin-A without entering tripwire. //fixed
- Preliminary grunging. More to grunge.
- Yellow stripes near marker 2103 need fixing. //fixed
- Ammo 1025 just laying right in the middle of the hallway looks a bit silly. //fixed, moved off to the side
- Light 1273 in a very silly location. //fixed, moved to over Hydro sign
- Security comp 697 missing green glow. //fixed
- Mug 189 hovering/has no physics. //fixed
- Moved sign 1222 from where it can barely be seen to opposite wall that could use some more detail.
- Added wall cabinets near the Xerxes column to make this area slightly less under-detailed.
- Monkeys 732 and 772 need to adjust the position so 732 would not fall into the pool and drown sometimes. //done
- Hybrid 1678 keeps halting around patrol point 2119. //fixed, this set of patrol paths includes an AIPatrol link from MidwifeLucy (2156), which is an AI that's out of world until summoned; should have been an AICurrentPatrol link, but no patrol link is even required here, so just removed the link.
- Chair 315 intersecting desk 314. //fixed
- Make spare Toxin-A canister 547 only available on Easy, Normal, and Multiplayer. //done
- Added pipe flange 1944.
- Mirrored computer console 768.
- Added ring buoy to empty locker 2143 near pool.
- "Babies must sleep..." message only plays from tripwire directly under broken glass trap. Should also play from first entering this area via floor-level entrance. //done
- Removed scpEcologyHelper from ecologies 473, 615, 700, 1494, 1643, 1714.
- Added guaranteed organ drop to Midwife Mina (1217).
- Area near 469 could use some kind of ambient machinery sound. //done
- Brush lights inside pipe 184 causing weird lighting. //fixed
- Conduit 206 weirdly dark compared to conduit around it. //fixed-ish, added extra light
- Doors 66, 432, 1139, 1181, 612, 685, 529, 1486, 1077, 1127, 126/127, 133/326, 224/225, 1148/1149, 1151/1153, 1199/1200, 262/296, 394/395, 981/982, 1125/1126, 1083/1116, 1195/1196 can close on player. //fixed
- Elevator door missing on automap. //fixed

hydro3.mis

- New obj scales implemented.
- Some goo misaligned. //fixed
- Added location/rotation to wrench 103 so it will not produce that loud whud sound once the map loads.
- Missing exit ramp from bulkhead room. //fixed
- Changed replicator 1084 cigs price to 8.
- Light 278 repositioned a bit, and a texture right next to it fixed.

- Need to add some way to explain how people were actually supposed to get into the death pit room without having to smash out a window. //done, added a door and also a vent fan to the large featureless wall above it
- Replicator 1084 embedded in terrain. //fixed, made look more intentional
- Screens near rifle 101 clipping into terrain. //fixed
- Toxin-A post-research briefing doesn't play if player finishes research in this map. //fixed, copied setup from hydro2
- Map icon present on enviro regulator 247 before Toxin-A researched. //fixed
- Multiplayer respawn needs to be rotated //done
- Load Squirrel script. //done
- Update lighting parameters. //done
- Updated grates.
- Made sure all monster spawns (-976) have raycast on and farthest off.
- Bullet holes 236 render in front of/behind blood splat 232 depending on view angle. //fixedish by moving it a bit, render order is no good here
- Change replicator 1084 cigs price to 8. //done
- Convert all large yellow tanks from 8-sided to 16-sided cylinders. //done
- Ramp down to turbines is so plain, maybe add some hand rails on the walls, and a hazard sign on the wall at the bottom. //done, various other tweaks
- Ambient transition when going down ramp to turbines really rough. //fixed, as well as it can be
- Midwife 140 keeps getting stuck on egg 162. //fixed, moved patrol point 1576 a bit
- Added "Turbine Control" sign 962.
- Added "Turbines" sign 965.
- Remove scaling from and add physics to replicator screen 1085. //done
- Top of the steam chamber should be retextured with hydro02 texture. //done
- Item dropped right onto the bulkhead door will not get elevatored to hydro2, also sound is muffled. //fixed
- Changed saturation of lights 70, 73 to match corresponding airlock in hydro2.
- Egg tripwire 136 penetrates through a couple of windows. //fixed
- Added Hydroponics sign 974 to otherwise featureless wall.
- Computers 134, 208, 219 squished to fit in their room. //fixed, made room a bit bigger
- Changed computer console 134 to use restored compx model.
- Moved audio log 382 into tray on compx model. Added extra light so it's still properly visible.
- AIs can sometimes walk through window 294. //fixed maybe, added block pathfinding
- Slightly decreased brightness of lights 51, 187, 188.
- Added fog fx 983 over turbines ramp.
- Grunged.
- Doors 182, 209/211 can close on player. //fixed
- Midwife 138 doesn't bark when alerted by player due to Silent metaprop, doesn't effectively investigate when she hears player. //fixed and fixed

Operations Deck

Ops deck general

- Simulation computers still show up as frobbable even after being reprogrammed. Would be good to make them not do that. //fixed, made them not do that
 - SimComp locations: ops3/810, ops4/444, ops4/437
- There are several Many eggs in Ops that don't make the normal egg sound. I'm unsure whether this is an oversight or deliberate to trick the player into stumbling into them. //in any case, they have sound now
- Entire deck is devoid of decorative props (magazines, cigs, mugs, etc). Could subtly scatter some around in logical locations.
- Fixed physdims on all instances of desk -119 and -120.

- Might be a good idea to add more descriptive floor arrows to the bulkheads, like Rec deck has. //done

ops1.mis

- Jorge at top of SHODAN auditorium, near binary digit textures. //fixed, removed the brushes
- Z-fighting on SHODAN screen pieces. //fixed, offset slightly
- One of the holographic eggs can be destroyed with a wrench after the SHODAN sequence. //fixed, moved marker 176
- One of the scrolling bar textures surrounding the SHODAN screens was accidentally set to a gray box (rrail) on the one face that it needed to be p0032y on. //fixed
- Mission tries to load nonexistent script module "cutscene". //fixed
- Open bulkhead doors 265/267 set closed. //fixed
- Door 79 doesn't open until player is practically banging their nose against it. //fixed, tripwire 80 physdims made larger
- The moving walls, when lowered during the sequence, are not lowered to the same Z coordinates, which looks slightly weird. //fixed - obj 107 open position changed to -24
- Maybe place a comp-pad somewhere to make the room less empty. //done. also added another computer console on the completely empty right side of the room (-2452 loc 37.5/-4.25/-21.25 physattach to 117 offset y -4.25 z 3), and one more wall console and one more ceiling console.
- Visible horizontal gap between the lower pieces of the SHODAN screen in front of the door. //fixed (set the open position of the lower screens to 13.02 instead of 13)
- Maybe remove the player's HUD and make the desk and corpse unfrobbable during the sequence, eng2 many style? //done, added script ChangeInterfaceMany to light 163. This causes the interface to be disabled and then re-enabled at the correct moments in the sequence.
- Polito sitting on wrong kind of chair for Ops deck. //fixed, changed to a Chair #3; also the original chair had an invulnerability metaprop on it! Apparently chairs were originally destroyable.
- Ceilings 107, 103 drop down too far, leaving wall edges visibly sticking up during sequence. //fixed
- Randomized orientations of p0029 textures.
- Made HUD compass disappear along with interface.
- Any dropped nav markers should disappear during this sequence. //done
- Eggs still exist after sequence ends and can be destroyed with explosives. //fixed, added NVDeleteTrap to light 163 targeting all eggs
- Would be much cooler if wall/floor/ceiling faded away instead of just dropping down below. //done
- Load Squirrel script. //done
- Update lighting parameters. //done
- Reorder room parts disappearing so it's ceilings, then walls, then floors. //done
- Doors 265, 267 physics off. //fixed
- ADaOB-added login messages at beginning of sequence, while logical, kind of take away from the experience. //removed, deleted objects 709, 710, 711, 712, 713, 714
- SHODAN screen segments (254, 255, 256, 257, 258, 259) fade in while corridor pieces flying through it. //fixed, linked to a later delay trigger
- Physics for rumbler platforms 193, 195 slightly intrude into Polito room. //fixed
- Physics for object walls 105, 106 slightly stick out into Polito room. //fixed
- Invisible walls confining player not removed at end of sequence until four seconds after lights come back on. //fixed; delay controlled by an allobjs script, so linked from MasterWallLight (136) to a new destroy trap (413) that destroys the walls.
- SHODAN screen segments (254, 255, 256, 257, 258, 259) in front of corridor fade out a few seconds before lights come back on, revealing partially-lit hallway behind it. Could just disappear them when lights come on. //fixed; disabled fadeout; disabled slideout; linked new destroy trap 413 to the screen segments
- Object floors 117, 91 to left and right of Polito room have different material type than object room center and hallway. //fixed

- Sounds like there might be a "clunk" sound at the end of the SHODAN sequence from the resetting walls colliding with something. //fixed in script scpShodanDoor
- Objects 262, 389 casting shadows into SHODAN theater area. //fixed
- Sometimes possible to lean through the hallway object walls. //tried increasing physics thickness of walls, didn't help
- Corrected scale/physdims of door 79 to show entire door model, changed niche width to 0.5 instead of 1.
- Grunged.
- Holo-Rumblers can be heard collapsing. //fixed
- Slight bump up when stepping into Polito area. //fixed
- Dumb players screw around with frobbable items in Polito area during SHODAN sequence. //fixed, everything in there disabled until after sequence ends
- Tripwire 708 physics size doesn't match object size. //fixed
- Sometimes possible to lean through the hallway object walls. //tried increasing physics thickness of walls, didn't help. //added view blockers around hallway so at least people leaning through walls can't see anything
- Reduced door 79 open/close speed to be more dramatic.

ops2.mis

- Worm goo 905 partially embedded in wall. //fixed
- Worm goo 930 partially embedded in wall. //fixed
- Worm goo 969 backward (and when fixed, overlaps wedge light so needs to be moved over a bit). //fixed
- Replicator screen 462 needs to be pushed back slightly to be aligned with its frame. Currently floating in front of it. Also, lighting needs to be modified here so replicator screen is casting light like all the other replicator screens. //fixed (but no light yet)
- Wedge light 802 partially embedded in ceiling. //fixed
- Wedge light 810 partially embedded in ceiling. //fixed
- Three of the four terrain light textures to the left and right of replicator screen 462 need to have their edges cleaned up. //fixed
- Open bulkhead doors 451/456 set closed. //fixed
- Open bulkhead doors 452/457 set closed. //fixed
- Open bulkhead doors 808/809 set closed. //fixed
- Open bulkhead doors 468/470 set closed. //fixed
- Added doors to all toilets. also added sinks and faucets, let's at least try to pretend the place was built for human beings.
- New obj scales implemented.
- Lowered the ceiling with worm pods near obj 553 so the eggs could be reached and looted.
- Objects 841, 842 hanging too low. //fixed
- Texturing error on one corner of Xerxes column. //fixed
- Made sure all bulkhead door niches have the same texturing.
- QBR activation pad too low, also flipped around. //fixed
- Pic 240 sinks into the wall a bit. //fixed
- Replicator 461 has no interior tray light. //fixed
- Changed replicator 461 cigs price to 8.
- Router 406 switchlinked to "4" decal 197 and nothing else. WTF? //fixed, deleted the link and the object
- Main elevator door too short, has no outer frame. //fixed
- Player factory 83 nowhere near any entry point into the level. //fixed, moved to bulkhead 42
- Auto-repair unit 845 floating. //fixed
- All Fluor. Lights (-488) set to render Unlit. //fixed
- Pretty much all art terminals are screwed up on this level - heading mostly, and they need to be at least one pixel away from the walls to prevent bad stuff. //fixed

- Worm 870 stuck under bench //fixed
- Egg 871 missing tripwire //fixed
- Egg 986 poorly positioned //fixed
- Cleaned up texturing in the room with upg units, and some brushes in the crew quarters right under it as well.
- Added tripwire 1650 that will trigger the red assassin run when the player approaches from the crew quarters.
- Added pipes to the hanging plants.
- Small dead spot in audio near Xerxes column on side facing elevator. //fixed, converted entire starting area to a single room brush
- Tripwire 955 (steam pit trap) causes Xerxes to play the "poetry reading" announcement from ops3. //fixed, no more Xerxes
- Steam pit trap particles would look better as a single large effect instead of a bunch of little ones. //done
- Room with table 177 audio propagation messed up. //fixed
- Added door property to windows 154, 155, 616 so they block audio from conference room until broken.
- Stellar map 946 phys box too large near bottom. //fixed, front is sloped so created a second invisible object to provide the physics
- Cleaned up most of the wall light texture insets.
- Misaligned ceiling textures above light 639. //fixed
- Doors 641, 646 open too far into their niches. //fixed
- Area near steam 929 not obviously harmful. //fixed, made nearby red light flicker, boosted speed of steam, added a different ambient sound, deleted redundant steam 343
- Can run right through damage marker 931 without taking any damage. //fixed, doubled the firing frequency and expanded the radius a bit; also changed damage type from standard impact to incendiary since the damage source is a fire effect
- Inactive wedge lights 297, 653, 684, 688, 689, 701, 707, 711, 714, 726, 1037 have their light surface lit up. //fixed
- Grubs fall on top of invisible bounding box for couch 223. //fixed
- Hackable crate 1540 opens away from player. //fixed
- Added missing joint positions to all cameras.
- Added floor drains for toilets 449, 453, 1459, 1489, 1490.
- Egg 875, 878, 880, 873, 859 no audio //fixed
- 382 Y:-15.5 //fixed
- Ceiling texture above 178 needs V:64 //fixed
- 1029 flush to wall //fixed
- Spider 1006 has 3 physics spheres. //fixed
- Piano 250 doesn't block pathfinding. //fixed, block pathfind + repel
- Load Squirrel script. //done
- Update lighting parameters. //done
- All non-rendered wedge lights flushed to wall. //done
- Added tripwire 1675 to trigger the red ninja from the other side. //done
- Red ninja 254 moved signal step 3 to the first position so it would not be possible to trigger the ninja multiple times. //done
- All grenade hybrids set launch joint to right wrist. //done
- Would be cool to use unused Many taunt EM0405. //done, plays after any 5 of the eggs in this map destroyed
- Install enhanced elevator door controller. //done
- Fluor light 238 emits no light but model is fullbright. //fixed
- Abrupt cutoff of audio from eggs when leaving area via door near 790. //fixed
- Elevator missing "Access to Decks 1-5" sign. //added

- Light 676 repositioned properly.
- Bed 278 given light 1683.
- Enlarged tripwire 963 so the player can't avoid it.
- Marker 143 moved so its spawns would not be visible from the nearby bulkhead.
- Set tweq traps 961 and 962 to get destroyed should the player somehow manage to kill their eggs before they are triggered.
- Added worm goos under all orange lights that didn't have any.
- Made sure all monster spawns (-976) have raycast on and farthest off.
- Spawns 349, 145 added does patrol and random sequence as necessary.
- Tripwires 1094, 1095, 1096 incorrectly set to Once, preventing a SHODAN email from ever playing. //fixed
- Locker 966 blocking/overlapping locker 552, has spurious link to a teleport trap. //fixed, diffpermit set to 0
- Conference room, move giant wall screen back into an angled niche so the entire back wall isn't so featureless. Maybe add a shelf along the left side as well. //done, shelves on both ends of room and some air vents in the corners too
- Doors 808, 809, 452, 457, 468, 470, 451, 456 physics off. //fixed
- Lobby area could use some improved signage: //done
 - Added missing "Bulkhead" floor arrow pointing to bulkhead 41
 - Added "Command Center" floor arrow pointing to bulkhead 43
 - Added "Mess Hall" floor arrow pointing to bulkhead 42
 - Added "Crew Quarters" floor arrow pointing to door 533
- Door tripwire 721 for chemical storeroom could stick out more. //done
- Add scpEcologyHelper to non-inheriting ecology 341. //done
- Increase physics size of security cameras 350, 339 to 1.5. //done
- Set hack cost of security consoles 133, 346 to 6 and add light. //done
- Change scale of elevator door buttons 1187, 1023, 537. //done
- Replace elevator door trigger with Elevator Tripwire 1670. //done
- Remove scaling from and add physics to replicator screen 462. //done
- Starting room bottom-left corner wedge is different shape from other three wedges for no apparent reason. //fixed
- Xerxes column missing BOTH floor skirts. //fixed
- Damage emitter 931 doesn't cause player grunt when doing damage. Recommend bumping stim damage up to 2. Also recommend increasing 929 particle stream size/intensity so it's more obviously a damage source. //done and done. There were actually two stim objects in a row to model the shape of the particle stream. Replaced with an invisible damaging projectile emitter.
- Room with window 165, critters inside can be heard outside when door closed. //fixed, added door prop to window
- Would be cool to use unused Many taunt EM0405. //done, played by ecology 1646 after any 5 of the eggs in this map destroyed; destroy ecology after message played. //done
- Room brush 287 (near door 646) set to wrong area. //fixed
- Room brush 180 (near door 1534) set to wrong area. //fixed
- Entire crew area near 1462, automap shows player marker shifted left. //fixed, adjusted Map Ref Info marker 836
- Starting room doesn't match automap in several areas. System Admin area missing door markers on several doors. Connected location "3" doesn't lead to the other "3". Various other issues with misplaced walls. //fixed
- Thin walls flanking gravshafts 190, 191 look weird. //fixed, filled out with wedges
- Added crew cap 1691 to locker 724.
- Added fog fx 1694 to heavily egged/overgrown apartment.
- All doors except two in first residential pit have lights over them. //fixed, added non-functioning light fixtures 1692, 1693

- Tripwires 135, 351, 536, 860, 862, 865, 872, 874, 877, 881, 988, 1533, 1627 mismatched object/physics sizes. //fixed
- Tripwires 351, 860, 862, 865, 872, 874, 877, 881, 1627 have physics offset. //removed, floored
- Tripwire 988 (tweq trap trigger) should be set to Once (tweq trap already removes itself, but single-use tripwires should always remove themselves too). //fixed
- Tripwire 897 (trigger hybrid to surprise player) can be walked around, and missing Once flag. //fixed
- Tripwire 534 a bit small for its door. //fixed
- Tripwire 543 supposed to display "Security lockdown lifted" message and open doors to rest of level after meeting SHODAN, but incorrectly set to Once, so it destroys itself before its conditions can be fulfilled. //fixed
- Tweq trap 1460 should be moved down so grubs would not spawn in mid-air. //done
- Stellar map 1629 needs room brush added to its new location. //done
- Added mug 1699, cigs 1697 to new shelf in conference room.
- Wall consoles 137, 156, 571, 583, 649, 750, 753, 754, 755, 766, 771, 776, 778, 797, 798, 799, 800, 801, 844, 846, 847, 1045, 1046 have wrong physdims. //fixed
- Corrected scale/physdims of all Ops Crew (-1722) doors to show entire door model, changed niche width to 0.5 instead of 1.
- Outside rim ceiling textures in the room with console 844 need better alignment. //done
- Inside rim ceiling textures in the room with grate 916 need better alignment. //done
- Preliminary grunging.
- Player can stick head in hanging light 643, needs physics added. //done
- Slot machine 515 physdims way too big. //fixed
- Red assassin 254 retreats to conference room and ends up facing wall, so doesn't react when player enters. //fixed
- Can't mantle over short wall near goo 1685. //fixed, installed stim door tripwire
- Tweq traps 888, 890 emit grubs sideways. //fixed
- Chemical manifest 1125 has wrong archetype. //fixed
- scpEcologyHelper removed from ecology 341.
- Conference room automap too small near top. //fixed
- Replicator 461 nonstandard top right wedge cutout, missing bottom back cutout, partially embedded in wall. //fixed
- Red assassin 254 AI Signal Response fails if player reloads autosave after SHODAN encounter but before encountering red assassin. //fixed

ops3.mis

- New obj scales implemented.
- Worm goo 1294 backward. //fixed
- Grate 1315 needs to be adjusted to not z-fight with its neighbor grates. //fixed
- At tall plant 859, it's fairly common to see AIs stuck trying to run through this point. Perhaps set it to immobile and to repel AIs? //fixed
- Egg 636 has two tripwires (629 and 575), making it able to spawn two swarms. //fixed
- Egg 628 has two tripwires (630 and 671), making it able to spawn two grubs. //fixed
- Grate 1316 needs to be moved down a tiny bit to avoid z-fighting. //fixed
- The hybrid in the bathroom sometimes stays still and won't attack //fixed, made sure player is not able to avoid the tripwire that makes him attack. also made him look at the player after finishing his scripted sequence, this should make sure he always spots the player and starts attacking.
- Tripwire 1268, near the bulkhead 42 entrance, triggers a sequence of explosions further down the hallway, where the player can't possibly see or be affected by them. //fixed, moved to a suitably evil location near the explosions
- Cryo barrels 1007 and 1011 spin ridiculously when shot. //fixed, set to immobile

- Near light 104, room sounds penetrate into walkway above this room. //should be fixed
- Marker 989 starts apparition in midair. //fixed
- Maint bot teleports in too soon near end of Bronson massacre, interrupting it. Recommend changing summon marker 821 delay from 10 to 20. Better still would be to not teleport it in plain sight. //fixed
//changed back to 10, as the bot now spawns behind the double doors
- Patrol path 105 very close to obstruction. //fixed
- Open bulkhead doors 687/689 set closed. //fixed
- Open bulkhead doors 944/945 set closed. //fixed
- Jet cloud 1048/1065 goes through the wall and is visible from the mess hall. //fixed
- Added a nonrendered minicrate between the two turrets to prevent them from shooting each other
- All apparitions are now spawned floored, facing the proper direction, starting in a proper position (no T stance), and playing proper motions instead of being frozen solid.
- Modified physdims on the nearby railings so the bot won't get stuck on them.
- The bot now spawns behind the door to the mess hall, so the chances of the player getting a glimpse on the spawn is minimal.
- Desk 231 changed physdims so it would not block the player so annoyingly.
- QBR activation pad 1001 too low, overlapping frame, backwards. //fixed
- Added a little gravity to radiation leak 113, 115 particles.
- Added green light near radiation leaks 113, 115.
- Soda can 966 switchlinked to teleport trap 1301, WTF? //deleted link
- SimComp 810 shows brackets after being reprogrammed. //fixed
- Ceiling lights 1055, 1056 out of world. //fixed, brought back into world
- Ceiling light 941 out of world //deleted, made no sense to have at this location
- Near light 1236, there is an incorrect wall texture. //fixed
- Sink faucets (96) need to be adjusted slightly. //fixed
- Destroyed turret 1260 emitting steam rather than smoke. /fixed
- All bulkhead doors now have NVDoorStartsOpen script assigned and open/closed position set to 0. that takes care of the weird lighting thing that was going on.
- Floored the wormmind implant in the falling crates room.
- Added ambients to the eggs in the freezer.
- Flushed lights against the walls in the freezer.
- Fixed a bunch of bad textures in the freezer.
- Flushed a couple of wall consoles against wall.
- Resized casings around obj 816.
- Turret 1167 needs to be repositioned so the turret corpse can land on the table properly when the turret is destroyed. //fixed
- Made sure all freezer doors are positioned properly.
- Changed the textures in the freezer ceilings to fit better (flr2).
- Upg units flushed against walls.
- Pipe 1215 not connecting on left. //fixed
- Glass fridge door 702 blocking vision and has no physics. //fixed. Door was set to destroy on impact, flinder into duct parts, and switchlinked to a destroy trap that's linked to a trigger delay that isn't hooked to anything. WTF. Only way to get rid of the blocking plane (since the level can't be re-portalized) was to have the door destroy itself on level start. Put a duplicate normal fake door at the same coordinates.
- Replicator 118 missing interior light. //fixed
- Grates 188, 1145 not aligned in niche. //fixed
- Grates 188, 1145 completely block light behind them. //fixed
- Texture above grates 188, 1145 nonsensical for a light source. //fixed
- All tripwires have Physics/Misc/Collision type: No Result redundantly set. //deleted
- Triggers for all double door too small. //fixed

- Added missing joint positions to all cameras.
- Hack soft 750 hovers in midair if toilet it's on is destroyed. //fixed
- Added fake decal floor drains (due to mission being stripped) for toilets 88, 90, 91 92, 95, 97, 98, 99.
- Sourceless lights near 1489, 195. //fixed-ish, moved away from walls so less obvious
- Bot that spawns in after mess hall massacre vision appears too soon. //fixed
- Possible to witness mess hall massacre bot spawning. //fixed, gave the monstergen two spawn points to select from
- Sign 1799 flush to wall //done
- Soda cans 1116 sinking into cans under it. //fixed
- Load Squirrel script. //done
- Update lighting parameters. //done
- Grate 1314 moved down a bit to prevent clipping issues. //done
- All not rendered wedge lights flush to wall. //done
- Red ninja 125 moved signal step 2 to the first position so it would not be possible to trigger the ninja multiple times. //done
- All grenade hybrids set launch joint to right wrist. //done
- Bad physdims on broken junction box 1257. //fixed
- Grates 895, 896, 909 not aligned. //fixed
- Turrets removed NVObjStateCurrentState=0;.
- Made sure all monster spawns (-976) have raycast on and farthest off.
- Spawns 270, 272, 142, 143, 265, 267, 1482, 1483, 342, 349 added does patrol and random sequence as necessary.
- Ticked AI not collide on railings and tables 216, 215, 1247, 1249, 132 so droids would not get stuck in that area.
- Removed NVDoorOpen NVDoorStartsOpen from all bulkhead doors
- Removed door props from fridge door 702 and added physics controls loc/rot to prevent console complaints about object being out of the world
- Fixed brushing issue near light 116.
- Fixed U pos of the right QBR texture.
- Deleted the deletestate setup on fridge door 702 (and obj 1467) as it's not needed anymore.
- Changed sink wall in toilets to tile to attempt to make the bathrooms look more bathroomy.
- Added vaguely bracket-like protrusions to bathroom wall dividers to hopefully create the impression that there were, at some point, doors on the toilet stalls.
- Radiation hallway particle effects make it look like it's possible to slip past the radiation. It's not possible. Adjust particle systems 113, 115 to more accurately represent radiation zone. //fixed
- Numerous issues with automap. Shows a column in the massacre dining room that doesn't exist. Gaps between some segments. Doors in wrong locations. Door indicators missing. "Offices" in upper-right covered by close button. //fixed
- Room brushes 151 (X:-65.25, Y:268.75, Z:-12.18), 154 should be Upper Hallway 4. Possibly others adjoining it as well. Check transition to automap Inset Upper Level when walking up ramp. //fixed
- The "1" near sim unit 810 should be red, consistent with the other two sim units on ops4. //fixed
- Upgrade toilet drains to brushwork now that the level is unstripped. //done
- Tweaked the chain explosion sequence to play out faster.
- Room brush for wall niche near table 132 doesn't connect to any other room brush. //fixed
- Room containing egg 246 needs some tweaking to the lighting to more closely resemble vanilla. //done
- Steam jet 957 not aligned with any source. //fixed
- Card table 969 physics sticks out from visible model in unintuitive way. //fixed, added a couple of invisible physics models
- Security computer 266 not centered on its column. //fixed
- Doors 944, 945 physics off. //fixed

- Add scpEcologyHelper to non-inheriting ecologies 122, 341. //done
- Increase physics size of security cameras 273, 268, 350 to 1.5. //done
- Set hack cost of security consoles 346, 266, 271 to 6, and add light. //done
- Add Start Hidden metaprop to blue room AI 224. //done
- Remove scaling from and add physics to replicator screens 118, 693. //done
- AIs can walk on top of narrow wall across from console 1299. //fixed
- Added fog fx 1513 under light 66.
- Room EAX types inconsistently set in mess hall. //fixed
- Added fog fx 1514 under light 140.
- Tripwires 247, 564, 566, 569, 572, 575, 629, 630, 671, 823, 981, 1098, 1127, 1129, 1143, 1265, 1268, 1293 mismatched object/physics sizes. //fixed
- Tripwires 247, 564, 566, 569, 572, 575, 629, 630, 671, 1127, 1129 have physics offset. //removed, floored
- Redundant "Behold the crystal shard" tripwires 823, 1461 near shard 748 and neither set to Once. //fixed, moved 823 out of world
- Tweq trap 1132 needs to be moved down so grubs would not spawn in mid-air. //done
- Need to rearrange the floor textures in the first half of the level to be less misaligned. //done
- Soft 750 should be moved a bit to not clip into the new toilet seat. //done
- Grub spawn trap 1292 needs to be adjusted. //done
- Possible to bypass mess hall massacre trigger 988 by jumping the railing. //fixed, expanded AIWatchObj radii
- Room with computer 177 could use a desk and chair on the opposite side of the room. //done
- Changed computer console 177 to use restored compx model.
- Room brushing in kitchen cold storage area doesn't reach ceiling. //fixed
- Corrected scale/physdims of all Ops Crew (-1722) doors to show entire door model, changed niche width to 0.5 instead of 1.
- Most Ops Crew doors set to open/close at half the standard speed. //fixed
- Impossibly stacked sodas 1116. //fixed
- Sourceless red light near desk 1517. //fixed'ish, added a couple of red stripes to wall
- Mess hall signs 1729, 1487 placement not properly mirrored. //fixed, 1487 moved from inner side to outer side so players will be more likely to see it
- Added Force Static Shadow to doors 853, 899 to stop interior colored lighting showing up on outside of door frame.
- Change computer 153 to use mirrored model. //done
- Sourceless light near -87, 297, -19. //fixed, added wall light
- Preliminary grunging.
- Shotgun hybrid 1743 has a broken pistol and pistol ammo as loot. Very weird since shotgun hybrids don't use pistols. //moved pistol and ammo to nearby corpse 1254
- Couch 963 could use some light shining on it from the big screen in front of it. //done, implemented fake material lighting
- Software 750 appears to be hovering in mid-air over toilet. //fixed, moved onto floor and gave some extra light
- Remove scpEcologyHelper from ecologies 122, 341. //done
- Weird big empty space above table 969. Maybe add some hanging lights. //done
- Maint tool 789 behind bench almost impossible to reach. //fixed, moved a bit
- Kitchen area low on detail. //fixed'ish; added anti-slip mats, "Wash Hands" sign 1557, shelf in empty end of room, food on shelf
- Abrupt ambient transitions at mess hall doors. //fixed
- Sound of doors opening at beginning of mess hall massacre apparition sequence isn't the sound used by the actual mess hall doors. //fixed, changed schemas of doors 190/191, 202/203, 204/205

- Orientation of some apparitions in massacre sequence doesn't make sense for where the doors are. //fixed, created new destination for Yount (1057), Yount End (1582); moved Yount 2 (990), Yount2 Start (989), corpse 877, sound trap 136, blood splat 880 five units right to give Bronson some breathing room; moved Woman (996), Woman start (1003) (and Husband (1061), Husband start (1065)), so Woman isn't standing with her back to who she's talking about
- Sim unit 810 is so big that its use text runs offscreen when approached. //fixed, changed setup to only bracket the controls
- Red assassin 125 AI Signal Response fails if player reloads autosave. //fixed
- Remove ecotype1 from Grub Floor Pod 570, 1010, 1015, 1333, add it to hybrids 1743, 573, 793 and 672 so spawning would activate properly. //done
- Move spawn marker 126 to the massacre area, as it's not doing much good in the freezer area.
- Eco 122 normal rand increase to 4 to make spawning more random. //done

ops4.mis

Note: Ops4 seems relatively unfinished compared to the other Ops deck maps, due to the simple, boxy level architecture, and the low amount of decorative objects. An attempt has been made to correct this by adding a large number of new deco objects, hopefully consistent with the style used by Irrational on the other maps. To allow easily removing these objects for a more purist experience, the unused property Sound/Face Motions: False has been added to all new deco objects. To remove them, highlight by property "face pos", enter command multibrush_the_highlight, delete multibrush, then reprocess the level.

- Vicinity of Bronson's last stand could use a lot more trashing of the environment. //done, trashed it good
- Worm goo 691 backward. //fixed
- Bulkhead light 807 buried in solid. //fixed
- Egg 279 has two tripwires (278 and 283), making it able to spawn two swarms. //fixed, replaced with single large tripwire
- Egg 287 has two tripwires (277 and 280), making it able to spawn two swarms. //fixed, replaced with single large tripwire
- Xerxes poetry reading announcement has two tripwires near each other (156 and 380), making it possible to trigger same announcement twice. //fixed
- Audio log 525 upside-down. //fixed
- Fluorescent lights 716, 718, and 719 need their model set to "lightred" (since the room they're in is lit bright red). //fixed
- Computer 460 (the one SHODAN sends you back to Ops to activate in the endgame), would IMHO look better nudged over to Y:-294 so the console operator wouldn't be constantly banging his shoulder into it. //fixed
- Sign 727 floating. //fixed
- Audio log 525 reveals the code to the MedSci weapons lockup, but does not add a note with the code. //fixed
- Interrogation room doors 206, 221, 224, and 227 will close while the player is still standing in the door frame. //fixed, removed the door delay prop
- Now that Rick conduits are breakable, need to set the ones near conduit 201 back to unbreakable, so players can't bash their way into areas they're not supposed to be in //fixed, set to invulnerable
- Worm piles 322, 318, 751 need physics boxes updated. //done
- Open bulkhead doors 808/809 set closed. //fixed
- Rotated grunt 319 on catwalk to spot player when entering his area.
- Ladder 624 sticks up too high. //fixed
- Console 643 physics prevents climbing on top of console 647. //fixed
- Auto-repair unit 387 floating. //fixed, moved off to side a bit so players at least have to be somewhat paying attention to spot it

- Glass 487/488 rendering weird. //fixed, changed to use a different window model
- Rising bubbles 214, 252, 642 could look a lot better. //fixed; switched to bitmap disk, tweaked, and added two more particle systems to each
- Glass 254, 258 air gap at bottom. //fixed
- Camera 294 looks silly bouncing back and forth in a tiny arc. //fixed; made arc wider, movement slower
- Light color near object 647 should match light coming from console. //fixed
- Light 724 set unrendered, causing light from apparently nowhere. //fixed, made visible and moved to a sensible spot on the wall
- Sourceless blue light near ladder 624. //fixed, created a blue fluor fixture on the wall
- Sourceless light near -62, -97, -19. //fixed, created a ceiling fixture
- Eggs 279, 287 missing egg sound. //fixed
- Added ambient sounds to objects 75, 83, 642, 262, 1395 (new object, near 634).
- Made most square ceiling lights into omni light/spotlight pairs (to match how these fixtures are used on ops3)
- Added some colored lighting near lights 210, 207, 213.
- Searching all the empty lockers in the two bunk rooms is tedious and unfun. //fixed, replaced empty lockers 141, 144, 149, 137, 136, 132, 134, 363, 366, 367, 368, 371, 398, 401 with broken lockers (roughly half the empty ones).
- Seems a bit gamey that the lockers only contain useful items. //fixed'ish, added cigarettes to locker 131, chips and vodka to locker 400
- Egg 704 missing egg ambient (probably on purpose). //fixed, but lowered default radius
- No visible light sources in room near object 270. //fixed, added a few ceiling lights
- SHODAN email triggered by doors 675, 678, 239 can easily end up talking over Xerxes announcement triggered by tripwires 156, 380. //fixed, deleted tripwire 380, moved 156 over near bot 325 and put it on a 5-second delay so it's less obvious where the trigger is.
- Room for door 250 doesn't block generator sound when closed. //fixed, sound coming in through window, added door property to window so it only passes sound if window broken
- Subdivided physics of console with pipes 253 into three separate objects for more realistic collision.
- Light 618 floating away from ceiling. //fixed
- Monkey 307 missing a collision sphere and various other physics config screwups. //fixed
- Destroyed turret 337 spraying steam //fixed, wafting black smoke now
- Sourceless lights in bunk rooms. //fixed
- Sourceless light in room with object 102. //fixed
- Assault rifle 407 floating. //fixed, added wall hooks
- Most double doors open too late to prevent player bumping into them. //fixed, elongated door triggers
- Ambient sound 481 cuts out when player enters any adjacent rooms. //fixed, increased radius
- SimComps 437, 444 still show up as frobbable after being reprogrammed. //fixed
- No footstep sounds when walking/jumping on plant beds 396, 397. //fixed in gamesys
- Made lights 336, 621 flicker.
- No sound in niche with conduit 199. //fixed
- Terribly-tiled Regenerator screen in QBR. //fixed, added object sign 1305 over it
- Permanently open doors 157, 158 marked as closed. //fixed //blocking planes still visible //should be fixed now
- Security glass 562 has unneeded transparency prop and render type unlit. //fixed, deleted both
- Holding cells control room near window 562 currently completely empty. Could use some some props added-- a desk, chair, maybe a magazine. //done
- New desk 1331 physdims need correcting. //fixed
- Holding cells control room has light from no visible source. //fixed
- Possibly place a grating or some cables in the very unsafe floor gaps near lift 572. //done

- Some sound should play when tripwire 662 activates force bars behind player. //fixed, also added shutdown sound
- Added two-second delay from time player enters trap cell 662 until worms spawn. Now players have time to hear bars turning on, turn around, realize they're trapped, and THEN hear the worms spawning behind them.
- Added ambient electrical sound to trap cell. Sound shuts off when junction box busted.
- Flickering lights in trap cell should shut off when junction box busted. //fixed
- Square ceiling light up in maintenance niche makes no sense. //fixed, replaced with cylinder light 1560
- Shouldn't be able to search bodies 434, 544, 546 from outside cells. //fixed, set lower Max Pick Distance
- Glitch in looping audio when riding lift 572. //fixed, was passing between rooms with different EAX types
- No visible way to open/close bars to the cells in the holding area. //fixed, added working control buttons
- Lighting near turret 328 makes it look really ugly. //fixed, was another sourceless light, created a proper ceiling fixture nearby
- Card slots 619/620 pre-unlocked. Where's the actual key? Maybe require key be found on Hard/Impossible? //v47: it's obj 901 on eng1. even though it's on a very visible corpse, some players do tend to miss it for some reason (maybe that hiding in the plain sight thing). no arguments against requiring the key on hard+ //zb: made the card slots locked, placed a duplicate security key in desk 1331 near the holding cells; that seems like a decent compromise
- Ceiling swarmer pods fixed with new flipped models.
- QBR activation pad too low, also flipped around. //fixed
- Physics wrong on doors 98, 99, 566, 567. //fixed
- New obj scales implemented.
- Updated turret physics models.
- Corpse 546 and/or 434 should be changed to corpse from a different deck so not everybody in the holding cells is from Ops. //fixed, changed 546
- Incorrect texture underneath walkway under light 229. //fixed
- Two incorrect textures above door 98. //fixed
- Two incorrect textures near corpse 528. //fixed
- Most double door alcove texturing sucks. //fixed as much as possible
- Tech screen in the upper right corner near obj 499 badly positioned. Recommend p0039. //fixed
- Tech screen in the lower left corner near obj 226 completely wrong. Recommend p0032. //fixed
- Texturing behind conduit 199 just blank grey. //fixed as much as possible
- SimComps 444, 437 show brackets after being reprogrammed. //fixed
- Changed replicator 461 cigs price to 8.
- Card slot 493 displays card needed message in a nonstandard fashion. //fixed
- Maybe place some sort of storage area decal over the otherwise blatantly obvious spider monster closets. //done, "temp storage" signs inside.
- Fairly easy to get through the broken pipes to the blocked off part of the map. we should consider one evil invisible wall here. or more debris. //done, moved some debris around a bit and added an evil invisible wall that will prevent that 1% of too inventive players from nudging themselves in.
- Resized casings around obj 1309.
- Cleaned up the frame of the fake door in the broken hallway. it's almost impossible to see, but I can, so why not.
- Door 264 not on automap. //fixed
- Door 250 in wrong position on automap. //fixed
- Added tripwire 1672, it makes sure that the weapon lockup door won't close on the player.
- Wrong archetype on room brush 87 (should be Power Ops 9). //fixed
- Texturing in niche with light 1560 should be different. //fixed
- Wrong texture inside frame for window 562.
- Updated concrete monkeys to humanoid creature type.

- AIs can pathfind through sim units 437, 444. //fixed
- **Copied in reconstructed brushwork. Mission is now unstripped.**
- Large empty space under collapsed hallway debris near 831 apparently too tempting for people who like to get where they're not supposed to be. //fixed, made space much more shallow and filled with pipes
- Horizontally stretched screen near 253. //fixed
- None of the ceiling texture alignments in the three holding cells match. //fixed
- Added missing joint positions to all cameras.
- Window 562 physdims too small and texture aspect ratio distorted. //fixed
- Auto-repair unit 387 needs Difficulty/Permit removed (ADaOB change). //done
- Console 709 flush to wall //done
- Load Squirrel script. //done
- Update lighting parameters. //done
- The lights in the room with the destroyed turret were missing their respective wall textures, added. //done
- All non-rendered wedge lights flushed to wall. //done
- Bad physdims on broken junction box 1473. //fixed
- Added name string to Bronson corpse 146.
- Added scpFrobNope to button 1540, removed old hackish solution to make buzz when frobbed.
- Turrets removed NVObjStateCurrentState=0;.
- Made sure all monster spawns (-976) have raycast on and farthest off.
- Spawn 123 removed gotoloc flag (normal ecology).
- Assassin 436 rearranged signal steps to work better.
- Spawns 290, 292, 126, 142, 143, 1185, 1186, 272, 274, 342, 349, 267, 269 added does patrol and random sequence as necessary.
- Door 187 for ops override control has no button inside to open door. //fixed, simple button 48
- Red assassin 436 tripwire 441 moved to trigger once the door is opened, delayed the sequence with Trigger Delay 50 for one second. //done
- Removed both links to the weird setup from 619 and 620 and their state, they now work as normal card slots.
- Maybe add a "Command Center" sign to the command center (near 187) since it's plot-critical. //done
- Command Center is extremely forgettable, looks more like a glorified broom closet than any sort of center for commanding. Recommend making it more visually interesting so players will be more likely to remember it when they have to return. //done, enlarged and enhanced
- Doors 808, 809 physics off. //fixed
- Make ecology 122 non-functional when ecology 1207 is functional (QB NewEngOpsEco) so players don't get overwhelmed. //done
- Pump 1368 has static shadows for pistons. //fixed
- Sign 1289 "System Ops" placed in front of area labeled "Fluid Ops" on map. //fixed, changed to Fluid Ops, which seems to be how this area is most commonly referred to in guides
- Section labeled "Fluid Ops" on the automap is called "Systems Ops" in the rollover text. //fixed, changed to "Fluid Operations"
- Automap area Brig inset lower level, player pip too high. //fixed, adjusted mapref marker 1225
- Add scpEcologyHelper to non-inheriting ecologies 289, 266, 271. //done
- Increase physics size of security cameras 275, 270, 350, 293 to 1.5. //done
- Set hack cost of security consoles 273, 268, 346, 291 to 6, and added light. //done
- Add Start Hidden metaprop to blue room AIs 692, 696. //done
- Remove scaling from and add physics to replicator screens 462. //done
- Rig up Ops Override Computer 468 so it can't be re-frobbed after activation. //done
- Would be nice if Ops Override Computer's screen changed when activated. //done, created new screen texture
- Grates 391, 753 physics slightly sticking out of wall when opened. //fixed

- Power Ops lower level automap slightly out of alignment. //fixed, adjusted map ref info 1227 from 218 to 217
- Recharger 288 not showing on automap. //fixed, its room brush was set to wrong area
- Doors 104, 236, 676, 669, 238, 674, 667, 250, 264, 263, 490, 227, 224, 221, 206 wrong size for their doorways. //fixed, scaled down doors, made doorway niches correct thickness
- Added fog fx 39 (interrogation area), 35 and 37 (trashed hallway), and 40 (sim unit 3 area).
- Doors 514/515 keep closing on security bot 325. //fixed; made doors stay open until bot is destroyed
- Tripwires 602, 662, 703 mismatched object/physics sizes. //fixed
- Tripwire 703 has physics offset. //removed, floored
- Tripwire 441 (ninja run) should be Once. //done
- Door 1491 should be set set to not collide with AIs to prevent them from getting stuck. //done
- Security bot 325 remains docile if immediately stunned/stasis'd. //fixed, removed Docile metaprop directly with NVMetaTrap
- Changed computer 1381 to use new compx model.
- Upper walkways in Fluid Ops area have very little detail. //fixed'ish
- Added pipes 51, 52, 53, 54 to add some detail.
- Added wall wiring niche near pipe 1415.
- Added ceiling pipes 60, 61, 62.
- Made tables in interrogation cells (1351) look like actual tables instead of solid slabs.
- Tweq trap 689 should be moved to Z:-26.75 so the grubs would not be spawning mid-air. //done
- Floor under cm 949 looks better with U:64 V:48, should probably be applied. //done
- All pipes near cm 949 too short, not reaching the room walls. //fixed
- Eco 1207 period set to 45 so it would look like the Many are actually trying to stop the player during the Core Control quest. //done
- Preliminary grunging.
- Removed scpEcologyHelper from ecologies 266, 271, 289.
- Keypad doors 331/332 nonstandard setup. //fixed
- Ecology spawner 1209 missing EcoType. //fixed, changed ecology 1207 Normal Min/Normal Max from 1/2 to 4/4 to maintain previous spawn levels.
- Tripwire 368 object size doesn't match physics size. //fixed
- Sim units 437, 444 so big that their use text runs offscreen when approached. //fixed, changed setup to only bracket the controls
- Corpse 528 posed with one leg hovering in mid-air. //fixed
- Replicator 461 missing top left wedge cutout and bottom back cutout. //fixed, also adjusted object size to not stick out
- Red assassin 436 AI Signal Response fails if player reloads autosave. //fixed
- The core control quest eco 1207 needs to really keep the player busy, set period 25, min 4 max 4 rand 1. //done
- Music start marker 1238 only triggered if player goes left from descending hallway. //fixed

Recreation Deck

Rec deck general

- Add notes for each art terminal code when respective terminal is frobbed. //done
 - Code art locations: rec1/78, rec1/79, rec2/211, rec3/117
- Standardize size of all area signs (Athletics, Mall, Theater, etc.) as 5 x 1, where possible. //done
- Quest notes display in wrong order in the MFD. "Find the Transmitter and activate it." and "Activate Transmitter with code hidden in art terminals." then the transmitter codes should be first, then all other quests, then the Return to Ops and Go to Command quests. //fixed
- "Found code" quest notes don't appear in the order they're found. //fixed

rec1.mis

- Applied new obj scales.
- Fixed many instances of door and window frames not displaying correctly due to brush time errors.
- Door set 1922/1923 not centered on hallway. //fixed as much as I could. still looks a bit weird
- Door set 1363/1484 not centered on hallway. //fixed as much as I could. still looks a bit weird
- Frame brushwork around bottom of screen 248 messed up. //fixed
- Can hear egg in unconnected room from near screen 248. //fixed
- Worm goo 388 partially embedded in wall. //fixed
- Light switch 713 doesn't make any sound or change state. //fixed
- Worm goo 379 backward. //fixed
- Worm goo 537 backward (and sunken in wall when flipped around). //fixed
- Apparition 1015 has no dynamic light. //fixed
- Decals 98 and 522 swap render order depending on view distance. //fixed
- Decals 532 and 528 swap render order depending on view distance. //fixed
- Egg 886 not searchable. //fixed
- Misaligned textures on the main elevator. //fixed. bloody mess
- Open bulkhead doors 470/473 marked as closed. //fixed
- Open bulkhead doors 467/468 marked as closed. //fixed
- Open bulkhead doors 658/661 marked as closed. //fixed
- Frame for doors 1580/1582 too short. //fixed
- Sign 663 not straight, partially sunken in wall. //fixed
- Blood 532 not straight. //fixed
- Bullet holes 334/335 floating off wall. //fixed
- Z-fighting on interior elevator doors. Looks like one of them is off-center and closing too far. //fixed
- Z-fighting on interior central shaft elevator doors. Ditto. //fixed
- Texture glitch in corner near chair 696. //fixed
- Replicator 425 brushwork off-grid, some wrong textures. //fixed
- Out of room error near -155, -300, 8 //v47: quite a few of those around, but as the risk of messing up the sound propagation at other places when changing room brushes is quite high, I'm leaving such places alone unless they are really obvious and immersion breaking. just as with TFix, I'm leaving this for the second round of fixing (beta2).
- Out of room error near -19, -361, -14 //fixed, this one was easy/safe enough
- Light 367 need animated light offset changed to Z:2.7 //fixed
- Sink 350 floating. //fixed
- Sink 199 floating. //fixed
- Conduits near 639 not aligned. //fixed
- Brush visible out window 695 needs to all be skyhack. //fixed
- Floor behind hatch 626 should have a different, non-carpet texture. //fixed
- Inconsistent texturing of crew quarters shower stalls. //I think I've already fixed some. not sure whether I want to do more
- Pump sound 557 not blocked by nearby doors. //fixed, cleaned up room brushing and gave window 283 door property so it only passes sound when broken
- Added sparks when battery inserted into aux power receptacle 807.
- Recharging station 809 light offset incorrect. //fixed
- Grates 2128, 2129 larger than open vents they're laying near. //fixed
- Duct wall frame near grate 2129 protrudes into room, is larger than opening at other end . //fixed
- Omni lights 714, 799, 1361 (under spotlights 404, 711, 714) in gym don't turn off when power goes out. //fixed, had BaseLight script twice via inheritance
- Worms piles 1524, 1526, 1527, 1528, 1531 need physics updated. //fixed
- Nonstandard tops and lighting on grav shafts 422, 423. //fixed

- Transmitter control computer 89 can be activated multiple times. //fixed, replaced with new object 1605 that has all props copied to archetype, allowing frobbability to be disabled with a metaprop
- SHODAN says transmitter will draw power from Xerxes, but there are no external cables running to the transmitter-- it appears to be self-powered. //fixed, added nearby wiring access panel and cable running to it
- Tech screen misaligned near egg 264.//fixed
- Added doors to all toilet stalls
- Fixed the bloody mess that were the lifts.
- Moved the swarm spawn points from the broken lift so the spawned swarms would actually be able to track the player
- Cortez looks around, says "Shit!" and runs (to the player's) left, then we hear some bot shots that kill him. We should be able to see the shots, maybe even the droid itself chasing him. //fixed, added some droid laser shots coming from the right
- Cortez shows a targeting bracket. Probably shouldn't. //fixed, added negative pick bias
- Light 601, 607 floating. //fixed
- Lights 316, 400 should be higher so player can't jump through them. //fixed
- Duct 634 spins weightlessly after first scripted explosion, needs Rotation control set. //fixed
- Bent pipes 981, 991 floating. //fixed
- Computers 312, 314 too low. //fixed
- Cameras 144, 322 floating. //fixed
- Sourceless light near 1458. //fixed, moved away from walls
- Missing door in niche near 1367. //fixed
- Missing door in niche near 94. //fixed
- Missing door in niche near 1431. //fixed
- Railings 186, 187, 200, 202, 203, 204 sunk in floor. //fixed
- Tweaked position/texture of light niche above chair 429 to better match ceiling.
- Room with med bed 457 could use a door niche. //fixed
- Niche around battery slot 807 too small. //fixed
- Wedge light 247 embedded in wall. //fixed
- Main elevator room brush extends far outside elevator, very bad for object elevating! //fixed
- Main and Rec-to-Command elevator doors close too soon. //fixed, were set to 4 seconds instead of default of 10
- Rec-to-Command elevator button 512 has a delay on the door sets, unlike all other elevator doors. //fixed, just set the delay to 0 rather than try rewiring things
- Elevator doors 1498/1499, 1500/1502, 1503/1504 have no floor track, no door frame, inconsistently offset into wall, open slowly. //fixed
- Button 664 backward. //fixed
- Tripwire 399 to broken door 1489 too small. //fixed, also made door open a tiny bit
- Widened doorway for doors 1580/1582 and 1363/1484 so they're cropped less.
- Pipes 259, 1341, 1359 and surrounding railing penetrating wall (in a bad way). //fixed, cut out a niche for them
- There should be a sound effect when the basketball court power goes out. //fixed
- Add unused scoreboard object -1372 to basketball court. //done
- Backboard 1070 floating, physics model too large. //fixed
- Basketball court lights 401, 402 hang down so far near hoops that they'd always be getting hit by basketballs. //fixed, moved up
- Make code art terminals 78, 79 add their code to the notes. //done
- Make transmitter controller 1605 replace individual code notes with a single note for the entire code. //done
- Sourceless light near -11, -493, -6. //fixed, was already a light niche there, hidden by too early brush time

- Height and texturing of lockers near bench 1113 don't match. //fixed
- Pipe 914 snags player if you try to pass under it uncrouched. //fixed
- Basketball easter egg tripwire 1369 very difficult to trigger. //fixed'ish, made a bit larger
- Added QBSet 1628 to set new qvar "CourtPower" when basketball court power restored (there was no qvar tracking this!)
- Can activate transmitter 1605 before basketball court power is restored. //fixed, can enter code with power off but transmitter will only activate with power restored
- Rail niches for lifts in rec area too wide. //fixed
- Inconsistent button and signage placement for lifts in rec area. //fixed
- Explosion emitter 787 unused. //deleted
- Broken lift 1987 has two non-functional explosion emitters 758, 760. //fixed, were both missing NoPhysics flag. Moved and adjusted timing to fit in with sequence.
- Broken lift 1987 setup needlessly complex, using destroy traps on tweqs instead of letting them destroy themselves. //fixed
- Broken lift 1987 sequence spawns two swarms from one egg. //fixed
- Broken lift 1987 spawns swarm even if you destroy swarm pod 776 first. //fixed
- Unused wedge lights 630, 1396, 1548 in solid. //deleted
- Area around central elevator to command only has a single room brush. //fixed, area now properly room-brushed
- Niche for window 815 too shallow, forced to overlap wedge cut-out region. //fixed
- Camera 322 doesn't rotate. //fixed, was set to rotate 360 degrees but apparently that doesn't work
- Door tripwire 1418 too small. //fixed
- Unused door niche and room brushes in solid near 28, -243, -8. //deleted
- Pump 352 moving parts cast static shadow on wall. //fixed, set initial joint positions to inside model
- Would be cool if you could faintly hear the unused Cortez message being played after powering up the transmitter. //done
- Added showerlight niche near obj 1057 -192.5/-332.35 and obj 1054 -192.5/-254.35
- Tech screen near 499 modified V to 20 to look good with SHTUP-ND
- Decal 93 fixed.
- Nearby floor lights repositioned.
- Fixed positions of junk in rad room.
- Flipped incomplete medbed in regen room so it won't collide with junk when completed
- Floored/repositioned lights, desks, shower heads, decals, worm piles and pipes.
- Added sounds to the eggs in the secret and to the pump as well.
- Window 570 and its frame have been moved up to fit the wall properly.
- Added drains to the two drainless showers on the lower level (also moved one blood splatter so part of it wouldn't levitate on the drain).
- Repositioned the severed head in the radiated room so it would not float as much.
- The first rumbler can spawn two organs. //fixed
- Out of room error near -155, -300, 8 //v47: quite a few of those around, but as the risk of messing up the sound propagation at other places when changing room brushes is quite high, I'm leaving such places alone unless they are really obvious and immersion breaking. just as with TFix, I'm leaving this for the second round of fixing (beta2). //fixed quite a few room brushes for beta2
- Room brush around object 1520 wrong room archetype (should be 4 Athletics). //fixed
- Eggs 198, 500, 284, 290 (all in same room) trigger on when player is on other side of walls/nowhere near them. //fixed, triggers were huge and offset from where they appeared to be
- Added sparks to transmitter dish 668 on activation.
- Can get stuck on grate 2128 when entering/exiting tunnel. //fixed, removed physics
- Cleaned up tiling in room with med bed 457.
- Cleaned up tiling and wall alignment with tiles in gym shower.

- Made green light in radiated room slowly pulsate.
- Light 506 toggles every time keypad 270 frobbed. //fixed
- Hatch 626 not centered, clips into wall when opened. //fixed, also increased push mass so it can't be blocked by debris from the exploding ducts
- Enhanced sink 199 area and cleaned up tiling in bathroom.
- Grate 260 wrong size for opening it's laying next to. //fixed
- Egg 131 floating. //fixed
- Inconsistent texturing of crew quarters shower stalls. //fixed
- Trigger delay 2085 linked to map location 2082 (fall3), WTF? Seems to do nothing. //deleted trigger delay and set room brush to a standard type; looks like originally this was planned to drop stuff on the player's head, there are also room archetypes for fall1, fall2, fall4
- Tile on top of lockers near bench 1113 needs adjustment. //fixed
- Spawn continuous smoke from door 1489 after it explodes to make it obvious the door is broken. //done
- AIs can walk up the steep wedges around the central elevator shaft. //fixed, slapped pathfind blockers on them
- Since we have functional showers now, might be a cool touch to have a blood stain that could be washed away by turning one on. //done, under showerhead 990
- Comp-pads 312, 314 too low for human use and hover in mid-air. //fixed; that entire countertop is too low, so raised a bit and made niches for the pads
- Athletics sign 303 crowds light fixture above it, no room to move down, and redundant (same sign just a few feet below it). //deleted
- Emitter 2052 spews grubs in wrong direction. //fixed
- Duct system 649, 448, 251 doesn't connect to wall anywhere. //fixed
- Duct 649 has sphere physics for no reason. //fixed
- Keycard slots 293, 295 display "Using access card to open door." when frobbed. No other card slots do this. //fixed
- Added missing joint positions to all cameras.
- Removed Tweq/Joints from all hackable crates.
- Swapped in open-ended models for ducts 251, 448, 649, 629, 634.
- Added wall connectors for all ducts.
- Added floor drains for toilets 154, 396, 987, 1102.
- Pipe 129, 130 misaligned. //fixed
- Moved crate 190 so player is more likely to end up with grubs in their hair.
- Two light brushes near 508 stuck in solid. //fixed
- Room brush monsta2 (that triggers monkeys and exploding ducts) too large. //fixed
- Decal 310 lighting changes significantly when edges go on/off screen. //fixed
- Egg 106 no audio //fixed
- Texture alignment in tunnel near 1529 is off //fixed
- Brush near 695 needs D 9.25 instead of 9 //fixed
- 817 needs flooring //fixed
- 499 X:-107.55 //fixed
- 835 flush to wall //fixed
- 948 needs flooring //fixed
- Shower 1699 sunk in wall too much //fixed
- Signs 912 and 906 should have the same Z coordinates //fixed
- AIs that spawn in the central elevator area are not set to patrol, so they just stand there. this looks mostly odd, maybe they should (patrol). //actually patrol points at wrong places. fixed by moving 1143 and 1142, also rotated spawn points where necessary
- Multiplayer respawn missing //added
- Nothing holding ring buoys in pool area to wall. //fixed, added hooks

- Pool area would look pretty cool with water caustics reflecting on the walls/ceiling. //done
- Window 533 gap on one side. //fixed - centered and made it a bit larger to avoid clipping issues
- Load Squirrel script. //done
- Update lighting parameters. //done
- Corpse 262 now contains a worm skin armor, and psiamp, medium armor set to editor only. //done
- Basketball court ceiling missing white plank textures from original map. //fixed
- Description for life preservers in pool area says "...all space-going ships are required to have a supply of life preservers... but most ships simply pack the things into a storage locker and forget about them." Crate 2002 has nothing in it, recommend packing full of life preservers. //done, and put some in nearby crates 1999 and 194 as well
- Added scpKeypadHelper to unhackable keypad 1605
- Install enhanced elevator door controllers. //done
- Purge messages and script vars. //done
- Made sure all monster spawns (-976) have raycast on and farthest off.
- Hatch 626 push mass decreased from 1000 to 35 (that's all it needs, really).
- Pipe 915 given pore size of 1.1 to not be annoying when trying to shoot the nearby egg.
- Tripwire 1430 moved a bit so the player won't be able to avoid it.
- Multiplayer respawn given proper orientation.
- Brush brush containing obj 668 time changed to 354 so the footer of the transmitter console would be properly visible, also moved the transmitter a tiny bit and aligned the top texture of its brush.
- Spawns 164, 225, 324, 227, 1393, 344, 234, 177, 232, 183, 233 added does patrol and random sequence where necessary.
- Door 302 never closes. //fixed
- Tweq trap 2052 emits grubs facing backwards (due to NVStartUnrotated on archetype). //fixed
- Architecture of short entrance halls to bulkheads 54 (274) and 53 (555) should be made consistent. //done
- Camera 175 audible through wall near -32, -344, 13. //fixed, but at what cost
- Update worm skin armor 1787 to new archetype scale. //done
- Add scpEcologyHelper to non-inheriting ecologies 160, 176, 182. //done
- Increase physics size of security cameras 181, 175, 144, 159, 322 to 1.5. //done
- Set hack cost of security consoles 174, 347, 180, 338 to 6, added light. //done
- Change scale of elevator door buttons 545, 1023, 74, 512. //done
- Replace main elevator tripwire with Elevator Tripwire (-4666). //done
- Replace command deck elevator tripwire with Elevator Tripwire (-4666). //done
- Add Start Hidden metaprop to blue room AIs 1522, 1523, 1379, 1374. //done
- Remove scaling from and add physics to replicator screen 426. //done
- Bullet holes 573, 574 floating. //fixed
- Ammo 1443 difficult to frob from some angles, could use some Pick Bias. //fixed
- Tripwire 197 slays Cortez AI. No need for this, since Cortez sequence always triggers as soon as player leaves elevator. //fixed, moved to other side of doors; still not needed, but better safe than sorry
- Maybe add some water dripping sounds to the pool area to improve the ambiance. //done, added drips 1794, 1799
- Added unused "Crew Quarters" signs to crew quarters bulkheads (1800, 1801, 1802, 1803).
- Changed carpet under pipes 559, 560 to metal.
- Added fog fx 1804, 1805, 1810, 1815, 1813, 1816.
- Athletics automap shows a small wall in the middle of the showers that doesn't exist, various minor wall inaccuracies. //fixed
- Grate 260 and 1723 need physics removed to not hinder player movement //done
- Button 1959 is a bit too low, also floating off the wall slightly //fixed

- Card slot 125 lower than all the other card slots in this level, needs to be moved up to be consistent //done
- Camera 159 attached to a light fixture texture. //fixed
- Place squares/circles of differently-colored carpet under reception chairs 212, 143 and near upgrade stations. //done, done, and done
- Crystal Shard 1735 (inside desk 354) has no email trap associated with it. //fixed
- Door explosions 727, 2048 kind of hovering in mid-air. //fixed, moved closer to door
- Inner desk textures near chair 212 need shifted down. //fixed
- Tripwires 843, 1367, 1373, 1430 mismatched object/physics sizes. //fixed
- Tripwires 562, 325, 580, 699 have physics offset. //removed, floored
- Tripwire 614 can be avoided. //fixed
- Need to implement object elevating from rec1 to command1. //done; since command1 is rotated 90 degrees from rec1, had to make elevator square, use proxy elevator button centered in elevator; made lighting different as in vanilla rec1/command1 elevator
- Broken lift 1987 should totally kill you if it lands on your head. //done
- Worm spawns floor offset needs to be standardized. //done, 860 (-12.75), 1372 (7), 842 (-12.75), 1387 (-12.75)
- Bulkheads need to be tweaked so items would be elevatored properly. //done
- Basketball court texturing could use an overhaul to be more regulation. //done
- Monkeys that bust out of ducts 629, 634 appear with visible spawn-in effect. //fixed, used custom spawn script
- Could use a short delay after entering basketball court before power goes out so the trigger location isn't so obvious. //done, moved trigger deeper into room and added a two-second delay
- Bulkhead 53 (sign 485) missing ambient start marker. //fixed
- Hatch 626 pivots on wrong side of model. //fixed
- Only one of the four "Primary Elevator Shaft" signs in the central area has an inset. Majority rules? //majority rules; removed
- Grass insets in triangular things around central elevator column aren't centered on the triangular thing. //fixed
- Edging on top of triangular things around central elevator column are actually carpet textures. This is fine with the low-res vanilla textures, but with 400 they're obviously carpet and it looks odd. //fixed, replaced with new non-carpet texture
- Doors to central elevator column all missing trim. //fixed
- When platform 1987 falls, egg 776 on top of it trails behind in mid-air. //fixed, physattached
- Updated art code frames 78, 79 to use new scpAddArtCodeQB script.
- Added pathfind blockers 1778, 1788, 1895, 1900 to discourage AIs from wandering onto hallway ledges.
- Pipes 259, etc. could use metal under them instead of carpet. //done
- Pool tile floor in electrical closet 1668 doesn't really make sense. //fixed, changed to grating floor
- Tripwire 288 for egg 500 too small, very easy to avoid. //fixed
- Preliminary grunging.
- Added frame for added basketball scoreboard 1625.
- Added wall bumps near light 404 so wall isn't completely featureless.
- Basketball court gravshaft top exit door frames slightly too tall. //fixed
- Added stripe around perimeter of upper basketball court and added speakers to break up the monotonous walls.
- Raised basketball court ceiling to better differentiate between the white court ceiling and the white upper area ceiling.
- Hallway with benches 1105, 1093 too narrow to realistically accommodate them. //fixed, made hallway a bit wider

- Doesn't make sense that bench 1105 gets an overhead light but bench 1093 does not. //fixed, added a broken light
- Player can easily jump through light fixtures 400, 404, 406, 595, 711, 801, 802, 806, 1896. //fixed, added physics
- Added debug/testing button 1898 near transmitter to restore basketball court power.
- Suppressed reward message on exp trap 495 since there's already a ton of dialog after activating the transmitter.
- Transmitter dish 668 missing physics. //fixed
- Cortez can be seen vanishing at end of his cutscene. //fixed, made him run to a different place and around a corner; this also fixes him getting visibly shot
- Benches 215, 558 in front of window 92 make it a pain in the ass to get a good look at the Cortez cutscene. //fixed, moved off to the adjacent wall
- Hanging light 610 is so low it would bonk the head of anyone sitting on the bench under it. //fixed, made invisible, added recessed ceiling light
- Partial medbed 435 needs to be flipped around 180 degrees so that the medbed key would not be stuck in the ground once attached. //done
- Computer 953 would look better mirrored. //done
- Pipe 393 only partial physics coverage. //fixed
- Nanite tanks 623, 624 right next to each other. Kind of weird and also makes it crowded in there. //fixed, added 624's stack count to 623 and made 624 invisible
- Can highlight med bed key 409 through closed hatch 626. //fixed
- Environmental ambient marker 1325 activates wrong ambient. //fixed
- Spiders 1522, 1523 from teleport traps 1525, 1529 don't fall consistently. Sometimes don't drop immediately, sometimes teleport randomly around the room. //fixed, changed teleporters to emitters that emit inert spider puppets that corpse into live spiders when they land
- All new broken screen concretes need to be adjusted to sit in their alcoves properly. //done
- The texture under pipe 560 needs to be adjusted. //done
- Added physics to hanging lights 605, 607, 608, 692, 316, 362.
- Pipe 185 supposed to be in a slightly recessed pit, but air brush buried under floor. //fixed
- Rendering issue with blood splat 1869 and organ 1865. //fixed
- Cameras 144, 322 set to rotate 360 degrees, but this just causes them to lock in place. //fixed
- Ambient sound marker 282 leaks into med bay room where a different ambient should be playing. //fixed
- Can get hung up on intersection of railings 816, 824. //fixed
- Ambient markers 1332, 1334 transition to rec_hum, but no corresponding markers to transition back to rec_hor4 when going the other way. //fixed, consolidated ambient hum/horror transition on doors 1922/1923
- Moved hallway segment approaching doors 1580, 1582 so opening doesn't butt into wall on other side of doors inside crew area.
- Added pipe flanges 1914, 1916.
- Enlarged door tripwire 1417.
- Standardized door frame near 585.
- Doors 1580/1582 and 1363/1484 never close after being unlocked. //fixed
- Doors 1922/1923 should display security lockdown message (like on ops2) when approached before meeting SHODAN. //done
- Removed scpEcologyHelper from ecologies 160, 176, 182.
- Hallway corners near body 107 left/right sides don't match. //fixed
- No smooth ambient transition at doors 1580/1582. //fixed; needs a custom schema on crew side. //done
- Keycard door 302 can close on player. //fixed
- Keycard door 1544 never closes (even though it has a button for re-opening it). //fixed
- Possible to avoid ambush tripwires 1407, 1408. //fixed

- Enlarged/aligned tripwires 291, 752, 1918, 1506, 1507, 146, 654, 1595, 1596, 1598, 1599, 1590, 1591, 1592, 1594, 1419, 1491, 1420, 1488.
- Doors 83, 87, 292, 126, 1545, 135, 140, 141, 116, 117, 122, 123, 1399, 1400, 1404, 1485, 1487, 1489, 1490, 1544 out of alignment with door frame. //fixed
- Keypad 1955 floating off wall. //fixed
- Bulkhead ambients 1328, 1830 radius excessively large. //fixed
- Carpet texture misalignment under arrow 1364. //fixed
- Ceiling long angle brushes in hallway segment with 1199 getting overwritten. //fixed
- Unnecessarily complex setup to prevent doors 1922/1923 opening until qvar "shodanroom" set. Prevents doors from behaving normally once unlocked. //fixed
- Light 826 has redundant BaseLight script. //fixed
- Hatch 626 keypad door behavior made consistent with other keypad doors.
- Hatch 626 push mass decreased from 1000 to 35 (that's all it needs, really). //indeed, but it somehow got set to 25 instead. fixed
- Grunging. More to grunge.
- Sourceless light near pipe 129. //fixed, added cylinder light 1947
- Added small amount of red light near crate 190's red light laying on floor.
- Added a bit of shadow around sign 121 so it doesn't look like it's backlit.
- Alert ecology spawners 164, 177, 183, 324, 344 missing EcoType. //fixed
- Restored Athletics sign 303 (see earlier note). Replaced wedge light 327 with alternate smaller model so there's room for both now.
- Added "NoFarthest" design note to monster generator 1822.
- Eco 1826 set to min 1 max 3 rand 4 (was min 1 max 3 rand 10), eco 1827 min1 max 2 rand 4 (was min 1 max 2 rand 10) to improve spawns. //done
- Various issues with automap. Airlocks not all consistently depicted. Elevator has no door. Upper crew quarters lower row completely off. //fixed
- Moved hallway segment approaching doors 1580, 1582 so opening doesn't butt into wall on other side of doors inside crew area; //need to update automap. //done
- Area accessed via vent near 260 missing from automap. It's kind of a secret area, so should have its own automap segment. //done
- Hanging corpse 392 has no physics. //fixed, added proxy 1772; //need to make compliant with censor mode //done, also made rope 643 censored
- Room brush misaligned near light 901. //fixed
- Room brush near lift 1988 needs split into first and second floor brushes. //done
- Room brushes around chairs 696 and 745 leaking sound into hallway. //fixed
- Most fake doors in crew quarters not aligned with automap, and automap can't align with them because fake rooms would overlap real rooms. //fixed, moved doors to align with automap

rec2.mis

- Applied new obj scales.
- Worm goos 328, 329, 338, 340, 515 backward. //fixed
- Worm goo 510 not oriented to its surface so partially sunken. //fixed
- Texture misalignment on wall behind light post 952. //fixed
- Cereal box 1127 sinks into ground; bounding sphere too small. //fixed
- Peas 1120 floating above countertop. //fixed
- Corpse 445 needs rotated so head doesn't intersect ground. Recommend heading:7bb0. //fixed
- Retexture snow piles near fridge door 1102 with hydro_1/white (a snow texture under SHTUP) instead of m_gry3. //fixed
- Texture on convex wall corner left out of main elevator needs tiling corrected. //not sure what do you mean

- Security console 209 way too high on wall. //fixed
- Replicator w/ screen 492 missing top, needs texture behind screen replaced with m_gl. //fixed the cut off top
- Kitchen floor tile misaligned chunk through door 245. //fixed
- All wedge lights have been set to render/normal
- Brushes visible out window 276 need to all be skyhack. //fixed
- Open bulkhead doors 382/384 marked as closed. //fixed
- Open bulkhead doors 385/391 marked as closed. //fixed
- Open bulkhead doors 396/400 marked as closed. //fixed
- No sound propagation from dance floor (near 417) to observation window. //fixed
- No sound propagation from room brush 148 to 149. Recommend changing 148's depth to 1.5. //done
- Floor texture alignment issue near railing 343. //fixed
- Sign 689 sunk in wall. //fixed
- Wall object 306 doesn't tile correctly with surrounding terrain wall. Terrain wall needs to be U:100. Also wall tiling around entire dining area perimeter needs corrected. //fixed
- Camera 237 doesn't sweep, doesn't trigger alarm when spots player. //fixed. also made it NOT spin around 360 degrees, as it looked just silly.
- Light 1055 not centered over its doorway. //fixed
- Carpet texture alignment glitch near light 1055 (on other side of door). //fixed
- Sign 690 floating in midair. //fixed
- Eggs 698, 699, 704 don't open when triggered (also there's a visible teleport effect when their grubs are spawned). //fixed
- Bathroom for toilet 1274, ceiling texturing inconsistent with other bathroom across from it. //fixed
- Wall texture track for lift 2235 should be made consistent with texturing used for lifts in MedSci. //fixed
- Repositioned a bunch of lights around obj 240, also added render order prop on the windows so they do not disappear when viewed through the nearby railings.
- Conduits from 274 not aligned correctly. //fixed
- Maintenance niche for floor hatch 430 should be something other than carpet. //fixed..ish?
- Ladder 402 (laying on ground) difficult to walk across. //fixed
- Added doors to all toilet stalls, also sinks near obj 159 and 1331
- Texture offsets modified around the koolaid wall so the object would fit in smoothly
- Light 1055 off-axis. //fixed
- Light 225 supposed to be representing all light from a huge "light" texture. //fixed, added another light source
- Object 380 floating away from wall. //fixed
- Carpet texture abutting grass texture near lights 71, 1055, 1053. Would IMHO look better with a different texture separating grass from door rail. //fixed, added drainage grills
- Plants 1207, 1208, 1282, 1262, 1263 could use some pipes holding them up. //fixed, also set to cast shadows
- Floor texture scale discrepancy near light 420. //fixed
- Duct 1115 doesn't reach wall. //fixed
- Duct 1115, 1116 z-fighting. //fixed
- Room with object 195 missing floor light fixture. //fixed
- Conduits 274, etc, not aligned. //fixed
- Lift 2235 rails go too high, texturing of bottom niche messed up. //fixed
- Button 146 too high. //fixed
- Missing railing near railing 161, but no railing on floor below. //fixed
- Steps leading up to chair 449 not symmetrical. //fixed
- Ceiling texture tiling error near light 124. //fixed
- Air brush around light 1064 too short. //fixed

- Ceiling height in garden tunnels changes at light 1059. //fixed
- Texture alignment on wall facing plant 1270. //fixed
- Doors 1470, 1474, 1475, 1476 have no floor/ceiling tracks. //fixed
- Eggs 297, 2026 and corpse 1096 highlight through locked door 1475. //fixed, moved to a blue room and teleport in when door unlocked
- Deleted tripwire 504 for egg 297, made tripwire 2024 open both 297 and 2026.
- Graves dug for corpses 453, 459, 1092:
 - Bottoms of graves would make more sense as dirt instead of grass and leaves. But there's no dirt terrain texture //fixed, added a dirt texture
 - Where did the dirt from all these graves go? No dirt piles nearby. //fixed, added dirt piles (and a shovel)
 - Graves are too perfectly symmetrical and identical. //fixed, made more sloppy-looking
 - Every corpse is identical. //fixed, mixed up the genders, poses, and decks
- Garden pit with bodies 440, etc would make more sense textured as dirt instead of grass. //fixed, and smoothed out corners with some extra wedges
- Grates 433, 439 much larger than the holes they're supposed to cover. //fixed
- Card slots 623, 1004 too low. //fixed
- Conduit 102 doesn't reach wall. //fixed
- Camera 232 doesn't rotate, pointed at wall. //fixed
- Something wrong with room brushing in garden area, can clearly hear midwives in the tunnels even when outside. //fixed, can now only hear midwives from outside via the grate trap hole
- Door 1461 missing frame, not centered on hallway. //fixed
- Niche missing floor light above 464. //fixed
- Missing floor lights above 689, 691. //fixed
- Security comp 209 too high. //fixed
- Lights 280, 281 hang ridiculously low. //fixed, replaced with floor lights set up same as other floor lights in this area
- Is possible to get in hidden area at -30, -60, -5 with high agility and a speed hypo. But there's nothing in there. Should add body with some minor loot. //lighting and a speed hypo added, now just need the body
- Email 508 ("Babies must sleep. Babies must rest.") triggers on entering room brushes 71 and 146, which are nowhere near any eggs. //fixed, moved to room brushes 104 and 115, the two entrances to the maint tunnels where the eggs are. This email also triggers in an optional but very likely to be visited area on Hydro deck, so this will probably never be heard on this deck anyway
- Email 503 ("Mistrust is the tyranny of the individual.") triggered by tripwire 587, in same room brush that email 508 was moved to. //fixed, moved trigger to room brush 71 (that formerly triggered email 508).
- Pipe 572 clips into railing 514. //fixed
- Eggs 105, 551, 555, 564 (maintenance tunnels) have their tripwires set up for approach from only one direction. //fixed
- Inconsistent ceiling texture in room with object 1138. //fixed
- Weird narrow gap in terrain near -250, -83, -6. //fixed-ish, put some pipes in the gap, also added a dim light because it's so dark back there
- Doorway for double doors 1458, 1460 could be widened so doors aren't so egregiously cropped. //done, also fixed carpeting across gap
- Mist 349 needs particle texture upgrade. //fixed
- Replicator 487 missing wedge cutout on upper-left. //fixed
- Sign 1694 floating. //fixed
- Make code art terminal 211 add its code to the notes. //done
- Pipe 1525 has a rotate tweq on it for no apparent reason. //deleted
- Camera 237 floating. //fixed
- Column and light niche brushes near camera 237 not symmetrically placed. //fixed

- If you mantle over table 305, can get stuck behind it. //fixed
- Lights 224, 1562 providing the only light sources for two very large "light" textured surfaces. //fixed, added additional lights so the illumination is more evenly distributed
- Window 279 missing frame. //fixed
- Window 309 angle wrong, placement in frame doesn't match window 204. //fixed
- Dining area trap triggers 8 seconds after entering room brush 46, which is about 10 times longer than the player needs to get to the door that the trap locks. //fixed, changed trap 761 delay from 8 seconds to 0.5
- Dining area trap screws up if player pushes button 146 before the trap activates. //fixed, made lower dining area room brush containing button also activate trap
- Lights 156, 906 are set up to turn off as part of dining area trap, but don't. //fixed, had the BaseLight script duplicated
- Tripwire 1324 linked to nothing. //fixed, adjusted control flags and linked to nearby door 245 so player can exit kitchen through this door even when dining area trap active
- Redundant tripwire 1380 for door 1342. //deleted, adjusted tripwire 1322 to cover both sides of door
- Glitch in audio when riding lift 2235. //fixed, was moving between rooms with different EAX settings
- Sourceless light above lift 2235. //fixed, added an overhead fixture
- Floor tube lights 301, 317 use a different model from all the other floor tube lights in the level. //fixed
- No door for conference room 198. //fixed
- Screw sound propagation around security office 307. //fixed, only had to create a dozen more room brushes to do it
- Breakable window 1563 doesn't attenuate sound when unbroken. //fixed
- Light 292 floating. //fixed
- Ladder 89 not centered on opening. //fixed
- Room brushes "em 0503" and "em 0508" generate mono warning due to not actually sending email. //fixed, moved from under EmailRoom to OnceRoom
- Security camera tech screen near 1281 moved to V48
- Retextured cylinder brush near 138
- Incorrect wall texture near 413 //fixed
- Crates 622 and 558 need to be moved up a bit //fixed
- Decals, lights, pipes flushed to their walls.
- On automap "INSET UPPER LEVEL" is actually a lower level. //fixed
- Assault bot 2143 can be heard making idle barks before it busts through the wall. //fixed, added Silent metaprop
- It's physically impossible for crates 622, 558 to have been put where they are. //fixed, replaced with smaller crates
- Rear end of security camera 237 clips into wall as it rotates. //fixed
- Hanging lights 1292, 141, 2239 don't turn off along with all the other lights in the room. //fixed
- Signs 716, 718 not centered in their niches. //fixed b41
- Sourceless light above crate 526. //fixed, there was already an overhead light niche there in an out-of-order brush
- Room brush gardenmail1 (488) looks like it's supposed to send an email on player entry, but it doesn't work. //fixed, room brush was under OnceRoom in the hierarchy instead of EmailRoom
- Chemical storage room (near light 1647) very barren. //fixed, added a chemical storeroom sign inside and another wall niche, moved crate 195 into empty corner
- Security crates 195, 199 open away from player. //fixed
- Misaligned ceiling textures above replicator 487. //fixed
- Door 245 can close on player. //fixed (this also fixes this door being openable from one side but not the other while the dining room trap is in effect)
- Added missing joint positions to all cameras.
- Removed Tweak/Joints from all hackable crates.

- Added wall connectors for all ducts.
- Swapped in open-ended models for ducts 360, 733, 1114, 1115, 1116.
- Added floor drains for toilets 1274, 1275, 1276, 1278.
- Not possible to crouch past door 1103, even though it looks possible. //fixed
- Can stand up through hatch 430 (if you climb into that area from the side). //fixed, added extra temporary physics blocker underneath
- Cleaned up brushwork and texturing around hatch 430.
- Pipe 1465 end sticking through wall. //fixed
- Pipes 614, 616 physdims too large. //fixed
- Railing 298 wrong physdims. //fixed
- Carpet texture in room with pool table 843 wrong scale. //fixed
- Adjusted piano 1204 (and phys helper 1580) physics so objects can go under them.
- Sign 722 X:50.98 //fixed
- Reset floor texture under 1350 and 1364 //fixed
- The openings to the kitchen near 1123 need a bit of texture alignment //fixed
- Would be cool if frobbing piano 1204 played random notes. //done in gamesys; now all pianos are "playable"
- Load Squirrel script. //done
- Update lighting parameters. //done
- Added invisible faucets to both sinks. //done
- Assassins interrupt end of apparition 1496 sequence. //fixed, increased arrival delay on 780 a few seconds
- Purge messages and script vars. //done
- Spawns 314, 207, 311, 226, 312, 376, 782, 575, 1287, 783, 239, 318, 1301, 1321 added does patrol and random sequence as necessary, removed farthest. Also removed raycast from a few trigger spawns, these are the exact case where we want to spawn AIs always, even if the player might get a glimpse of the spawn.
- Removed NVObjStateCurrentState=0; from the turret.
- Recalculated paths with creature height set to 5.98, swarms now able to pathfind in the tunnels again. as this has not been changed in the gamesys, the value will have to be set to 5.98 manually each time the level needs to be reprocessed fully.
- Grate 1573 blocks red light from below it. //fixed
- Grass alignment off near door 1468. //fixed
- Garden area, adjust usage of texture arbor1 so "doors" aren't split. //done, required creating a new texture variant on arbor01
- Add inset steps in the two shallow pits in the garden so they're easier to walk across and don't look so much like drained pools. //done
- Remove large wall separating two halves of garden, since it was only placed there originally to reduce the draw distance. //done
- Windows 204, 309 wrong physdims. //fixed
- Plants 1262, 1263, 1282, 1207, 1208 wrong physdims. //fixed (copied from medsci1)
- Add scpEcologyHelper to non-inheriting ecologies 238, 206, 1757. //done
- Increase physics size of security cameras 210, 237, 232, 205 to 1.5. //done
- Set hack cost of security consoles 236, 209 to 6, added light. //done
- Add Start Hidden metaprop to blue room AIs 163, 169, 170. //done
- Remove scaling from and add physics to replicator screen 492. //done
- Add vent fan to blank wall in chemical storeroom (near 195). //done
- Cigs 1212 fall through the pool table. //fixed
- Falling grate 1573 now managed by script scpRecGrate. Support objects 1578, 1577, 1520 no longer needed and have been deleted.

- Broken railing (object) near bench 240 texture doesn't match rest of railing (terrain) around bench. //fixed, made everything into object railings
- Windows 93, 271 placed over non-flat exterior ship openings. //fixed, added extra windows to conform to opening shape
- Ramp in Bonne Chance Lounge could use an outer railing. //fixed'ish; railing for ramps object doesn't match angle of this ramp, so added a couple of them ripped off and/or laying on the floor
- Dining area trap has numerous issues: Doesn't wait until players are too far into room to just leave, doors don't close immediately, only one door actually locks, ninja spawn effect visible, no sound effect when lights go out. //fixed
- Add pots/pans/plates to kitchen and dining area. //done
- Added fog fx 1709, 1707, 1712.
- Add top shelves to security office lockers (near 327). //done
- Added new Rec security sign to security office (1727).
- Ninja 1720 signal priority too high, will ignore the player until done, normal should do the trick //fixed
- Marker 1759 needs to be moved out of sight of the player arriving from the rec1 bulkhead to prevent witnessing monster spawns //done
- Pool cues 352 and 353 need position modified to not clip into each other //done
- Add purple railing near -23.77, -97.51, -13.00. //done
- Upper Bonne Chance club room kind of empty. //added a bench and a couple of chairs
- Broken chair 106 set in midair and missing Location control, so it casts a shadow (in the wrong place) and can be moved. //fixed
- Ribs on lockers in security station not U/V'd correctly. //fixed
- Piano 1204 missing shadow. //fixed
- Security station (near chair 307) missing knee space under right-hand console. //fixed
- Multiple tripwires with mismatched object/physics sizes and physics offsets. //fixed
- Multiple issues in refrigerated storage area (entrance near light 420):
 - Many texturing errors due to area being multibrushed copy from ops3. //fixed
 - Warm lighting looks strange for what's supposed to be a cool area. //fixed, changed most lights to light blue, left a couple light red for contrast
 - Something about the snow piles near corpse 784 consistently hangs up player movement. //fixed, covered perimeter with thin objects, adjusted door 1103 so it's easier to get past
 - Ceiling above light 706 missing terrain detail present in the rest of this area. //fixed
 - Shelf under light 414 doesn't extend full width of its space. // fixed, brush time order issue
- Kitchen area has lots of empty space with no detailing. //fixed'ish; added some floor grunge, anti-slip mats in front of work areas, shelves, signs, plates, cigarette butts, another trash can, and pipes coming off the sides of the stove.
- Ninja 1720 closet interior texturing looks weird textured exactly like exterior walls. //fixed
- Preliminary grunge decal application done. //more to do
- Room brush with light 319 needs changed to "5 Lounge". Also brush with pipe 1466. //fixed
- Texturing around body 405 a sloppy, illogical mess. //fixed'ish
- Bulkheads need to be tweaked so items would be elevated properly. //done
- Garden area texture arbor01 text appears backwards when using 400. //fixed
- Door frame under light 1788 missing trim. //fixed
- Hatch 430 pivots on wrong side of model. //fixed
- Opening under hatch 430 smaller than the hatch. //fixed
- Unusual amount of unused terrain textures loaded. //fixed, purged a couple of families
- Pipes 594, etc. could use metal under them instead of carpet. //done
- Pipes 243, etc. could use metal under them instead of carpet. //done
- Pipes 490, 491 just merge right through ceiling tiles. //fixed, knocked a couple of tiles out
- Pipes 614, 616 pass through floor and disappear underneath. //fixed, re-routed into wall

- Lightmap issues near button 1391. //fixed
- Updated art code frame 211 to use new scpAddArtCodeQB script.
- Piece of locker debris lying on stain 1856 incorrect textures on the sides. //fixed
- Menu signs 716, 718 that say "Please Select Your Choice" should have physics, glass material, and do something when frobbled. Maybe display "Meal service suspended." or something like that. //done and done
- Koolaid bot 2143 damaged by explosion when wall explodes. //fixed, changed 466 to emit HE_Harmless instead of HE Explosion
- Computer 431 would look better mirrored. //done
- Maintenance access pit (near 308) looks ridiculously huge. //fixed'ish, made a bit smaller and higher-poly
- Looks very odd having two different kinds of ceiling lights right next to each other in the maintenance room. //fixed, made recessed light into hanging light
- Made a few more tweaks to the maintenance room to try to make it look less awful; also added the pump ambient sound to make it sound more maintenance-y in there.
- Player can easily pass through hanging ceiling lights 778, 779, 1325, 285, 286, 141, 1292, 695, 693, 692, 603, 2239. //fixed
- Can't mantle railing 153. //fixed, replaced door tripwire 147 with stim tripwire
- Added amb music 1617 to dance floor.
- Can get hung up when sliding along pipe group 664, 666, 667, etc. //fixed, consolidated physics
- Maint access pipe (near 308) top should use same texture as sides. //done
- New broken screen 672 needs to be adjusted to sit in its alcove properly. //done
- Would be nice to have a momentary dust cloud when Kool Aid bot 2143 busts through wall. //done; needs improvement. //done
- Added some grunge on floor that appears where bot 2143 blasts out wall.
- Removed scpEcologyHelper from ecologies 206, 238, 1757.
- Enlarged tripwires 1423, 1024, 1388, 1387, 180, 611, 147, 1715, 246, 1322, 1414, 1403, 1412, 1379, 1344, 1992, 1433, 1432, 1425, 1426, 1767, 1408, 1410, 187.
- Doors 1304, 1314, 1315, 1316, 1318, 1347, 1362, 1414, 1471, 1472, 1473, 1766 misaligned with door frames. //fixed
- Door 1476 doesn't open/close after initial opening. //fixed
- Keypad door 1475 doesn't open/close after unlocking. //fixed
- Keypad door 1390 non-standard configuration. //fixed
- Lights 194, 732, 1042, 1470 have redundant BaseLight script. //fixed
- Adjusted physics of chair 686 so it will be more obviously pushed by wall explosion.
- Alert ecology spawners 207, 226, 234, 239 missing EcoType. //fixed
- Automap shows wrong location for door to chemical storeroom. //fixed
- Eco 1757 set to min 2 max 4 rand 4 (was min 1 max 3 rand 6) to improve spawns. //done

rec3.mis

- Open shops and shops closed by "blast doors" (just a pasted-on texture) have different door styles, giving the mall a disjointed feel. Attempted to give all shop doors a unified style.
- Applied obj scales.
- All wedge lights set to render/normal.
- Spilled soda 247 hanging partially off countertop. //fixed
- Wall damage 373 clipping into surrounding walls. //fixed
- Under wedge light 2029, section of misaligned carpet texture. //fixed
- Plant 1330 laying sideways on its leaves looks ridiculous. //fixed
- Fluor light 370 backward. //fixed
- Psi booster 233 floating. //fixed
- Card slots 258, 262, 265 backward. //fixed

- Wedge wall light 236, 1541, 1581 terrain niches have carpet texture on one side. //fixed
- Pipe 1661 leaves another intersecting pipe end hanging in space. //fixed
- Open bulkhead doors 73/79, 471/472, 584/587 set as closed. //fixed
- Door 1571 gives invalid position error. //can't see the error, but the door was flipped so I've fixed that
- Texture alignment error in ceiling above replicator 2043. //fixed
- Partially-constructed steps near bar stool 1573. //fixed (some steps were already there, but wiped out by an air brush)
- Ceiling brush light above light 370 needs a better texture, shallower niche. //fixed, stuck a floor. light fixture in there
- Door tripwire 301 can be walked around, physics model needs to be wider. //fixed
- Lights 88/994 not centered over door brush. //fixed
- Added doors to all toilet stalls, also small sinks to the cells at the security checkpoint
- Screwy texturing in QBR 294. //fixed
- Theater concession counter (near 233) wall gap too narrow for player to walk through, but AIs can walk through it. Looks like a bit of the counter end could be shaved off without making it look weird. //fixed; shaved off 0.20, if I try more, it looks weird.
- Texture alignment on movie theater seats screwed up in a few places. Brushwork is weird... looks like a theater for people whose legs end at the knees. //fixed as much as possible without redesigning the area completely
- The theater projection screen needs to be sorted out somehow - the default placement makes it look misaligned when hires textures are used. maybe we should use the ADaoB solution for this one (movcen/movsides), even though it would mean including a couple of more custom textures. //fixed up slightly.
- Texturing of step fronts leading up to sensual stim units. //fixed
- Light 1833 not centered over door frame. //fixed
- Light 1817 not centered in niche. //fixed
- Brush light near 213 needs to be replaced with object light. Also the brush light inside the security station. //done
- Sound partial dead spot centered in door leading to security station. //fixed
- Sound dead spot near camera 161. //fixed
- Slot machines 1478, 1459, 1462, 1455 too high; should be at floor level or barely elevated. //fixed
- Ledge containing slot machines 211, 459 too narrow; should push wall back a bit. //done
- Weird unused doors slots(?) at -246 -299 -8. //unweirded
- Bathroom door niches missing doors. //fixed //the added doors are functional, which alters the play space; made them stuck open
- Texturing/brushwork on lockers near grenades 1940 all messed up. //fixed, had to change to a different texture
- Door 1572 doesn't pass audio when open. //fixed, room brush issue
- Egg tripwires 508, 523 too large, trigger before player even opens door. //fixed
- Strip of wrong ceiling texture above bench 1285. //fixed
- Sourceless light above 893. //fixed, a light niche air brush already existed, but was stranded floating in air
- Patrolling bots getting stuck on bench 1283. //fixed, adjusted position of nearby AI-repelling plant
- Blinking anim light 88 causing door 971 to change brightness on other side from light. //fixed, removed blinking
- Room brush dead spot near camera 161. //fixed
- Added omni light in movie theater near screen that animates in sync with "projector" light, creating the illusion that the screen is reflecting light back into the theater.
- Dimmed internal light of broken replicators.
- No deco in Narco Stims shop (156). //fixed, added a "No Guns Allowed" sign
- No deco in DigiMedia shop (260). //fixed, added a "Sonik Tooth" sign

- No food (or lighting) in Quickfoods shop (241). //fixed, added a couple of overhead lights and turned the large empty niche into a fridge
- Floor texture in Quickfoods shop is a wall texture in the rest of this map. //fixed, changed to a more appropriate texture
- Anim lights in stim unit area could use an upgrade to use smooth pulsing. //fixed
- Light 365 needs Unlit property removed. //fixed
- Security camera tech screen near 1007 misaligned. //fixed
- Strip of wrong texture on ceiling near 672. //fixed
- Door 1430 closing sound gets cut off. //fixed, room brush too small
- Replaced wedge light 242 with hanging light 1194 for better consistency.
- Fake door near -220, -360, -8 would open to a room overlapping another already existing room (which does not have a back door). //fixed, deleted it
- Doors 1576, 1577 not lit equally. //fixed
- Rotating mall signs ping-pong instead of wrapping. //fixed in gamesys
- Sourceless ceiling light near 259. //fixed
- Hanging plants 1319, 1334 embedded in ceiling. //fixed, lowered and added vertical pipes as supports
- Xerxes Christmas shopping announcement triggers twice. //fixed, also added delay so trigger location isn't so obvious
- Security camera 83 doesn't rotate. //fixed
- Make the unhacked NarcoStims replicator (757) dispense the rare hypos (strength, speed) instead of cigs, grenades? //done; used prices from eng2 replicator (485) for strength hypo; speed hypo not available at any other replicators so used slightly lower cost than strength; verify that Timed Grenades are available at some other replicator
- Would be nice to toss a couple of the unused heart-shaped pillows (-1398) in the Sensual Stim Units area. //done
- The extreme ramps near the movie theater could use hand rails on the walls. //fixed
- Changed replicator 757 cigs price to 8.
- Make code art terminal 117 add its code to the notes. //done
- Light 396 floating. //fixed
- Rail 121 floating off the wall a bit. //fixed
- Rail 1765 penetrating slot machine 134. //fixed
- Holding cell lights 155, 1051 not in similar positions in each cell. //fixed
- (fake) blast door near obj 77 moved one notch up so it won't break pathfinding of the critters inside
- Blood splatter 479 flushed to wall
- Niches around lights 1581, 1541, 263 moved a bit so they would actually have a back side
- Rail 1237, 1235 flushed to wall (x -86.65)
- Plant 1570 hovering. //added a pipe
- Windows 349, 352 physics models don't match object size. //fixed
- Nanites 93 have no physics, so not able to psi-pull. //added physics
- Spent casings shrunk to proper size.
- Set all monstergens to raycast.
- Sensual stim unit card slots 258, 262, 263, 265 make no sound when unlocked. //fixed in gamesys
- Sensual stim unit card slots need a locked message when frobbed. //fixed in gamesys
- Wash Hands signs 1367, 1401 buried in wall. //fixed
- Wall texture alignment issues in med bay (near 1012). //fixed
- Add corona glow when staring into movie projector. //done, also added mirror image of screen in projector lens
- Projector 1065 and movie screen not centered on theater or each other. //fixed
- Egg 523 doesn't open when approached. //fixed, trigger centered on wrong egg
- New faucets 1258 and 1396 not in room brushes. //fixed

- Makes no sense that cell door 1232 automatically opens from the inside. //fixed, added cell door control buttons, can't close now so players can't lock themselves in
- Cell doors 1232, 1249 too dark. //fixed, added Extra Light
- Image on screen near plant 1366 makes no sense for a bathroom. //fixed, changed to something more appropriate
- Card slot 295 partially in solid. //fixed
- Sourceless light above blood 1215. //fixed, there was already an overhead light niche there in a stranded brush
- Added missing joint positions to all cameras.
- Art terminal 253 re-displays same picture on first frob. //fixed in gamesys
- Door 971 physdims don't match door size. //fixed
- Slot machines 1478, 1459, 1455, 1462 physdims too large. //fixed
- Slot machines 211, 134, 459 using sphere physics model. //fixed, and added physics helpers for 459 and 134 because they have a non-rectangular footprint when laying down
- Broken railings 1765, 1805 too large. //fixed
- Strangely empty space in stim suites area near camera 161. //fixed, added another couch
- Many sourceless lights in stim units area. //fixed
- Impossible for anyone to get behind desk 300 without crawling over it. //fixed, added a broken door next to it, moved desk and chair forward a bit to clear door area
- Ambient 1015 cuts out when you stand near corpse 1813. //fixed, somehow caused by a room brush transition, merged room brushes
- Hackable crates 178, 181 open toward wall. //fixed
- Removed Tweak/Joints from all hackable crates.
- Swapped in open-ended models for ducts 1665, 1657.
- Added floor drains for toilets 557, 546, 1385, 1371, 1579, 1586, 363, 366.
- 1026 Y:-473.72 //fixed
- 814, 815, 1573 need to be moved closer to the bar (the bar chairs are supposedly immovable) //fixed
- Light niche near 317 needs centering (-129.5/-514.25/9.5), its omnilight as well //fixed
- Railing 860 floats in mid air //fixed
- 755, 205 flush to wall //fixed
- Load Squirrel script. //done
- Update lighting parameters. //done
- Purge messages and script vars.
- Spawns 191, 223, 213, 195, 224, 187, 222 added does patrol and random sequence as necessary, same goes for farthest.
- Removed NVObjStateCurrentState=0; from the turret.
- Add scpEcologyHelper to non-inheriting ecologies 186, 212, 151, 1824. //done
- Increase physics size of security cameras 90, 161, 123, 210, 83, 103 to 1.5. //done
- Set hack cost of security consoles 194, 190, 205 to 6, added light. //done
- Remove scaling from and add physics to replicator screens 70, 494, 200, 1620, 493, 243, 809. //done
- Add top shelves to security office lockers (near 1948). //done
- Added crew cap 1358 to the UNN Fashion Outlet replicator slot.
- Maybe add some red fluorescent tubes on the wall behind camera 210 to explain the red glow. //fixed-ish; added some red glow strips. not 100% on this, let's see if it grows on me
- Change replicator 757 hacked Speed Boost price from 26 to 25 (all replicator prices are multiples of 5). //done
- Revert replicator 2043 normal/hacked chips/cigs/soda prices to vanilla values. //done
- Add some broken glass shards on the ground under broken windows 82, 410. //done
- AIs can wander on top of counter in theater area. //fixed, as well as it can be
- Changed fluor light 370 in theater concession stand to not rendered, since it's only there to provide light.

- Added dim flickering light to broken mall signs 257, 367.
- Added dim light to mall sign 158.
- "Security" sign 105 is Ops deck signage. //fixed, created a security sign for Rec deck
- Casino could use a wall sign. //done, a casino sign texture already existed but Irrational never created a model for it; moved previous exterior sign 281 ("Adult Must Escort Child") into casino entrance.
- Niches for wall signs 796, 797 slighter taller than signs. //fixed
- Impossible to properly automap the theater area because a niche in the bathroom overlaps the theater entrance hall. //fixed, removed the niche
- Room brushes north of bench 793 set to wrong archetype. //fixed
- Unused out-of-world trainers 172, 173 showing up on automap. //fixed
- Weird truncated steps at both ends of casino first room. //fixed. god help anyone who has to touch this brushwork again
- Wall near 109 cannot be explored, and will show on map as forever unexplored (youtu.be/E8q9vYEhs_g?t=1704); many other issues with automap. //fixed
- Added fog fx 1379, 1388, 1390, 1391, 1392, 1393.
- The "Recreation" variant of the standard VB door isn't used anywhere on this deck. Maybe throw some in somewhere? //done, subbed in model on brothel doors 1435, 1436, 1437, 1438, 1439
- Tripwires 433, 458, 463, 523, 1172 physics offset. //fixed, floored
- Tripwires 289, 475, 483, 531 mismatched object/physics sizes, physics offset. //fixed, removed, floored
- Stats/OS upgrade machines a bit low compared to other decks. //fixed
- Bots in mall can get hung up around potted plants and benches. //fixed-ish; added some pathfind blockers
- Backwards protocol droid crates 1098, 1099, 1100, 1101, 1102 pretending to be Clone Maid crates could use their own name string. //done
- Ribs on lockers in security station not U/V'd correctly. //fixed
- Security station (near chair 1981) missing knee space under right-hand console. //fixed
- Room with turret 1726 rather empty. //added a bench, and a chair in the med room next door
- Pipe 1660 should be set to not collide with AIs. //done
- Bulkheads need to be tweaked so items would be elevatored properly. //done
- Window 352 needs its X/Z updated to match window 349. //fixed, also made windows a bit thicker
- Desk 300 doesn't really make sense where it is. Maybe replace with a terrain countertop as on the other side of the wall from it. //done
- Improve "flow" of animated light textures around light 428. //done
- Floor tile scale in holding cells room (near 1430) doesn't match scale of same tile in adjacent hallway. //fixed
- Added fog fx 1417 in security station area.
- Door to medical station (near 1726) unusually deep and featureless. //fixed, added some features
- Grunge decals applied.
- Updated art code frame 117 to use new scpAddArtCodeQB script.
- Sound from casino (441) abruptly cuts in when entering. //fixed
- Added door prop to window 1173 so it doesn't pass casino sounds until broken.
- Frame around ramp down to theater thicker than other door frames, missing at bottom. //fixed
- Theater lobby should have movie poster frames. //done
- Theater lobby could use a popcorn sign in the snack bar. //done
- Theater lobby snack displays using basketball court floor texture. //fixed
- Door 1327 missing frame on one side. //fixed
- Doors 1571, 1572 not centered in opening, frames too thick. //fixed
- Light 1841 not centered over its door. //fixed
- Door 1435 could use a frame, and maybe a step at the bottom. //done and done
- Frame for door 1430 missing some bits around the bottom sides (see medsci). //fixed

- AIWatchObj link from bot 839 to marker 118 seems to almost never be triggered, but when it is, it permanently freezes the bot. //fixed, removed link
- Can stick head through hanging lights 395, 425, 426, 427, 819. //fixed
- New broken screen 1155 needs to be adjusted to sit in its alcove properly. //done
- Replaced Clone Maids terrain countertop with object countertop 1290.
- Improved trim around movie theater screen.
- Floor arrows 368, 1085 floating. //fixed
- Hallway to bulkhead 54 a bit too dark. //fixed
- Removed scpEcologyHelper from ecologies 151, 186, 212, 1824.
- Enlarged tripwires 301, 1262, 1569, 1574, 1575, 1578, 2011.
- Doors 737, 971, 1435, 1436, 1437, 1438, 1439 misaligned with door frames. //fixed
- Frame for door 1261 too short. //fixed
- Rugs in Sensual Stim Units area could use some trim. //done
- Alert ecology spawners 187, 191, 195, 203, 207, 213 missing EcoType. //fixed, changed ecology 212 Alert Min/Max from 2/2 to 1/1 to maintain previous spawn level.
- Tech screens breaking is broken. Need to restore tech/b64 texture. //fixed
- Eco 1824 set to min 2 max 4 rand 4 (was min 1 max 2 rand 20) to improve spawns. //done

Command Deck

command1.mis

- Buttons 686, 722, 723 backward. //fixed
- Shuttle shields 278, 279 can be walked through. //fixed; had no physics model, most likely because the shields are elliptical and Dark doesn't support elliptical collision models. placed two overlapping invisible sphere physics objects inside the shield. Also enlarged the shuttle bay so that the player can still get around now that the shield is actually physical; added some more wall/ceiling lights to compensate for larger room.
- Shuttle shields 278, 279 hard to see. //fixed, added extra light property, made use additive alpha
- Shuttle shields 278, 279 could use the "shield" sound effect. //fixed
- Shuttle 2392 collision model sucks. //fixed, divided physics modelling for shuttle between two objects instead of just one, so now the nose region can be narrower than the main body; unfortunately this also means that each object has its own hitpoint pool for destroying the shuttle, but the shuttle has so few HP that it hardly matters
- Shield generators 285, 315 bounding boxen way off. //fixed
- Egg 759 not destroyed by shield overload explosion if it hasn't already opened. //fixed
- Shuttle bay force fields 1296, 1297 can be walked through. //fixed, added collision box
- Floor arrows 1287 and 1288 hanging partially off ledge, could use aligning with each other. //fixed
- Med bed 2319 needs to be flipped around so the activation key is facing into the room. //fixed
- Bulkhead door 331 needs to be moved down to Z:-36.9 to match corresponding door on command2.mis side. //fixed
- Recommend deleting or moving female corpse 108. It has no loot, and is most likely an accidental multibrush clone of Delacroix's corpse in the cargo bay right next to it. //fixed
- Corpse 392 in cargo bay named "Delacroixbod", but Delacroix loot actually placed on different body in same cargo bay, corpse 91. //fixed, deleted "extra" body and gave its loot (broken gun and ammo) to actual Delacroix
- Delacroix corpse 91 has a psi hypo. This makes no sense since she doesn't have a psi amp. //fixed, moved the psi hypo to the empty crate near her
- In the shuttle control area, there are keycard readers (80, 81) on the inside of the shuttle bay access doors, but no way to open the doors from the other side if you haven't already unlocked them. //fixed, added buttons to open inner doors 242, 804, which you can't reach unless you've already used the shuttle bay keycard to get through the outer doors

- Door 2052 motion sound ends before door finishes opening/closing. //fixed, sped up door a little bit
- Jorge in Shuttle Bay 2, on left and right side of bottom lip under windows that look out over the shuttle. //fixed
- Door 71 has vis blocking plane. //fixed, was set as closed instead of open
- Window 1180 laying flat instead of placed in its terrain niche. //fixed, looks like original author gimbal-locked it and gave up
- Added animated dynamic light to Korenchkin psi wall 1270.
- Cleaned up sloppy brushwork/texturing in bulkhead (near sign 335).
- Near button 200, missing corresponding (nonfunctional) button on the other side of the door. //fixed
- Anything tossed into the "up" umbilical gravshaft is lost forever. //fixed, objects now elevated to rick1.mis
- Very easy to overlook view of Rickenbacker through window 1180 because it's so dark. Recommend adding some blinkenlights along the shaft to draw attention to it. //fixed, added blinky lights; Too bad the view looks nothing like the umbilical shown in the intro.
- Wall pods 2348, 2349 need to be replaced by a proper goo pod (currently is grub pod with a goo script slapped on it) to avoid issues. //fixed
- Grav shafts to Rickenbacker are spaced farther apart than on rick1.mis. //fixed, made spacing consistent
- Tram wedge lights 545, 563 placed in solid space. //fixed, moved down so they're visible
- Eggs 1030, 760, 2351, 889, 605, 2352, 464, 1520, 1184, 759 missing egg ambient sound. //fixed
- Shuttle bay overhead lights hang too low for shuttle to take off without smashing into them. //fixed, replaced with shorter hanging lights
- Door 2052 closes on player. //fixed, deleted Door Timer Duration
- Tripwire 415 in Rickenbacker up shaft seems to do nothing. //moved out of shaft path
- No QBR in this level. //fixed, added a broken one to explain why such a big level has no QBR (might delete later, this is a pretty big addition)
- Log 2380 very easy to miss behind swarm pod. //moved to the right a bit so it's more visible
- Spiders 791, 792 leave a solid invisible object where they start patrolling. //fixed, somehow had physics submodels set to 3 instead of 2
- Cargo Bay A doors open too far, not perfectly aligned in niches. //fixed
- Cargo Bay A doors will close on player. //fixed, removed door timers and replaced with a set of tripwires; can still close on player if they stop precisely between the close tripwire and the crush-prevention tripwire, but at least it's better than before
- Cargo Bays A & B (as referred to in Delacroix email to you), incorrectly given signs "Shuttle Bay 1" and "Shuttle Bay 2". //fixed, created new sign graphics/models cargo_a & cargo_b and assigned to existing signs 371, 661, 674, 675, 952, 953.
- Shuttle Bays A & B incorrectly given signs "Shuttle Bay 1" and "Shuttle Bay 2". //fixed, created new sign graphics/models bay_a & bay_b and assigned to existing signs 930, 948, 954, 955.
- Could use a couple of "Cargo Bay" floor arrows to hopefully catch players trying to find Delacroix in the Engineering cargo bays. //added next to "Shuttle Control" floor arrows 624, 625
- Texturing of shuttle bays doesn't match the texturing of the other shuttle bays in the game. //fixed-ish
- Doors 242, 804, 839, 841 setup with card readers and buttons and auto-open triggers is rather problem-prone. //fixed, set them up like normal locked doors with card readers on both sides of all doors.
- Shield generator 315 highlights as frobbable. //fixed
- Looking at shuttle 2392 with shield up displays "Shielded Shuttle", but not consistently. //fixed, was sometimes casting past shield and showing look string for the shuttle even while the shield was up, so just changed the shield name so it consistently displays "Shuttle" regardless
- Destroyed shuttles could use some black smoke wisping off them. //added, yeah!
- Plant beds 144, 150 can be walked through by AI. //fixed, set to block pathfinding
- No hall lights near sign 439, though there logically should be. //fixed, added some inactive lights
- Broken replicator 359 doesn't display failed use message when attempting to use. //fixed

- Replicator screen 364 has joint tweq on it for no apparent reason. //deleted
- Dynamic light added to Korenchkin psi wall should be moved to archetype. //done (actually replaced with a different, less goofy object)
- Comp-pad 151 a bit too high. also a small triangle with an incorrect texture on the ground right under it. //fixed
- Light 873 doesn't really fit between the grav shafts. //fixed, moved to top of grav shafts like it is in the other cargo bay
- Wrong texture under object 151. //fixed
- Main elevator off-grid, not centered on elevator door. //fixed
- Main elevator doors open too far, close too quickly. //fixed, were set to close after 3 seconds instead of the standard 10
- Main elevator has no room brush of its own. //fixed
- Immobile big grey TriOp crates don't cast shadows. //fixed
- Korenchkin psi wall 1270 makes no sound when hit. //fixed, this object was completely jacked up; apparently originally intended to be a door that opened and closed under script control, but they couldn't get it to work, so they just teleported it in instead; replaced with an invulnerable version of the standard psi wall
- Small tweaks to light and sign positions, added egg sounds where necessary.
- Qb 387 now connected to its own separate onctripwire 1555 that will complete the "go to rick" quest properly (as soon as the player enters the gravshaft to rick).
- Player now gets audibly zapped instead of just going "argh" and dying when they touch the tram tracks.
- Restored the find Delacroix quest note, activated by her mail (667) and completed by her last log (401).
- All linkless turrets have been linked to proper ecologies.
- Shuttle doesn't display hit points when being damaged, due to SCP breaking it up into two submodels. //fixed'ish
- Walls shown on automap near starting area are completely wrong. //fixed
- First tram stop missing yellow warning stripe that other two tram stops have. //fixed
- Player does not collide with tram ceiling (can fall through from above and mantle through from below). //fixed, Irrational forgot to physattach the roof to the tram, so it got left behind at the first stop
- Buttons 200 and 1335 for broken door should play error sound when frobbed. //done
- Buttons 686, 722, 723 make no sound when frobbed. //fixed
- Added use message to busted QBR.
- Updated shuttle shield 278 to play shutdown sound without using a devicetype.
- No quest note added when player is given objective to go see Korenchkin on the bridge. //done, added qb setter linked to tripwire 90
- Korenchkin tripwire 90 could be moved closer to where psi wall actually appears. //done
- Tram control button 199 could use unique HUD name/use text. //done
- Tram call buttons 686, 722, 723 could use unique HUD name/use text. //done
- Ceiling texture tiling error above ladder 2362. //fixed
- Ceiling texture tiling error above ladder 2301. //fixed
- Added map icon for tram 137 so it's visible on the automap.
- Added missing joint positions to all cameras.
- Added wall connectors for all ducts.
- Swapped in open-ended models for ducts 393, 403, 404, 405, 406, 863.
- Grav lift texture (83) should be under grav lift 431 (alignnext, S/T 15.625) //fixed
- Shield control computer 252 can be frobbed multiple times. //fixed and cleaned up wiring
- Load Squirrel script. //done
- Update lighting parameters. //done
- Install enhanced elevator door controllers. //done
- Delacroix corpse 91 uniform wrong color. Should be red (engineering staff). //fixed

- Added personal name string for Delacroix corpse 91.
- Removed beep/error sound emitters for buttons 276, 686, 722, 723, 200, 1335, used scripts scpFrobBeep and scpFrobNope instead.
- Applied enhanced door controller to cargo bay B doors.
- No visible means of actually moving cargo out of the cargo bays. //fixed'ish, added a grav crane to the overhead track in the main hallway
- Missing step at final tram stop (near 612). //fixed
- Could change texture on tram stop steps to mf0013 so they don't blend in so much with the surrounding non-raised floor. //done, and raised a bit more
- Elevator button 422 missing use text. //fixed
- Purge messages and script vars. //fixed
- Spawns 1315, 342, 425, 1316 added does patrol and random sequence as necessary, removed farthest.
- Removed NVObjStateCurrentState=0 and ecotype from all turrets.
- Added marker 1600 and made it route signal to NewEngOpsEco only once (activates spawning of high level AIs on ops4 and eng1 reactor).
- Added patrol paths 1601, 1602 and 1603 near spawn 1316 so its spawns can patrol.
- Resolved some texture problems around ladders 2262 and 2362.
- Mismatched textures and texture scales at first tram stop on door frame wedges. //fixed
- Tram front/back windows sound metallic when struck. //fixed
- Possible to get stuck between bench 282 and wall. //fixed, moved bench over a bit
- Would be nice if the tram 137 could be made to slow down before stopping, instead of slamming to a halt at stops. //fixed, added script scpTramHelper to tram, and scpTramCallHelper to tram call buttons 686, 722, 723
- Tram final stop (bridge) door opening smaller than first stop, missing corner wedges. //fixed
- Possible to avoid triggering hybrid ambush after destroying shuttles by leaving through Cargo Bay B instead of the Shuttle Command hallway. //fixed, hybrids now spawn from ramp area when exiting from Cargo Bay B
- Hybrid ambush takes too long to happen after hitting trigger. //fixed, reduced trigger delay 1225 time from 2 seconds to 1 second
- Sourceless lights near crates 882, 655. //fixed, added dummy fluorescent light fixtures
- Obvious sourceless point lights in shuttle bay ladder niches. //fixed, spread out into more, less bright lights
- Pathfinding around shuttle 2392 needs to be pushed away from the shuttle. //fixed
- Perhaps add "Shuttle Bay" floor arrows to the cargo bays, moving the Shuttle Bay walls signs to inside the shuttle bays. //done, also added "Cargo Bays" floor arrows in the shuttle bay
- Misc shuttle bay improvements. Added more texture detail, shuttle bay ambient sound, replaced hanging overhead lights with square ceiling lights.
- Debris from Shuttle Bay A destroyed door doesn't cast shadows. //fixed; also broke one of the lights near the door and made the other one flicker.
- Would be cool if Shuttle Bay A shield computer exploded when midwife hits it. //done
- Broken Shuttle Bay A shield computer emitting steam instead of smoke. //fixed
- Added a bench inside the umbilical room.
- Midwife 86 can back into console 102. //fixed (added collides with AI true to 102)
- Pretty common to see bot 2512 sliding or drop to the ground when first spotted. Probably fine to just disable Efficiency on it. //done
- Plant beds 144, 150 missing physics (OBB). //fixed
- Automap needs updated to match enlarged shuttle bays, also general tweaking in several other areas. //done
- Marker for fake resurrection station appears on automap. //fixed

- Z-sorting errors when looking through windows from inside tram. //fixed, made tram windows into separate objects so engine can z-sort them individually and doesn't try to sort entire tram
- Benches 397, 398 in pitch black shadow. //fixed, added a floor light between them
- Change scale of elevator door buttons 215, 419. //done
- Set scpCompass qvar to 90 degrees. //done
- Add scpEcologyHelper to non-inheriting ecology 341. //done
- Increase physics size of security cameras 350, 420 to 1.5. //done
- Set hack cost of security consoles 346, 430 to 6. //done
- Add Start Hidden metaprop to blue room AIs 1198, 1203, 1205, 1207, 1209. //done
- Remove scaling from and add physics to replicator screens 353, 364, 395. //done
- Tram attached button 199 position needs tweaking (3.22, 2.6, 1.04 seems about right). //done
- Tram attached physics objects 153, 155 don't quite reach door edges, allowing shots to hit player that look like they should have been blocked. //fixed
- Doors off main lobby could use some floor trim. //done
- Knocked out some ceiling tiles in the long hallway to the tram to make it a little less visually boring.
- Rare but possible for AIs to fall into tram path, blocking it. //fixed, added slay traps 1597, 1581, 1582
- Need to implement object elevating from command1 to rec1. //done; since command1 is rotated 90 degrees from rec1, had to make elevator square, use proxy elevator button centered in elevator; made lighting different as in vanilla rec1/command1 elevator
- Elevator handrails 135, 217, 223 have physics, unlike in all other elevators. //fixed
- Removed NVScript elevating setup on tripwire 388 and replaced with scpTrapTripLevelElev.
- Midwife 2353 needs idling directions added to prevent it from staring at the wall. //done
- Bulkhead needs to be tweaked so items would be elevated properly. //done
- Shuttle 2392 can't be damaged by some splash damage weapons due to its size. //fixed
- Preliminary grunging.
- Consoles near both shuttle shield control terminals need to have their texture U coordinate adjusted. //done
- Doors 242, 804, 839, 841 should be scaled down to fit in doorways. //done
- Niches for doors 242, 804, 841 off-grid. //fixed
- Preliminary grunging. More to grunge.
- Non-alert ecologies using DirectMonsterGens instead of RandMonsterGens. //fixed, switched archetypes
- Non-alert spawners 424, 1315, 1316 have GotoLoc set. //fixed-ish. removed from 424, left on the others
- Need to add some grunge under the destroyed shield control computer. //done
- Removed scpEcologyHelper from ecology 341.
- Light 143 has redundant BaseLight script. //fixed
- Doors 478/483 and 476/477 can close on player (and not centered in niches). //fixed
- Doors 476/477 never close after opening. //fixed
- Maybe make shuttle shield pulse/vibrate as it's overloading. //done
- Korenchkin force field 1536 only disappears when player hits tripwire 124, coming from command2. Doesn't disappear if player approaches from other direction (which is possible with various QBR mods). //fixed, added tripwire 1627 near first tram station
- Metaprop List Trap 95 somehow has two archetype links, one of which is Shuttle B (2392), a concrete object in the level?!? //fixed, deleted anomalous link
- Changed period of ecologies 1314, 2506 from 100 to 120.
- Delacroix (91) has duplicate ContainerScript scripts. //fixed
- Possible to cheese Delacroix cybermods if you have less than 10 CMs by frobbing Delacroix, leaving cargo bay to trigger SHODAN -10 CMs, then returning to loot Delacroix. //fixed, moved -10 CM trigger to actually taking the CMs
- Quest for meeting Delacroix doesn't complete unless you take the log from her. //fixed, moved quest completion trigger from taking log to just frobbing her corpse

- Added slight delay to SHODAN taking 10 CMs so notification pops up after incoming message popup.
- Shield control computer 252 is so big that its use text runs offscreen when approached. //fixed, changed setup to only bracket the controls
- AIs can't path through Cargo Bay B doors. //fixed, though now AIs can try to walk through the doors when they're closed due to the unusual door setup
- Eco 2506 set to min 1 max 2 rand 4 (was min 2 max 3 rand 1) to improve spawns. //done
- Eco 1314 set to min 1 max 2 rand 5 (was min 2 max 3 rand 1) to improve spawns. //done
- Ecotype 2 removed from droid 2512 to not interfere with the lower level spawning. //done
- Monstergens 1315 and 1316 removed selfmarker and moved them out of the world, 1316 set to not inherit scripts to disable it completely, 1315 now linked to two proper spawn markers 1731 and 1732 to fix spawning. //done

command2.mis

- Player factory marker should be moved to start of level where it belongs. //fixed
- Buttons 271, 471, 1017, 1018, 1037, 1038, 1039, 1057 backward. //fixed
- Worm goos 1380, 1381, 1382, 1384, 1385, 1386, 1389, 1390, 1391 backward. //fixed
- Worm goo 1352 floating away from wall. //fixed
- Worm goo 1284 partially embedded in wall. Geometry here means it's probably not possible to lay flat. Recommend replacing with a Worm Goo 4 (-2501) flush against the ceiling. //fixed
- Cleaned up sloppy brushwork/texturing in bulkhead (near sign 308).
- Door 296 has vis blocking plane. //fixed, was set as closed instead of open
- Added brush light near spotlight 245 to light up its niche.
- Escape pod 301 jumps to a slightly different position when it launches. //fixed, precisely centered pod and its elevator paths in the launch tube
- There's an inescapable pit that can be reached by mantling the ledge near wrench 270. //fixed, deleted the pit brush
- Compad 1468 at knee-level. //fixed, moved it and the screen above it up to more waist-level-ish.
- Modified windows 546, 1978, 1979 to block sound while intact, pass sound when broken.
- Modified worm piles 620, 623, 648, 793, 791, 792 physics model from sphere to 2.25x2.25x0.5 box so player can walk over it.
- Added dripping water to showerhead 236.
- Replicator 649 off-grid, top chopped off by an air brush. //fixed
- All lifts around master lift could use rails in the wall, for consistency and to more clearly indicate which floors each lift moves between. //fixed
- Level starts with three protocol droids patrolling in upper officers' quarters area. This is profoundly obnoxious to listen to while exploring the lower area. //fixed, now droids only start patrolling when the player climbs the ladder to the upper quarters
- Upper officers' quarters area doors have multiple issues: some open too slowly, some missing room brush for door slide niche, some have incorrect trigger setup, some don't open to correct position. //fixed
- Private room near desk 2279 has no personal effects locker. //fixed, made locker niche and added broken locker
- Private room near chair 2091 has no personal effects locker. //fixed, made locker niche and added locker containing loot that was laying on floor
- Windows 1477, 1962 in center of upper officers' area quarters; none of the other three bunk rooms have glass in the center. //fixed, majority rules, hid the windows
- Lifts 2148, 2150 backward, elevator path nodes too high. //fixed
- Button-operated doors 1069, 1016, 1019, 470 never close/cannot be closed after player opens them. //fixed, now close automatically
- Cigs 428 embedded in wall. //fixed
- Champagne bottles 425, 426 supposed to be standing up, fall over in game mode. //fixed

- Replicator 649 has part of its top erased. //fixed
- Tommy and Rebecca and a rumbler all hanging out in that tiny medical bay at the start of the level makes no damn sense. //fixed-ish, added an open ceiling vent to suggest that's where the rumbler came from
- Tommy Suarez (1948) visible standing still during cutscene. //fixed, out of player view until he starts moving now
- Teleport trap 1552 teleports rumbler in embedded in floor. //fixed
- Trigger delay 160 waits longer than necessary to teleport rumbler. //fixed, changed delay from 30 to 20 seconds
- Door 145 has no guide rails. //fixed
- Lift 2170 should start raised, to correspond with Tommy and Rebecca having just used it. //fixed
- Water sounds 192, 193 come from wrong speaker when walking past them in a certain spot. //fixed, room brushes were all hosed up
- Pipe 1947 invisible. //fixed, centerpoint was in solid
- Wedge wall lights 1941, 2017 above hallway in solid. //fixed, brought them back into world, but broke them so they don't cast light
- Enhanced Tommy & Rebecca escape pod launch. Added door 837 closing as player approaches, pod engine exhaust, animated light from engine exhaust, and player shaking as shuttle launches.
- Auto-repair unit 2217 floating. //fixed
- Most console stations on the bridge have screens where the keyboards should be. //fixed
- Rickenbacker access card falls down inside its glass enclosure, making it easy to overlook. //fixed, positioned propped up instead of floating
- Portal jitter near hologram 1276. //fixed, brushes under hologram creating eye-level portal split, shaved a bit off the top
- Camera 2515 audible from next floor up (near sign 288). //fixed, room brushing in this area was all screwed up
- Air gap at bottom of grates 1613, 1617, 1621, 1625. //fixed
- Rendered no-model object 1550, near where Korenchkin brain appears. //fixed, made non-rendered
- Workstation chairs 1597, 1601, 1605 and 1577, 1585, 1589 far too close together to be sensible. //fixed, deleted a chair from each set
- Rail channels for lift 1470 too deep. //fixed
- Light 146 shining down onto a screen, which makes no sense. //fixed, deleted the light, created a new light over the conference table to maintain the light population, and enlarged the formerly redundantly illuminated screen to make it more useful for presentations
- Open pit elevator shaft from ground floor up to bridge is a gosh dang falling hazard. //fixed-ish, added doors at the top of the shaft that automatically open when lift approaches; still need to have them close when the lift goes back down
- Chairs on bridge all positioned too perfectly, no indication of all the chaos up there. //fixed, roughed 'em up a bit
- Grub emitter 1287 causes grubs to appear in mid-air. //fixed, moved emitter down and adjusted spawn properties so they appear to be leaping from the nearby body
- Automap position doesn't match actual position in most of level. //fixed, automap markers were all screwed up
- Eggs 1410, 1414, 1416, 1418 don't open when approached from through the nearby windows. //fixed
- Most wedge wall lights in level partially sunken in walls. //fixed
- Security station at beginning of level seems to have incomplete texturing. //fixed, enhanced brushwork to look more like the console stations on the bridge
- Security station at beginning of level has three chairs, but no room for three people to actually work back there. //fixed, deleted a chair
- Bridge area ambient sound continues playing when player leaves bridge. //fixed, added an ambient sound marker at the bottom of the main elevator shaft

- Added doors to Korenchin's toilet/shower. The rest of the toilets cannot be fixed this way, will have to think of something different.
- Needs dripping ambient added to or near 1531. //fixed, ambient dripping sound is so low-frequency that I added two of them
- Needs searchable psi reaver projection fix applied to Korenchkin. //fixed
- Psi wall on command1 removed by death of psi reaver projection 161 instead of psi reaver brain 189. //fixed
- Killing Korenchkin psi reaver brain 189 drops log 1584. This makes no sense. Why would there be a log inside his brain? //fixed, deleted corpse link to log, made log teleport in nearby when Korenchkin appears on bridge
- Railings 256, 258 penetrate door niches. //fixed
- Railings 255/257, 256/258 z-fight where they overlap. //fixed, added a little z bias
- Bridge 199 has railings, broken bridge 764/765 does not. //fixed, added broken railings dangling from walls and in bottom of pit
- Particles from steam jet 1450 look like they're being absorbed into the ceiling. //fixed, added another particle system to make it look like they're splashing against the ceiling
- Sourceless light near 1337. //fixed, added a couple of wedge lights like in the other bridge access corridor.
- Sourceless light near 643. //fixed, added a couple of wedge lights
- Officer quarters rooms 1543, 1555 have significantly different ceiling heights but are otherwise identical. //fixed
- Applied obj scales.
- Repositioned sinks and faucets.
- Eggs near the security station missing egg sounds. //fixed
- Applied casing scales.
- Fixed sound propagation problems near obj 85.
- Adjusted beds and other objects in the crew quarters.
- Try adding a heat haze effect near sparks 980, etc. //done, doesn't look too bad
- Particle systems 490, 980 no longer visible through aforementioned heat haze. //fixed, made particles larger and brighter
- Rising steam 488 needs hiss sound removed since it's being used as fire here, not steam. //fixed
- Sinks 233, 1079 about kneecap-high. //fixed
- Faucets 530, 531 not centered over sink. //fixed
- Incorrect ceiling texture above window 451. //fixed
- Protocol droid 2400 has unused "wakeup" signal response. //removed
- Eggs in officers' quarters have very small triggers. //fixed
- Desk 532 frobbable through wall from just left of window 130. //fixed
- Ladders 74, 1733 floating away from wall. //fixed
- Security crates 1426, 1427 open toward wall.
- Tripwire 164 could probably be moved back a bit. Currently player can stand and stare at Tommy'n'Rebecca's shuttle forever.
- Wall wedges near table 1545 could be made a bit more narrow so the texture on them tiles better. //done
- Need to mark new quest note added in command1 when Korenchkin brain killed. //done, added qb setter linked to overlord brain 189
- Added missing joint positions to all cameras.
- Added floor drains for toilets 132, 141, 1073, 1074, 1417.
- Table 2127 physdims too large. //fixed
- FED 415 needs Difficulty/Destroy removed (ADaOB change). //fixed
- Auto-repair unit 2217 needs Difficulty/Permit removed (ADaOB change). //fixed
- 2134, 1469, 1669, 2419, 2414, 2415, 2418, 2424, 2420, 2425, 2423 flush to wall //done
- A few incorrect textures around obj 91 //fixed

- Brain 189 now attached to the nearest wall after teleporting in
- Go to command center quest is now activated by picking up the keycard (507), and not by hitting a tripwire (294) in front of it (linked the card to QB set 295 and set the tripwire to only exist in the editor via diffpermit)
- Spider 169 has 3 physics spheres set. //fixed
- Psi reaver projection 161 can start tumbling if you collide with it. //fixed
- There's an unfinished empty room on the bridge behind keycard 507. This is probably where Korenchkin's reaver brain was originally going to be hiding, instead of having it just appear next to a chair, which makes no damn sense. Could possibly build out this room into a more fitting mini-boss fight. //done, finished the area, moved Korenchkin in there behind a locked door that doesn't open until he summons you to the bridge.
- Maybe have Korenchkin psi reaver projection follow the player to the upper area. //done, now teleported to upper area when you enter Korenchkin's office (except on Easy)
- Crate 1426 makes no sense stuffed on the bridge where it is. //fixed, moved into Korenchkin's swank new office.
- Crate 1426 has two separate nanite stacks in it. //fixed, moved most of the nanites into the pile in the crate, added the other pile to nearby corpse 268.
- Double door sets 608/609 and 638/639 can close on player. //fixed
- Load Squirrel script. //done
- Update lighting parameters. //done
- Spawns 311 and 830 have typos in their creature names, so nothing will spawn. //fixed
- Bad physdims on broken junction boxes 1825 and 337. //fixed
- Mismatched texture on ceiling around corner from light 352. //fixed
- Purge messages and script vars.
- Light 163 missing from other three launch tubes. //fixed
- Spawns 2485, 2497, 221, 2467, 2480, 2472, 123, 2478, 311, 2516 added does patrol and random sequence as necessary, removed farthest.
- Removed NVObjStateCurrentState=0 and ecotype from all turrets.
- Visible pop when the launch screens above command2 escape pods swap models. //fixed
- Security computer 479 in command2 isn't wired up to anything. //fixed, linked to ecology 529
- Plants 644, 645, 646, 647 have no physics. //fixed
- Added sneaky wormheart (1900) and its wormgoo (1899) to Korenchkin's shower.
- Marker 2505 rotate 135 degrees to prevent spawned monsters from staring at the wall. //done
- Name elevator 1470 as "CommandLift" and elevator starting path node 1942 as "CommandLiftStart" for addressing by lift fix script. //done
- Create tripwire in main elevator shaft for lift fix script. //done, added script scpCmdLiftFix to it
- Plants 644, 645, 646, 647 partially out of world. //fixed
- Added crew cap 1876 on bed 1002 in the Officers' Quarters.
- Set scpCompass qvar to 90 degrees. //done
- Add scpEcologyHelper to non-inheriting ecologies 529, 186, 304, 2428. //done
- Increase physics size of security cameras 225, 2476, 2471, 2481, 2515, 2466, 1799 to 1.5. //done
- Set hack cost of security consoles 2558, 223, 166, 479, 480, 325 to 6. //done
- Add Start Hidden metaprop to blue room AIs 161, 1295. //done
- Remove scaling from and add physics to replicator screens 630, 649. //done
- EMP rifle 1329 needs scpModWeapon script. //fixed
- Escape pod screens 324, 366 sometimes vanish for a frame when they switch screens. //fixed, changed to model tweqs
- Recessed ladders 303, 307 easy to miss grabbing. //fixed, made physics larger and stick out more
- Consolidated physics for railings 105, 108, 109, 110 onto railing 109.
- Consolidated physics for railings 100, 101, 102, 103, 115 onto railing 102.

- Giant gap in the floor above 2153. //fixed
- Turret 2399 should be rotated to make cheesing harder. //done
- Bulkhead needs to be tweaked so items would be elevatored properly. //done
- Worm spawns need to have floor offset fixed //done, 1287 (-26.25), 1396 (-5), 1355 (-12.75)
- Console near corpse 153, its flt004 texture needs a small adjust to be more centered. //done
- Doors 470, 1016, 1019, 2345 clip into wall when closed. //fixed, scaled doors down to fit their niches
- Player can stick head through hanging lights 124, 131, 420, 1511, 2140. //fixed, added physics
- Spider 169 keeps getting stuck patrolling into sides of small ramps in escape pod launch bays. //fixed, moved patrol points 1560, 1564 back and centered them, threw down some pathfind blockers to constrain available paths up ramps
- Volume level of shuttle pre-launch alarm drops when standing near -73, -88, -23 and -73, -130, -23. //fixed; for some reason the volume level of distant sounds drops when standing where the room brushes for the launch bays and long hallway overlap; broke up the single long room brush into four smaller ones and that fixed it
- Tripwires 767, 769 over broken bridge pit too small, cause doors to close when player still near door. //fixed
- Pipe 1958 could use some extra light and better alignment. //done
- Added flange 2010 to pipe 1958.
- - Massive wedge over bed 1425 looks ridiculous. //fixed, shrank the wedge a bit; the CEO's bed just laying on the floor shoved into a tiny nook still seems VERY ridiculous, but it can't be fixed without redesigning the entire room.
- Juice bottle 1569 falls over. //fixed
- Very light grunging.
- Few textures on consoles in the room with holo 1276 need to be adjusted to look better with the 400 mod enabled. //done
- Inverted wedges near corpse 1913 have pathfind links generated under them where it's too low for bipedal AIs to navigate. //fixed
- Bottles 427, 425, 426 need to be floored. //done
- Bot 2457 tends to get stuck patrolling around crate 1335. //fixed, blocked pathfinding around it
- Removed scpEcologyHelper from ecologies 186, 304, 529, 2428.
- Crystal shards 2175, 2178 placed very close to each other. //made 2175 multiplayer-only
- Corpses 1383, 1388, 1382 can be tricky to frob highlight. //fixed, caused by surrounding goo, gave them negative pick bias
- Conduit 2156 sticks down into junction box 2155 so much that it looks very strange when only the box is destroyed. //fixed
- Added green glow to security computers 166, 223, 325, 479, 480, 2558.
- Possible to get stuck between crate 1427 and terrain. //fixed
- Extremely featureless walls near 375, 2515. //fixed, copied wall detail from upper level, added command deck sign under light 326
- Preliminary grunging. More to grunge.
- Officers' quarters security office ceiling very low for no reason. //fixed
- Keypad door 2345 nonstandard setup. //fixed
- Tripwires 611, 1579, 1595 object/physics size mismatch. //fixed
- Ecology 811 has no EcoType set on spawner, uses same EcoType as ecology 220. //fixed and fixed
- Bridge area automap needs some wall positions fixed; upper floor player pip too far to left. //fixed
- Eco 2428 set to min 3 max 4 rand 4 (was min 2 max 3 rand 2) to improve spawns. //done
- Marker 2430 remove redundant ecotype 1 prop. //done

UNN Rickenbacker

Rickenbacker general

- Korenchkin log 11.JUL.14, "Re: Rapture", should be using the psi reaver portrait instead of the human Korenchkin portrait. //fixed
- Most conduits on the Rickenbacker are unbreakable. This is inconsistent with the rest of the game. //fixed in gamesys
- Added elevator muzak to all Rickenbacker elevators. Currently using a silent WAV file, elevrick.wav.
- All linkless turrets have been linked to proper ecologies.

rick1.mis

- Doors 316, 409, 841, 926, 1257, 1335 go out of room brush when open. //fixed
- Audio dead spot near room brush 57. //fixed
- Buttons 1637, 1764 backward. //fixed
- Respawn marker 118 spawns player facing into QBR. //fixed
- Anything tossed into the "down" umbilical gravshaft is lost forever. //fixed, objects now elevated to command1.mis
- Area around the top of ladder 114 needs to be made less crazy. //fixed
- Near object 1195, animated striped texture on edge of raised platform. //fixed
- Decals in the shaft with half broken ladders (116) are floating in midair //fixed
- Broken railing 506 easy to get tangled up on. //fixed, removed physics
- This map's 0,0,0 is directly above the "up" gravshaft, making it easy for the player to bang their head on whatever explosive projectiles are hanging out there. //fixed; moved a few dozen projectiles from there to out of world
- No damage decals in the supposedly blown out area of the ship. //fixed'ish, added some
- Can't jump through broken window 390. //fixed, removed physics
- Spawn marker 2142 has somehow acquired Render Type: Normal, which causes a floating wedge in-game. //fixed
- Door 409 moves out of room brush when opened. //fixed
- Room brush 193 (6647) floating in middle of another larger room brush with seemingly no reason to exist. //deleted
- Many flesh breaking windows sequence only plays if player takes ladder. Can be easily missed by climbing nearby terrain instead. //fixed, added a second trigger spanning the entire climbable side; also adjusted the window breaking delays from 0, 1, 27 to 1, 6, 20 (there was some weird incomplete stuff here)
- Visible should-be-invisible entity just past torpedo launch room. //fixed
- Some janky texture alignment on the floor ramps approaching the "low head room" area. //fixed
- Huge crate 790 jumps when lift turned on. //fixed, wasn't aligned with elevator path 1542
- Huge crate 790 makes mechanical noise when raising, even though it's being lifted by a grav beam. //fixed, changed schema
- Player can push button to lower huge crate 790, then run to the other side of before it lowers all the way, becoming permanently stuck on the Rickenbacker. //fixed, added a crate control button on the other side
- AI can shoot through huge crate 790. //fixed, attached a second physics wall to the far side of the crate that only AIs collide with
- Button 1540 activates teleport traps 1043 and 1044 that do nothing. //deleted them (AI signal sent to teleported rumbler is "ArachRun"-- player was probably originally swarmed by four spiders)
- Button 1540 setup is a weird mess. //fixed, replaced mass destroy of various traps with a once router
- Invisible explosive barrel 1560 used as AI marker... which can still explode if it receives splash damage. //fixed, replaced with a normal marker and updated Signal Response destinations on bot 2113 and rumbler 2243.
- Rumbler 2243 teleports in in view of player and in mid-air. //fixed
- Space shield 1840 causes some objects behind it to not render depending on view angle. //fixed, added Alpha 1.00

- Chrome pipes 79, 1037 don't match corroded pipe ends. //fixed
- New mantle allows climbing over pipes 661, 716, 972, breaking the intended path through the level. //fixed, made non-mantleable
- Door 1136 disappears when open. //fixed, was set to translate 675 units instead of 6.75 units!
- Steam jet 314 not in room brush. //fixed
- Room brush 19 not touching floor. //fixed
- Security computer 2110 placed on top of wedge light. //fixed, moved over a bit to a more sensible location
- Crematorium is obviously a clone of the crematorium on VB MedSci deck. //fixed-ish; replaced VB lights and signage with Rickenbacker lights and signage
- Nanite pile 2097 laying on floor next to empty body bag; probably supposed to be inside it. //fixed, added Contains link
- QBR 526 texturing messed up. //fixed
- Screw sound propagation in Nacelle B. //fixed
- Junction boxes 647, 648 backwards. //fixed
- Junction boxes 618, 619, 620, 631, 627, 623, 840, 878, 828, 1133, 1289, 1290, 1291 upside-down. //fixed
- Junction boxes catch player since their physics boxes don't line up with that of their conduits. //fixed, changed to sphere physics model so player can push past them
- Can can get head stuck walking through 612 from the Nacelle B side, requiring crouching to get through. //fixed, lowered floor on Nacelle B side to be same height on both sides
- Steam jets 703 and 705 emit from blank sections of wall. //fixed, moved to emit from pipes
- Can get stuck walking under grate 739. //fixed, made passageway a little less tight
- Grates 738, 739 block red light that's probably intended to illuminate their respective passageways. //fixed
- Red light between grates 738, 739 has no apparent source. //fixed, added a couple of cylinder lights
- Turret 1632 very difficult to walk past without destroying it. //fixed
- Door 1201 niche top exposed to player view. //fixed
- Nacelle B uses same texture on walls and floor. //fixed, gave it a proper floor texture
- Several fuel cells near beginning of level have VB tech screens on them. //fixed
- Nacelle B sign 1613 over area leading to inaccessible Nacelle A area. //fixed; deleted and replaced with Nacelle A sign 2229
- Nacelle A signs 595 (33), 597 (32), 710 (2242), 711 (2231), 712 (2228), 713 (2230), 714 (2227) in place of Nacelle B signs (was wrong model in gamesys). //fixed; deleted and replaced
- Spawn marker 1681 somehow became visible. //fixed
- Pipes 1340, 1341 don't reach ceiling. //fixed, extended ceiling
- Weird pointless pit near object 2117. //fixed, changed the floor to a grating so it could be some kind of drainage pit
- Dripping water 1267 particles disappear before reaching water. //fixed
- Grates 1213, 1216 wrong size to have covered the gap that they're laying near. //fixed, resized grates
- Room containing object 2181 way too freaking dark. //fixed, changed grates 183, 184, 186 to allow passing light
- No visible light sources for brush lights in room containing object 2181. //fixed, replaced with object lights
- Particle systems 1214, 1206 not centered in niche, too large for niche. //fixed
- Added door properties to crate 790. Again, this is the only way how to prevent strange stuff like Rumbler's running through and big bots shooting through the crate.
- Added some particles to grav loader 300 to more clearly indicate its function in lifting the crate
- Medkit 907 propped up in niche but falls down flat in-game. //fixed, missing location/rotation
- Very easy to fall to death off ladder 532 when dismounting from top. //fixed, made floor opening smaller
- No floor texture on ramp leading to door 612. //fixed
- Note 7_6: "Reverse the Gravitrone Generators in order to safely access Pod 2." only gets added if player picks up log 1801. //fixed, made tripwire 327 also add note

- Note 7_3:"Proceed to Pod 2." added before player has activated gravity control. //fixed, replaced weird QB filter setup on tripwire 327 with simpler once-only tripwire; moved addition of note 7_3 from email trap 326 to new QB Set 2245.
- Gravity control 754 lacking physics model. //fixed
- Gravity control 754 only device in the game that's activated by frobbing a button. Everywhere else in the game you frob the devices directly. //fixed, made button invisible and enlarged it to enclose the gravity control (this is how the fluidics control computer was done)
- Can frob gravity control 754 (actually hidden button 500) multiple times. //fixed
- Gussied up wall that gravity control 754 is attached to (object model has some pipes coming out the left side that weren't connecting with anything)
- Sound trap 1366 plays nonexistent schema "em806". //fixed, deleted, correct schema was "em0806", which already gets played when entering Nacelle B
- Some sort of sound should play when activating gravity control 754. //fixed'ish, currently playing schema "act_nacelle" via XP trap 1353
- Added a small HP clip behind pipe 746, because there's no other loot in Nacelle B, and if anyone manages to get up there and look behind that pipe, they deserve to find something.
- Railing 969 should be using the broken railing model. //fixed, replaced with broken railing 2246
- Moved med bed key 2121 back a bit so you actually have to enter the area it's in to get it.
- Added dynamic light and corona to sparks 331.
- Halved size of exterior lights 550, 551 to make ship view out windows seem larger.
- Upgraded steam to bitmap particles.
- Rick ladder 348 should look damaged. //fixed, deleted and replaced with damaged rick ladder 32 (made climbable)
- Missing vent grate near audio log 1796. // fixed
- Control room containing audio log 1796 doesn't match other control rooms in this area. //fixed, spiffed it up a bit
- Lots of monitor niches ridiculously deep. //fixed, changed all (most?) of them from 1 unit to 0.5 units deep
- Launching salvo causes a couple dozen "expharm not in room" error messages. //fixed, added big room brush over them
- Something broken in salvo 212 launch sequence. Seems to be set up to fly out a distance and then appear to explode, but instead it just vanishes after a few seconds. //fixed
- Radiation corridor past salvo 212 conspicuously lacking in set dressing. //fixed, spiffed it up a bit
- Sound propagation near doors 1201, 1271 all messed up. //fixed
- Doors 841, 1201, 1271 can close on player. //fixed
- Door 316 not centered in its hallway. //fixed
- Light 364 floating away from wall. //fixed
- Ceiling grates 142, 143, 144, 158, 159, 160 blocking overhead light, not aligned in niche, too low. //fixed
- Ceiling grates 178, 180, 181 blocking overhead light, overhead light has no object model. //fixed
- Replaced ladder 654 laying on floor with broken ladder 2259.
- Replaced ladder 299 laying on floor with broken ladder 2268.
- Conduit 974 not reaching wall. //fixed, had Shape/Scale on it for some reason
- Low Headroom signs 1571, 1572 placed where player will probably never see them. //fixed, moved to more sensible locations
- Red lights coming from no apparent source in the ductwork. //fixed, added physical lights; also changed texturing from that awful nondescript one to the actual ductwork texture
- Door 409 closes on player. //fixed
- Player can get stuck near/under grates 507, 508, 509, 510. //fixed, removed physics from grates and replaced with a single physics object, raised the roof
- Turrets 617, 2103, 2109 blast each other if you try to hack any of them. //fixed, blocked them from seeing each other

- Cluttered intersection-- air vent 1856, nanite pile 2153, viral prolif 1782, wall pod 2144, and corpse 1669 all crammed within a few feet of each other. //fixed, scattered things out a bit
- Turret 2105 barrel can pass through window when tracking player. //fixed, moved away from wall
- Turrets 2107, 2138, 2140 floating. //fixed
- Wedge light 956 set unrendered. //fixed
- Room containing egg 515 seems empty and pointless. //fixed'ish, changed floor texture so it at least feels somewhat different
- Reoriented floor textures in Nacelle/Pod access maze to match hallway direction.
- Changed brush lights in giant hole area to blue so the force field appears to be illuminating the area.
- Resized/refloored wrenches 490/769/1304, viral prolifs 1771/1782, etc.
- Incorrect floor texture behind replicator 1369 and on right side. //fixed
- Resized all bullet/shotgun ammo. //looks like bullets were resized incorrectly. reapplied scale again in b14
- Incorrect texture at the top of the vertical shaft south of obj 1845. //fixed
- Assassin 2165 keeps falling off walkway. //fixed, blocked where he was falling with an invisible pathfind-suppressing object
- Recommend moving pipes 1088 and 79 one unit left, to make jumping/mantling around a bit less tedious. //done
- Egg 518 repositioned
- Nearby grates physdims Z set to 1, to prevent the player from getting stuck should he attempt to newmantle into the pipe crawlspace
- Fixed some more lights sinking into walls.
- Screen p0030 near chair 216 needs V:49. //fixed
- Moved the first turret in the tunnels so it's possible to get by without destroying it.
- Flushed rick turrets against ceiling
- Flushed more decals against the wall
- Added sight blockers to all turrets
- Entire starting area needs to be moved down so 0,0,0 isn't inside it. //done, moved starting area down 16 units, extended ladder shaft to reach
- Sourceless light in ladder shaft up from starting area. //fixed, added lights inside each of the turret nooks
- Grates 1025, 1026 too high. //fixed
- Bullet holes 1821 sometimes renders in front of steam 1206. //fixed, added Render Order: Post Opaque 1
- Sign 1119 too low. //fixed
- Junction box 402 and conduit 401 floating away from wall. //fixed
- Added broken door 1017 on opposite side of torpedo launch bay from door 1271.
- Scaled the eject casings.
- Doors 1349, 1335, 1257, 1136, 926, 472 can close on the player. //fixed
- Small texture tweaks in the torpedo room, and in the pipe secret room.
- Made sure all monstergens have the raycast flag.
- Set the spawn chances to 0 on 1489, (hopefully) disabling it - with a bit of luck, that should help fix the start point overcrowding.
- Shortened a floor brush near obj 82 so it wouldn't cut into the wall.
- Flushed the upg units near the door to rick2 against walls.
- Cleaned up door niches as necessary.
- Adjusted pipes around 126 and 210.
- Electrical sparks 331 missing arcing sound. //fixed
- Bump up the countdown on blinking lights 229, 230 so they don't blink in perfect sync with the lights visible outside the window. //done
- Swapped in open-ended models for ducts 368, 371, 372, 1047, 1051, 1052.
- Ducts 1047, 1051, 1052, 1054 not destroyable by gunfire. //fixed, had collision type "destroy on impact" for some reason

- Insta-kill from salvo 212 radiation leak is bullshit. //fixed, reduced radiation absorption rate enough that players can safely retreat, and rigged door 1335 to be locked until radiation is removed
- Floor grates 203, 204, 205 not AI pathable. //fixed
- Converted crates 1320, 1321, 1322, 1324 to UNN crates.
- Grate 155 needs Y:-41.75 (maybe make it longer so there would be absolutely no gap anywhere? size V8.2 and Y-41.87 could do) //fixed
- Some texture work is needed around the torpedo grav lift puzzle rooms (making sure all wall textures are 63 and have either V: 0 OR V:49, but not both), also texture 69 at some places where it should be 63 //fixed
- 1813 and 1816 should be flushed to wall //fixed
- 620, 619, 641, 648, and probably all other rick conduit junction boxes in this area ditto //fixed
- 885, 884 flush to wall //fixed
- Small bit of floor texture incorrect at -171/-52.5/43.25 //fixed
- Bottom texture incorrect on brush at -164/9/48 //fixed
- Ceiling texture above 1066 needs V:112 U:64 //fixed
- The texture (80) at the side of the walkway V:114 //fixed
- 874 flush to wall //fixed
- Bits of incorrect texturing on brushes under body bag 360 //fixed
- FED 1783 needs Difficulty/Permit removed (ADaOB change). //done
- ICE-pick 1787 needs Difficulty/Destroy removed (ADaOB change). //done
- Load Squirrel script. //done
- Update lighting parameters. //done
- Pipe 1088 moved a bit to allow the player to jump around a bit more easily. //done
- **Mission now has full automap.**
- Ladders in shaft to Pod 2 (1102, etc) floating away from walls. //fixed
- Ladders 298 and 1094 duplicates. // fixed, moved 298 into wall
- Player icon freezes in automap near 1823. //fixed
- Purge messages and script vars. //fixed
- Object 2206 needs its name cleared to default. //done
- Ladders around 222 centered on the shaft. //done
- Spawns 1489, 1488, 706, 1496, 1493, 1490, 1497, 1651, 1659, 1654, 2142, 1661, 1667, 1681, 2114, 1645, 2101, 1647, 2296 added does patrol and random sequence as necessary, removed farthest. //done
- Spawns 1651, 1659, 1667 fixed creature types so they would actually spawn them. //done
- All turrets removed ecotype. //done
- Crates around 1324 all set to be unmovable. //done
- Fixed texture work around body bag 360. //done
- Card slots 322 and 1749 removed objstate so they would be red when locked. //done
- Cleaned up textures around ladder 44, and centered a few wedge lights in that area. //done
- Floored all patrol paths. //done
- Moved patrol paths around 222 so assassins wouldn't get killed by the nearby sparks randomly. //done
- Moved spawn 2296 from the start area (another one is already there) to the QBR area. //done
- Moved low head brushes above 205 a small bit up to allow proper path generation. //done
- Added patrol paths in the fuel tank area, infirmary, and radiation area. //done
- Created eco 2025, spawns 2026, 2027, 2028 (ecotype2) to populate the upper part of the map with spiders. Also linked rumbler 2188 to one of them, so it will only spawn stuff once it's dead. Should make the place more lively for any backtracking player (and possibly even make use of any hacked turrets in the area). //done
- Rick Conduit 362 needs to be pushed into the wall a bit so its end wouldn't stick out of Junction 363. //done, also a few more fixed along the way

- Fixed position of patrol paths 2207 and 2189 so the AIs would not open the elevator doors, centered 1650 on the door, also moving it away from the paths.
- Tripwire 1650 ignoring player-only flag? //fixed by making it not collide with AIs
- Midwife pathfinding freaks out near grate 99. //fixed, somewhat; they still seem determined to bounce off the walls even when there's a straight link down the hall
- Need pathfind blocker around body bag 360 so AIs can't walk onto the ramp to the morgue incinerator. //done
- Support beam 1374 doesn't play audio for part of path. //fixed
- Windows 290, 304, 697 wrong physics size. //fixed
- Add scpEcologyHelper to non-inheriting ecologies 1665, 1649, 1644. //done
- Increase physics size of security cameras 1723, 1655, 1664, 1648 to 1.5. //done
- Set hack cost of security consoles 2110, 1668, 1653, 1660, 1646 to 10. //done
- Remove scaling from and add physics to replicator screens 120, 1370. //done
- Added crew cap 1958.
- Door 316 controlled by two tripwires (1750, 1751). //fixed
- Tripwires 108, 520, 917, 1359, 1716, 2143, 2195, 2276 mismatched object/physics sizes. //fixed
- Tripwires 108, 311, 338, 1792, 2219, 2276 should be Once. //fixed
- Tripwires 311, 2219 should destroy each other. //done
- Tripwire 2208 (torpedo launcher hybrid ambush) can be easily walked around. //fixed
- Torpedo launcher ambush hybrids 2201, 2203, 2205 immediately return to origin if they don't spot player. //fixed, now patrol
- Experience trap 1352 plays no congratulatory audio when awarded. //fixed
- Awarding CMs just for pushing button 1540 (raise crates at beginning of level) doesn't make much sense. //fixed, reassigned CM award 1352 to completing quest 7_8 (reach body with access card on other side of hull breach)
- Possibly enlarge the jumping puzzle beams so it's less death-prone. //done, widened the physics dimensions of beams 1364, 1374
- Doesn't make sense that touching the large force field (1840) kills you, since they're harmless everywhere else. Recommend moving it down far enough that player dies from fall damage instead. //done
- Removed NVScript elevating setup on tripwire 388 and replaced with scpTrapTripLevelElev.
- Seccomp 2110 not linked to ecologies, critfailed hack will not trigger alarm. //fixed, linked to 1649
- Angry hybrid mob (2203, 2201, 2205) can get triggered too early. //fixed, set to deaf and modified the signal response accordingly
- Window 1389 description rather silly (unbreakable, despite it being obviously cracked). //fixed, set to have no description for now
- Turret 2105 can rotate enough to clip out to space, location needs to be adjusted. //done
- Railings 1260 and 1261 should probably not collide with AIs, spiders get stuck there sometimes. //fixed
- Floor grub tweq trap 2196 needs to be adjusted. //done
- Maybe remove convenience button 324 on easy and normal, so players on those difficulties can't be tricked into having to backtrack for Rick access card 1779. //done
- Worms emitted near goo 2194 can be triggered by walking underneath the platform they're on. Intentional? Possible oversized tripwire. //fixed and centered a bit more
- Terrain slot for beams 1373, 1374 too narrow, should be D5. //fixed
- Signs 1150, 1167, 1170, 1172, 1177, 1178, 1182, 1186, 1187, 1188, 1189, 1191, 1243, 1250 slightly floating off wall. //fixed
- Shaft with ladder 477 air brush too tall, messes up texturing around top. //fixed
- Area with ramp to ducts (near 1578) excessively dark. //fixed, made the light brush in there a bit brighter and more centered
- Grunged around hull breach.

- Turrets 238, 2105, 2107, 2135, 2138, 2140, 2199 need physics updated to new gamesys values. //done, also deleted unused model tweqs
- Psi hypo 914 hidden under black egg 517. //fixed, moved over by broken pipes
- Turrets 2138, 2140 clip into pipe 376. //fixed, shrank pipe
- Room with crate 2181 very dark and confusing to navigate. //fixed'ish, added lights 277, 2279 in pits where players most likely to blindly fall
- Shallow pit with crate 2181 just deep enough that it's clunky to get out of. //fixed, made a bit more shallow
- Weird gap under one end of walkway under grate 184. //fixed
- Rick turret 2199 almost impossible to see. //fixed, added some red light above it
- Light 2217, grate 184, and their niche off-center from the walkway they're supposed to be centered over. //fixed
- Ladders 961, 971 floating off wall. //fixed
- Adjusted particle effects 1206, 1214 to better match lighting in room.
- Doors 1271, 1335 close sound not audible. //fixed
- Doors 612, 1017, 1201, 1271, 1335, 1349 and passageways near 101, 102 too short for Als to pass through. //fixed
- Patrol point 2011 can't be reached from point 2012 by hybrids, causing them to stall or infinitely walk into Low Headroom sign. //fixed, disconnected 2011 from 2012
- Bad pathfinding between railings 1260, 1261. //fixed
- Rumbler 2141 should not stare into the wall. //fixed
- Turret 2199 floating off the ceiling a bit. //fixed
- Grates 182, 185 can't be walked over by Als. //fixed
- Ambush hybrids 2201, 2203, 2205 can be heard before they attack. //fixed
- Removed scpEcologyHelper from ecologies 1644, 1649, 1665.
- Handrail 1578 has physics. //fixed
- Lights 282, 421, 855, 982, 989, 1194, 1195, 1253, 1463, 1549, 1569 have redundant BaseLight script. //fixed
- Alert ecology spawners 1651, 1659, 1667 missing EcoType. //fixed, changed ecologies 1649, 1665 Normal Min/Max from 1/2 to 3/3, eco 1658 from 1/2 to 2/2, to maintain original spawn levels
- Could use a hybrid scream when the hybrids near the torpedo bay ambush you. //done
- Security computers 1646, 1653, 1660, 1668, 2110 missing green glow. //fixed
- Pathfind links generated underneath floor-level pipes 87, 88, 89. //fixed
- Player should be blocked from proceeding to rick2 before completing black egg quest. //done; also made quest "Proceed to Pod 2" not appear until both gravity and egg quests complete
- Elevator door 522 should display security lockdown message when approached before all quests complete. //done
- Two different Many messages can play at the same time if you've destroyed 15 eggs right before entering Nacelle B. //fixed, unlinked sound trap 1091 (em0803) from egg ecology and linked directly to egg 519, which is late in the level and far enough from any other eggs that it should be safe from being talked over by any subsequent SHODAN ecology messages
- Added fog fx 19.
- Weapon projectiles pass through space shield 1840. //fixed, increased thickness
- Als get stuck trying to navigate through low/narrow side passages in room with turret 617. //fixed, added pathfind blockers
- Spider 2123 drop trap 1089 doesn't behave consistently. //fixed, applied same solution as spider drop trap in rec1
- Song marker 2095 doesn't start music first time visiting level. //fixed

rick2.mis

- New obj scales applied.

- Upgraded steam to bitmap particles.
- Light 513 backward. //fixed
- Upside-down turrets rotate the wrong direction to track their target. //requires a custom upside-down model to fix //done, rick2_b5 uses the new model, and the issue is fixed
- For the bot that spawns from nowhere when entering the chapel, perhaps add a nearby monster closet to explain its appearance. //done
- Slightly decreasing gravity on this map makes the annoying jumping puzzles much easier to manage, and is easily explained in-universe by the screwed up gravity generator. But, this might be too much of a change for people to accept in a baseline patch. //done, changed gravity to 90%
- Made sure all objects are properly floored to the ceiling, also repositioned the ladders in the sickbay as their orig position made no sense.
- Room brushes in chapel not completely covering the area. //fixed.
- Could use some blocked-off fake passageways to make the deck seem less ridiculously small. //added a couple off each elevator room
- Re-adjusted the ladders (110), now should be possible to climb up or down more easily.
- Player factory marker 710 nowhere near level start. //fixed
- Door 91 can close on player. //fixed, deleted door tripwire 92, expanded tripwire 93 to cover both sides
- Door 184 can close on player. //fixed, deleted door tripwire 245, expanded tripwire 244 to cover both sides
- Pods 751 and 752 unsearchable (fake goo pod made out of worm pod). //fixed
- Shrunk physdims on the turrets to make it easier to get past them.
- Possible for sufficiently determined lunatics to get past debris in fake corridor added to exit elevator room. //added one more pipe, one more piece of random debris, and an evil invisible wall. nobody is getting through there.
- Can get stuck on chair 455 if player mantles up there. //fixed, halved size of physics sphere
- Highlighting Diego corpse 85 is flaky. //fixed, added some pick bias to the corpse, and the nearby log and organ
- Organ 158 can get kicked under Diego and become unfrobbable. //fixed
- Medbed 84 is incomplete, which doesn't make sense because Diego was just using it. //fixed'ish, made it broken, maybe the strain of removing the Many and then the gravity flip broke it?
- Doorway near 519 digs into ceiling. //fixed
- AP clip 146 floating. //fixed
- Added name string to Diego corpse 85.
- Load Squirrel script.
- Update lighting parameters.
- Purge messages and script vars. //done
- Chapel benches 475, 493, 493, 500 have no physics boxes. //fixed
- All physics objects acquired 0% gravity back in b20 release. //fixed
- Broken door button 885 should buzz when frobbed. //done
- Corpse 704 surrounded by loot but has nothing on him. // fixed, linked CMs 746 into corpse
- Too quiet sound when banging on door 869. // fixed, room brushing
- Update worm skin armor 147 to new archetype scale. //done, apparently
- Set scpCompass qvar to 90 degrees. //done
- Add Start Hidden metaprop to blue room AI 733. //done
- Light model (483) on only one side of cross in chapel. //fixed, made not rendered
- Should create a white stucco texture for the chapel so it doesn't look like it's made of snow. //done
- Increase chair 456 elasticity to 2 so it bounces a little bit when it lands. //done
- Failing a hack on either of the two turrets triggers a security alert that's only about 10 seconds. //fixed'ish; doesn't summon anything, but increased to 30 seconds for appearance's sake
- Exit elevator room missing wedge lights that were in entrance elevator room. //fixed, added one working and two busted lights

- Tore up added hallway near elevator to rick3 even more so it's super obvious there's no way to get in there.
- Added fog fx 46, 48.
- Tripwires 691, 694, 706, 742, 745, 747, 758 mismatched object/physics size. //fixed
- Tripwires 250, 694 should be Once. //fixed
- Tripwire 745 for swarm pod 744 completely wrong shape. //fixed
- Spider 693 has Frozen metaprop for no apparent reason. //removed
- Ceiling of chapel near cross very visually plain. //fixed'ish; added grunge
- Changed color of light behind cross in chapel for visual contrast.
- Turrets 883, 884 need physics offsets updated to new gamesys values. //done
- No Rickenbacker ventilators on this deck. //fixed'ish, added a couple (66, 67)
- Ladder 958 much brighter than adjacent ladder segments. fixed'ish
- Resized both elevator doors to be 7 units tall instead of 6.
- Added Static Light Pos to doors 91, 184.
- Player shake on arrival doesn't work reliably. //fixed, added script scpShakeFixRick to marker 105
- Door 869 missing room brush. //fixed
- Altar brushes off-center. //fixed, also adjusted altar dimensions to be more realistic
- Moved champagne bottle 477 over to where it looks like it would have fallen off the altar.
- Linked clip 702 (named "clippy" for some reason) into corpse 704 so there's not quite as much junk laying on the floor.
- Step near pipe 950 doesn't always work reliably for getting onto it. //fixed, added invisible physics helper between them
- Tripwire 706 can be triggered by the ninjas if they hear you fighting the turret. //fixed
- Texture alignment on back of cross. //fixed
- Weirdly textured block under pipe 243. //fixed'ish; shrank a bit to fit texture better
- UNN crate texture on wall behind pipe 177. //fixed

rick3.mis

- Most wedge lights not properly aligned with wall. //fixed
- Worm goos 616, 617, 618, 619, 631, 632, 635, 638, 639 backward and/or partially sunken. //fixed
- Worm piles 1509, 1513, 1516 broken. //fixed
- Security glass 513 has VB logo on it. //fixed; scaled up so VB logo inside wall
- It's physically impossible to have gotten that crate next to Diego's bed. Would make more sense to have a wall locker there. //fixed
- Hand rail 1083 in Diego's quarters very easy to get stuck on in that confined space. //fixed; removed collision
- Picking up worm launcher 510 in Diego's quarters gives 20 CMs. That's great if you actually want it, but makes it too easy to miss out on 20 CMs if you've already decided you don't care about exotic weapons. //fixed; awarded CMs on unlocking Diego's quarters instead
- The silly Worm Launcher display rack in Diego's quarters is incredibly gamey. There's no logical reason why that would exist. //fixed, put a desk and chair there, moved the Worm Launcher to leaning in the corner in the upper area.
- Added one unreachable wrench in one of the cryotubes, to explain the one that has been added at the beginning of many.mis.
- Wrong color brush light near screen of escape pod pilot screen (green instead of amber). //fixed
- Recommend adding a force field effect at the end of the escape pod launch bay to explain why the Many mass hasn't grown into it. //added
- Some messed up brushwork/texturing on the escape pod cryo pods. //fixed
- Escape pod door goes out of room brush when open. //fixed
- Can't walk behind large scanner table. //fixed; slightly enlarged room behind table

- Crate 993 placed too low, falls through grate into lower area. //fixed
- Sound 89 outside of room brush. //fixed
- Nanite pile 669 laying on pillow in Diego's quarters next to empty crate makes no sense. Nanites probably intended to be inside of crate. //fixed, linked nanites into container
- Eggs 134 and 175 have no sound, tripwire set too small. //fixed
- Restore overhead windows in escape pod. //fixed
- Replicator missing niche on upper-left side. //fixed
- Sourceless light near -694, -49, 281. //fixed
- Sourceless light near sign 607. //fixed
- No lights in hallway leading to Diego's quarters. //fixed, added a broken light over the door
- Half the wedge lights not positioned properly. //fixed
- Sec comp 624 floating off wall. //fixed
- Some of the grey TriOp crates (-1234, etc.) fall through the gratings when perturbed. //fixed, just made them all immobile
- Animated texture on that table thing near obj 1092 could use a slight repositioning - U13 V5 seem to work ok. //fixed
- Respawn in this map makes zero sense. Literally the only way in or out is the elevator. Plus the player deserves a break before plunging into the BotM. //fixed, disabled respawn ecology by changing Ecology 117/Script/Ecology/Normal Min from 1 to 0.
- Engine core not centered on room it's in, various other asymmetry in its construction and lighting. //fixed
- Tracks on wall behind engine core, seems obvious a ladder or lift was planned at some point. //added a ladder on wall, cleaned up the texturing and object placement up there to be more presentable, dropped a maint tool on the platform below the top
- Tweaked some texturing to better match this area in shodan.mis.
- Broke up floor sections a bit so floor texture could better align with each area.
- Crates around 973 moved away so rumblers won't get stuck there, adjusted upg units positions.
- Tweak trap 609 now spawns two worms instead of swarms (and its tripwire has been moved so the worms land on the player's head nicely, with a bit of luck). quite a significant change, but the swarms were pretty much guaranteed to disrupt the SHODAN email messages. We want the player to be able to stand still once the first email hits, and that's kind of difficult with two swarms buzzing around his head.
- Fixed up the strange and lengthy SHODAN message setup at the beginning of the Rickenbacker bridge (the audio clips were apparently supposed to play around a cutscene that never made it into the final vanilla build, so in the end, they were just slapped together hastily and left to play at one spot). Now they are distributed around the level in a slightly more logical fashion.
- The first SHODAN mail "hold where you are" is now triggered by frobbing card slot 516. "observe the Many" is played right after that (19 second delay). Would move it elsewhere, but this needs to play ASAP as it sets the launch yourself into the Many quest.
- "The Many has grown to a massive size" mail is not important quest-wise, and is now played on the bridge.
- "You hesitate?" mail is now played 25 seconds after the player opens the door to the escape pod. should the player frob button 111 within that time limit, it won't be played at all.
- Launch yourself into the Many quest is now completed by frobbing button 111 (was a tripwire inside the pod for whatever reason).
- Security computer 624 not wired up to any ecology. //fixed
- Restored the regular spawning, but instead of rumblers, baby arachnids are spawned (so it's arachnightmare, baby arachnid, arachnid). spawning is very small/slow, so this shouldn't really matter much. moved the spawn points around as well, hoping to minimize player witnessing spawns.
- Sourceless light near chair 251. //fixed
- Restored crates 972, 973, 974, 975 to pre-ADaOB positions.

- Worm goo 626 sticking out from under Diego's quarters door gets lit by blinking light on other side of door. This looks really odd. //fixed, added Runtime Object Shadow to door
- TriOp crates scattered around would make more sense as UNN crates. //done, created an object model using terrain texture RCK003 and converted most of them to UNN crates
- Cryo tube doors don't display name when looked at. //fixed, swapped out with fake cryo tube doors
- Possible to get head stuck in light niche above bed 1014. //fixed, filled niche with physics object
- Ceiling texture above 608 needs V:16 to align with the rest of the ceilings here. //fixed
- Texture under the console near 1028 is 1, should be 50. //fixed
- Bed 1014 could be moved down a bit so player can jump onto it more easily. //done
- Incorrect texture right above 688 and 687 //fixed
- Load Squirrel script.
- Update lighting parameters.
- Purge messages and script vars. //done
- Pipe 956 flushed to wall. //done
- Spawns 103, 108, 118, 119 added does patrol and random sequence. //done
- Moved the existing patrol paths to different spots around the level and floored them so the AIs would actually be able to use them (rumblers not set to patrol though, their placement seems deliberate, so spiders only). //done
- Security computer 105 in rick3 has Difficulty/Permit: 3, 4. This means it only appears on Hard and Impossible. I'm pretty sure this was intended to be Difficulty/Destroy: 3, 4. //fixed
- Added two pathfind blockers for better pathfinding, 880 and 881.
- Unscrewed eco 117, was a hybrid alarm/normal eco which doesn't work afaik. Made it into normal eco (alarm eco already present) and set the timer to 120 instead of 300 (this is a tiny map).
- Ecology 117 has redundant TriggerEcology script on it. //fixed, removed
- Card slot 516 checks status of egg quest, but it's impossible to leave rick2 without finishing it, so all this does is make testing a pain. //removed check
- Security doors 514, 519 never close; have no way to open them from the inside. //fixed, converted them to a standard tripwire routed through card slot setup
- Looks kind of weird that whoever's on guard duty has to stare at that wall console (963). Maybe replace with an actual screen. //done
- Would be realistic to have a button inside the security checkpoint that controls the entrance door. //done
- Set scpCompass qvar to 90 degrees. //done
- Add scpEcologyHelper to non-inheriting ecology 102. //done
- Increase physics size of security camera 116 to 1.5. //done
- Set hack cost of security consoles 105, 624 to 10, added light. //done
- Remove scaling from and add physics to replicator screen 1508. //done
- Tripwires 610, 1058, 1060 mismatched object/physics sizes. //fixed
- Resized elevator door to be 7 units tall instead of 6.
- Added Static Light Pos to door 979.
- Added Many fog fx 878 to Diego's quarters.
- Removed scpEcologyHelper from ecology 102.
- Doors 113, 176, 514, 519, 1033, 1068 can close on player. //fixed
- Escape pod launch button 111 replays launch sound every time it's frobbed. //fixed
- Possible to launch into Many before quest to do so is assigned, causing it to get stuck secret-finished. //fixed
- Level change button 104 has redundant, non-functional qvar setting setup. //removed
- Reverted change of lobby swarms to worms.

Body of The Many

many.mis

Note: Since the player enters the Many from the Rickenbacker, and exits it to the Rickenbacker, logically all the "ship" locations in the BotM should be representative of the Rickenbacker. In the original version of this map the ship locations are a mishmash of both Von Braun and Rickenbacker texturing/props/lighting. An attempt has been made to rectify this, even though it means making significant alterations. The BotM is an infamously rushed, sloppily constructed level, so we've allowed ourselves a somewhat more free hand in modifying it to bring it up to snuff.

- ICE-pick 1389 added near corpse 1429 so low-hacking skill, low-weapons skill players can possibly stand a better chance against SHODAN.
- Now that the engine supports fog, an environment like the BotM should be foggy. //done, added some subtle fog
- Most dripping goos need to be repositioned slightly, as they are usually sunken into the surface. especially apparent with Vurt's dripping goo. //fixed
- Dripping goo objects too bright. //fixed in gamesys; texture set fullbright in model, so made transparent
- Particle effects on organ jets don't look nearly fast enough to fling player around like they do. //fixed, made more geyser-like
- Fixed all organ jets so particle effect direction matches direction player is pushed.
- Worm piles 393, 394, 396, 397, 399, 767, 777, 780, 781 broken and need physics corrected. //fixed
- If for some crazy stupid reason a player launches himself into the BotM with no weapon, should maybe place a wrench somewhere before the first membrane //done, put a wrench inside one of the escape pod cryo tubes
- Player receives just as much damage from slamming into flesh as from slamming into concrete or metal. //fixed in gamesys, halved impact damage from all flesh terrain textures
- Player factory 308 starts player facing wrong direction. //fixed
- Escape pod interior texturing and brushwork barely match the pod build in the previous map. //fixed, multibrushed in pod interior from rick3.mis
- Spider 18 getting hung up on terrain. //fixed, moved patrol path 436
- Blinking light 682 inconsistent with other lights of this type in the game. //fixed
- Eggs 498, 506, 591, 1451 can open twice if player goes through both windows. //fixed
- Von Braun doors under Rickenbacker sign 50. //fixed, changed to Rickenbacker doors
- Orifice 615 misaligned. //fixed
- Orifice 838 size/alignment off. //fixed
- Orifice 103 has open gap at top. //fixed
- Orifice 940 misaligned. //fixed
- Cysts 592, 531 poking through wall. //fixed
- Cyst 588 edge poking through wall. //fixed
- Cysts 598, 657 floating. //fixed
- Cyst 660 backward. //fixed
- Muscles 179, 216, 497 have wrong physics dimensions. //fixed
- Camp debris 373, 376, 479, 933 have no collision. //fixed
- Worm goos 547, 548, 550, 555, 556 backward. //fixed
- Worm goos 549, 554 misaligned. //fixed
- Worm goo 659 should be flush against ceiling. //fixed
- Organ 800 floating. //fixed
- Membrane 126 looks like it can be ducked under, but can't. //fixed, resized and repositioned
- Desk 272 has no loot. //fixed, put a pack of cigarettes in it
- Tripwire 828 (teeth-jumping room) doesn't push player in the direction of the steam emitter. //fixed, adjusted Script/Shove params
- Vein 681 blocks player movement through seemingly empty space. //fixed, removed collision

- Egg 490 not searchable. //fixed, had TriggerDestroy script on it for no apparent reason, and Scripts flag set to not inherit
- Vein 194 catching player and AIs. //fixed, deleted physics and AI path avoid
- Vein 627 has no collision, but if did, would really interfere with player/AI movement. //fixed, moved up out of the way
- Sign 31 floating. //fixed
- Busted pipe 1692 floating away from wall. //fixed, also adjusted physics dims
- Railing 1713 penetrating crate 1418. //fixed
- Railing 33 can seriously tangle up player. //fixed, removed collision
- Searching corpse 839 triggers swarm release an infinite number of times. //fixed
- Log 761 floating. //fixed
- Replicator 68 has broken screen and emits sparks, but works perfectly. This is confusing. //fixed-ish, removed sparks
- Replaced window 354 with a triggered Many-breaking-window sequence.
- Chemical storeroom should have a "Chemical Storeroom" sign. //fixed, added one
- Door laying on floor near replicator 68 is a Von Braun door. //fixed, deleted door and changed nearby doorway to a broken security door
- Door 755 has window, but blacks out view when closed. //fixed, removed "blocks vision"
- Door 755 opens in the wrong direction for its door type. //fixed
- Hanging light 844 not Rick deco. //fixed, deleted and replaced with wedge light 1542
- Grub pod 490 doesn't open when triggered. //fixed-ish, made start already open
- Room containing corpse 169 has no visible light sources. //fixed, added some fixtures
- Desk 272 has sphere physics model. //fixed
- Membrane 191 poking out of wall. //fixed
- Muscle 518 floating away from wall, can be swum behind. //fixed
- Audio log 757 partially embedded in floor. //fixed
- Nerve 449 interferes with entering nearby orifice and somewhat obscures it. //fixed, removed physics and moved up a bit
- Cyst 637 way too big. //fixed
- Beaker 774 embedded in ground. //fixed
- Replicator base 68 misaligned. //fixed
- Organ 1480 hidden beneath floor. //fixed
- Very easy to die by being shoved into nerve 607. //fixed, removed collision
- Von Braun door 764 should be a Rickenbacker door. //fixed
- Crate 763 floating. //fixed
- It's a bit silly that the Rickenbacker room containing midwife 1403 is at exactly the same floor level as the adjacent Many room. //fixed, moved down a bit
- Rooms containing lights 930, 934 much too dark. //fixed, increased light
- Sound tripwire 353 can be walked around, plays too close to boss room. //fixed, moved so it plays as player falls into big pool
- Redundant ambient sound 1446 near teeth 338, 361. //fixed, deleted
- Teeth 338, 361 can interpenetrate. //fixed, moved elevator path 342 up
- Teeth 338, 361 physics boxes too short. //fixed
- Teeth 338, 361 move out of range of all lights, become dark. //fixed-ish, added Renderer/Extra Light
- Redundant ambient sound 1450 near teeth 46, 314, 315, 319. //fixed, deleted
- SS2's jumping physics are so ill-suited to Super Mario 3D platforming that it's hard enough to even navigate across the teeth without also having to worry about getting crushed to death in the process. //fixed, upper teeth in main chomping room no longer come down far enough to crush player

- All floor-rising teeth awkward to navigate around due to them actually having a rectangular collision box. //fixed'ish, replaced boxes with a stack of spheres and a flat platform on top, added a kill-o-zap at the bottom of each tooth shaft in case player manages to work their way past the physics objects
- Nerve ladders 1382, etc (tooth puzzle room) cannot be smoothly climbed because they're a stacked group of individual ladders. //fixed, made nerve ladders intangible and set up a single invisible ladder object on top of them
- Added vein near vein 902 so player can walk directly between orifices without having to jump on teeth. Only available on Easy/Normal.
- Added nerve ladder leading to sphincter 970 so player can get from floor to room exits without having to jump on teeth. Only available on Easy/Normal.
- Cyst 931 can be clipped through. //fixed
- Room containing body 885 contains no light source. //fixed
- Made pool containing corpse 294 more interesting.
- Light 852 floating away from wall. //fixed
- In boss chamber, dividing walls hard to differentiate from outer walls. //fixed, changed the texture
- When using melee weapons against Many brain, usually impacts against something that sounds like unbreakable glass instead of the Many brain. //fixed, invisible window 1471 placed in same space as brain for some reason, moved out of world for now
- Psi reaver brains 107, 108, 343, 678, 728 floating. //fixed, attached to the rear of their niches
- Psi reaver brain 107 can be pushed around. //fixed
- Psi reaver brain 107 for greater psi reaver looks the same as all the rest of them. //fixed, made it bigger
- In the Many vision on Engineering, there's a "breathing" ambient used that's missing from the actual Many level //fixed, added to boss brain 253
- Many brain base 327 floating above floor. //fixed, shimmed floor up a bit
- Many brain base 327 shows HUD brackets. //fixed in gamesys
- After destroying the Many brain, no more enemies should spawn. //fixed, brain death now turns off respawning
- Psychic shock of Many brain death should kill all Many creatures in the vicinity. //fixed, created tweq trap 1543 to drop AANuke on brain death
- Double red spotlights from brain base on death looks weird. //fixed, deleted one and made the other (1472) cast a wider beam
- Made lights 865, 867, 868, 869, 870, 871, 822 slowly pulsate, to accentuate the Many dying
- All Als that spawn from ceiling eggs cannot track player. //fixed, replaced all upside-down eggs with new inverted egg model
- All goo decals missing pulsing animation used everywhere else in game. //fixed
- Added creepy ambient schema appar_lp to object 1590.
- Added scream tripwires 1352, 1550, 1611.
- Eggs 55, 167, 159, 165 missing sound. //fixed
- Can jump on top of muscle column 618. //fixed
- Midwives 1467, 1469 nowhere near any eggs. Midwives should only be in the BotM near eggs. //fixed, replaced with shotgun hybrids 1616, 1467
- Als can sometimes get on top of tooth 338. //fixed
- Loot 1465, 1466 almost impossible to see. //fixed, added dim light nearby
- Replaced plastic bag 486 with debris 1631.
- Greater psi reaver brain 107 should have unique name string. //fixed
- Added extra gibs to greater psi reaver brain 107.
- Added spooky ambient to vein 733.
- Nerve cluster 124 difficult to destroy from below. //fixed, raised floor a bit under it, adjusted physics box to better match its dimensions
- No ambient sound in room with light 620. //fixed, added ambient to the light

- Updated all Many lights to emit light slightly offset from their centerpoint, to match the position of the part of the model that's supposed to be the light-emitting part.
- Lights 220, 724 floating. //fixed
- Added small secret area containing some minor loot.
- Made all orifices, egg depositors, and sphincters subtly animate.
- Updated weapon and ammo scales.
- Added object Many lights for most brush lights that obviously had no physical source.
- Membranes 710, 711 need to be indestructible. //fixed
- Membranes 710, 711 could use rushing water ambient. //fixed, added schema ma_water
- Water behind membrane 711 should be moving. //fixed
- No ambient sound in egg chambers off birthing chamber. //fixed, added to lights 930, 934, 935.
- Added electrical hum to light 1558.
- Goo drops launch with slight sideways velocity. //fixed in gamesys
- Hack crate 1423 model laying on side, but model has no bottom. //fixed, turned right-side-up. Can lay on side again if fixed model available. // v47: yes, as the fixed model will be included with SCP, and the cover part poking out of water doesn't look too great after the (standing) crate is hacked.
- Maybe add a hazmat suit in the first part of the map on easy and normal, many newbies won't have enough rad hypos and healing items, this usually leads to incredible frustration, and can even get the game into an almost unwinnable state. A hazard suit would allow them to go through the radioactive swimming part with whatever little resources they have available. //done, added hazmat suit 1695 on Easy/Normal
- Greater reaver not too obvious as the miniboss he is. Maybe add some glow effect to make it more obvious to the player that he probably should be wary of that guy and his shots. Which probably shouldn't look the same as normal reaver shots, btw. //greater reaver projection already bigger and different color from standard reavers; made shot look different
- Lights 628, 634, 889 could use repositioning. //fixed
- Scaled the eject casings.
- Removed difficulty permit from obj 773 (CMs).
- Spider 18 has 3 physics spheres. //fixed
- Crunching room could use a few more openings on the walls to make it seem like raw material is being sent from more than just the one tunnel. //done
- AIWatchObj link from psi reaver brain 107 to floor pod 29. WTF? //deleted link
- Make large cysts animate (not all of them, there's too many). //done
- Texture alignment on most of the cylinder brushes in the map is terrible. But oh god there are so many of them. //fixed, uvmap_cylinder'd all of them
- Membrane 621 looks bad when broken. //fixed
- Egg depositors 208, 691, 110, 148, 111 easy to get caught up on the bottom edge of their physics boxes. //fixed, changed each to two stacked sphere phys models
- Vent 800, 803 jet cloud looks like it's getting absorbed by the ceiling right above it. //fixed, added splash effects
- Boss brain 253 takes no damage from tweaked fusion cannon because damage stim doesn't reach center. //fixed in gamesys, added boss brain specific damage stim
- Possible to see down into level exit under boss brain before it's defeated. //fixed, filled opening with a cyst that's destroyed when the brain is
- Added a couple tubes in the boss brain chamber to explain where all the respawns are coming from.
- Cryo tube doors don't display name when looked at. //fixed, swapped out with fake cryo tube doors
- Door 755 causes glitchy water rendering. //fixed
- Many goo in room with sign 50 not growing through windows even though there's no glass. //fixed, added glass
- Auto-repair unit 122 needs Difficulty/Permit removed (ADaOB change). //fixed

- Psi reaver shots can't destroy membranes. //fixed in gamesys
- Membranes 190 and 184 need to be moved out of water to prevent render order issues. //done
- Load Squirrel script. //done
- Update lighting parameters. //done
- Have the map start with a slow fade in from black. //done, added fade-in script to amb start marker 925
- Made the water near 272 just a small bit shallower (Z: -6.453 to -6.75) so all the egg spawned worms and flies can navigate the area
- Purge messages and script vars.
- Updated worm skin armors 116, 291, 985 to new archetype scale.
- Physics boxes on large veins 472, 502, 503, 505 in boss chamber way too easy to get stuck on. //fixed, removed physics, moved up a bit
- When brain explodes, make flinders smaller but more numerous. //done in gamesys
- Final boss room too dark/foggy. //fixed, increased brightness of lights 470, 472, 467, 473, 883, 893, 852, 861, 862, 863, and added a script setup to disable fog in this room (fog controller 784)
- Shots pass through brain top 316. //fixed'ish. top is funnel-shaped, so it's not possible to give it collision accurately with a single physics model. gave it a tall cuboid model that covers most of it
- Change Many boss brain 253 to use scpManyBrain script instead of ManyBrain. //done
- Add scpEcologyHelper to non-inheriting ecologies 154, 1488. //done
- Remove scaling from and add physics to replicator screens 484, 677. //done
- Set Many base and top to immobile so they shadow properly. //done
- Revert change of midwives to hybrids. //done, shotgun hybrids 1616, 1467 replaced with midwives 707, 801.
- Midwife 1403 can shoot and walk through membrane 181. //fixed, made deaf and silent until membrane is broken
- Tripwires 16, 37, 58, 60, 127, 145, 146, 157, 161, 164, 166, 501, 617, 1453 mismatched object/physics sizes, physics offset. //fixed, removed, floored
- Tripwires 420 physics offset. //fixed, floored
- Tripwire 353, 585, 1591, 1603 mismatched object/physics size. //fixed
- Set scripts on boss brain 253 to inherit from archetype, only add TriggerDestroy on concrete.
- Add coronas to all the Many light stalks (-3661). //done, all 69 of them
- Many light 139 invisible due to centerpoint in terrain. //fixed
- Membranes 190, 191 and 184 have sorting issues when viewed from underwater. //fixed by adding render order: post opaque 1
- Muscle column 614 janky physics at ground level. //fixed'ish, removed physics and put some terrain brushwork inside
- Light 748 has redundant BaseLight script. //fixed
- Removed scpEcologyHelper from ecologies 154, 1488.
- Add blank song so background music could be easily modded in. //done, set mission song to "manysong", added ambient marker ManySong (1061) to begin song playback
- All light stalks in boss chamber deactivate after boss death, except 892 and 893. //fixed, now they turn off too
- Need to relight now that membranes fixed to not be set as immobile. //done
- Desk 140 can be tricky to swim around. //fixed'ish, reduced physics size a bit
- Boss brain top (316) and base (327) disappear if Soma Drain used on them. //fixed in gamesys

Where Am I?

shodan.mis

- 1274 needs to be floored. //fixed
- The geometric shapes that fly out as SHODAN takes damage should not be seen before the screens break //seem to be fixed, but double check to be sure, elev paths 370 and 341

- Players sometimes get stuck in the SHODAN pit forever. Somehow bypassing a trigger perhaps? //made the trigger slightly larger, even though I doubt it has been possible to bypass it
- Perhaps use the light-based transparency property on the red assassins. //added, let's see if people like or even notice it
- There needs to be some way for players to replenish their ammo before the final boss fight. //added the Rickenbacker bridge replicator, sticking out of the goo
- No sound when cyberspace platonic solids 1226, 1227, 1309 damage player. //fixed (required both map and gamesys tweaking)
- The difference between the damaging and non-damaging cyberspace platonic solids should be more obvious. //fixed, added anim dynamic light; also hooked into router 755 to destroy them when the player launches into the final boss fight so they're not still using up dynamic light slots
- Recharging station 1249 needs light offset updated. //fixed
- Rickenbacker texturing on section near lights 998, 999 different from rick3.mis. //fixed
- Rickenbacker section missing floor arrow pointing to bridge door. //fixed
- Rickenbacker bridge missing wall computer screens. //fixed
- Rickenbacker engine core missing security computer. //fixed, made unlit and non-frobbable
- Added a grey TriOp crate sticking out of the goo over toward the deck entrance.
- SHODAN head's protective damage field radius too wide, and damages player silently. //fixed, fixed
- Rotating force field around SHODAN head looks awful because the segments "rotate" by teleporting around to 8 fixed positions. //fixed, they actually rotate now
- SHODAN head shots often slow down while passing through the rotating shields. //fixed in gamesys, horribly
- Ambient sound 1210 for final boss room only triggers within a small radius of one of the four possible teleport destinations. //fixed
- Mono warning about objects 409, 410 being out of room. //fixed
- Applied new object scales to the weird disappearing bullet clips on the top of the SHODAN spire.
- Sourceless light near chair 548. //fixed
- Change all cameras to use the red model to more closely match SS1's cameras. //done
- Could possibly add some of the missing wall decals, screens, and door frames to the Citadel area. //done; also made screens breakable
- Replace crates in storage room with authentic Citadel crates. //done
- Can be difficult to fall down "funnel" to final shaft due to Low gravity room type. //fixed
- Player can double-teleport into SHODAN chamber due to multiple teleport triggers in shaft. //fixed, moved extras out of the shaft and enlarged one remaining trigger to cover entire opening
- Melee weapons can hit the flying binary code objects. //fixed-ish; elevator objects forced to have physics models, so gave them all very small physics models
- Med bed 1274 physics top too low. //fixed
- Crates 1255, 1256 don't match positions of corresponding crates in SS1. //fixed
- Small crates 1251, 1253, 1254, 1255, 1256 should be pushable like in SS1. //done
- Now that binary code objects move around continuously, strings 1211, 1211, 1213 can be seen stopping in midair. //fixed, moved elevator paths 1218, 1219, 1220 out of world
- All flying binary code objects hugging the walls a little too closely. //fixed, made more centered on their corridors
- Microscope 1263 partially sunk into solid. //fixed
- Room with microscope 1263 has two microscopes in original SS1 level. //fixed, added another one in original position
- Added missing chair to room with 1263 (model from CCP).
- Possible to see Citadel area all the way from Rickenbacker bridge, somewhat spoiling the surprise. //fixed, added a fake wall that fades away as player approaches; also a fake wall to hide the Rickenbacker bridge when looking from the Citadel end

- Cyborg assassin 659 attacks the player the moment they enter the Citadel area, ruining what should be a cool moment. //fixed, moved to a nice ambush position in the next room
- Tweaked lighting in Citadel start room to more closely match SS1.
- Cyborg assassins get stuck against wall patrolling away from marker 642. //fixed'ish until a better solution can be found; moved patrol marker closer to door so they don't get stuck
- Missing light markers under lights 564, 565. //fixed
- Wedge lights 784, 785 completely buried in biomass. //fixed, deleted
- Players can be damaged by running too fast into the small ledges at the entrance and exit to the first cyberspace area. //fixed, added invisible ramps
- Load Squirrel script.
- Update lighting parameters.
- Fixed up texture V offsets in the medbed room near obj 443 and 512. While this means they now don't match SS1, they were clearly off (they actually are correct in SS1 demo).
- Door 1068 and its alcove now match their counterparts on Rick3.
- Purge messages and script vars. //done
- Increase physics size of security cameras 1260, 1261, 1262, 1275, 1276 to 1.5. //done
- Player can double-teleport into SHODAN chamber if they drop down shaft fast enough to hit failsafe trigger before SHODAN speech finishes. //fixed, hopefully. added scpShodanPit to tripwire 775, centers player in pit and sets their fall speed
- Moved tripwire 1354 below pit shaft. No longer necessary now that player fall speed is being set to a known value.
- Light texturing around pit shaft not correctly aligned. //fixed
- First-time players tend to fixate on the cameras and flashing lights opposite the entrance to the first shaft, causing them to miss the entrance, which was probably not Irrational's intention. //fixed'ish, added some lighting near the entrance
- Very easy to overlook entrance to the final shaft when you're concentrating on hopping down the steps. //fixed'ish; added some red lighting to the entrance to hopefully draw players' attention
- First-time players seem to have a really hard time figuring out which floating shapes are harmful (1309, 1226, 1227) and which are harmless, even though we've added a flashing light to the harmful ones. Maybe also add a sound to them? //done
- When returning to Rickenbacker area, ambient sound for that area isn't reactivated. //fixed
- Replaced all cameras (1260, 1261, 1262, 1275, 1276) with "fake" cameras (1109, 1111, 1113, 1115, 1118) so they won't make the whirring noise, for better SS1-style camera authenticity. Original cameras left in map (moved out of world and with Has Refs False) in case a future mod wants to use them.
- Ninjas often get stuck walking into wall trying to leave cyberjack room. //fixed, moved patrol point 641 a bit
- Replaced script on SHODAN shields. Shields no longer regenerate, have HP dependent on difficulty.
- Replaced script on HackMultiTrigger (276). Hacking each shield computer now reduces HP of all shields by 1/3rd of their max HP.
- Animated lights in front of shield computers 262, 264, 268 mostly blocked because they're set as immobile. //fixed
- Final boss fight should have some boss fight music. //fixed, added SS1 cyberspace remix as a song, so will only play when music volume turned up
- Beginning of fight too abrupt. SHODAN head can start firing on player immediately, and patrolling SHODAN avatar can be in position to immediately fire on player as well. //fixed and fixed. Added a Blind metaprop to SHODAN head 298. Created QB Filter 1128 and linked between ecology 292 and monster generator 293. These block anything down there from spawning or shooting at you. Created AI 1157 to watch for player's arrival. On arrival, waits 1.5 seconds, then removes Blind metaprop from SHODAN head and sets qvar to allow avatar spawning.
- SHODAN avatars can respawn almost immediately after being killed, making killing them feel pointless. //fixed. SHODAN avatars in vanilla are automatically respawned by an ecology, which runs on its own

independent timer, so a respawn can happen after any delay from 0 seconds up to the timer duration (15 seconds in vanilla). Fixed by adding a script to the SHODAN avatars that on death clears the qvar that allows spawning to happen, then sends TurnOn to new trigger delay 1150, which waits 15 seconds then reactivates the qvar.

- SHODAN avatar generator 293 has Raycast flag set, which causes most spawn attempts to fail since this is at such a tiny level and the spawn markers are all placed so they're visible to each other. //fixed, changed Raycast flag to Farthest
- Rare but possible for SHODAN avatars to fall into pit, getting stuck there for entire boss fight. //fixed, added monster slayers 1138, 1152 at bottom of pit
- Corrected some tripwire physics that didn't match their object size.
- Named tripwires 315, 316, 221, 254 to CPU1Zapper, CPU2Zapper, etc.
- Possibly add large corona at bottom of SHODAN shaft so players aren't just falling into nothing. //done, might need some tweaking
- Possibly add some water where the player first arrives in the level. //done, let's see if people hate it
- Static on bridge screens uses different texture scales. //fixed
- Named boss fight music starter in SHODAN chamber (1137) "BossMusic" so mods can reliably address it.
- Added dripping water particle effect to where you emerge at the start of the level.
- Smoothed out blocky flesh brushwork from where you emerge at start of level.
- Set scripts on SHODAN head 298 to inherit from archetype, only add TriggerDestroy on concrete.
- In boss fight area shield terminal pits, changed shallow ramps into steps so player isn't slowed down and flung into air when ascending them.
- SHODAN head should have some kind of explosion effect when defeated instead of just anticlimactically disappearing. //fixed-ish, now shrinks/fades out instead of just vanishing
- Changed marker DIE-SHODAN-DIE (743) script from dieshodandie to scpDieShodanDie.
- Created marker EndMovieRoom (1116) and pit containing it to allow seamless transition from end cutscene video to credits video.
- SHODAN head shots don't detonate when impacting the large screens. //fixed in gamesys
- Shield terminals often flicker when hacked. //fixed, now model swap instead of corpsing
- Shield terminal hack text needs updated to indicate the new effect. //done
- Shield terminal alcoves are so dark you can't see anything but the screen. //fixed-ish, added Extra Light to CPU1, CPU2, CPU3
- Added [REDACTED] Easter egg, accessed by [REDACTED].

Known Issues

Some stuff we haven't gotten around to yet, if ever.

global

- Many UI actions, like purchasing stat upgrades and modifying weapons, have no sound effect associated with them.
- Many automap inaccuracies remain.
- Rumbler's vulnerable to viral infection from exploding Psi Reavers.
- Monkey schema uses the same sounds for different alert states, making it impossible to tell their current state just by listening.

station.mis

- When the shuttle flying around the station is far away, sometimes its exhaust renders in front of it.

eng1.mis / eng2.mis

- Rare, random, irreproducible crash when first transitioning from Engineering A to Engineering B.

rec1.mis

- Multiple issues with automap accuracy.

command1.mis

- Sound propagation up first ramp from door 476 screwed up.
- Umbilical to the Rickenbacker looks nothing like what's shown in the opening cutscene.

rick1.mis

- The blown-out "six subdecks" is currently little more than a giant rectangular air box. It looks more like the ship was built that way than the massive devastation asserted by the logs. We should be able to do better than this.

rick2.mis

- Maintenance shaft ladder to Sickbay goes up, but logically it should be going down since the level is inverted.

shodan.mis

- Delacroix log warns that, "SHODAN has spawned her own versions of the Von Braun's horrors... remember, they are virtual, they are not real... do not assume anything about their strengths or weaknesses". But all we got were red assassins that act exactly like red assassins.

Modding

SCP adds several new object, terrain, and particle textures. These have been created to fit in with the resolution and color depth of the original assets. Any modders who'd like to include upgraded versions of these textures in their own texture upgrade packs, please feel free to do so.

If you're creating a mod that uses DMLs, note that all SCP maps set the mission-level qvar "**scplevel**" to 1. This value can be used in a DML fingerprint block.

To make it easy for scripts to determine when they're running under SCP, the gamesys contains the archetypes "scp_ver_b5" (added in Beta 5) and "scp_ver_b6" (added in Beta 6).

Explosions

SCP uses the original explosion bitmaps, but they've been moved to their own objects to allow their duration to be independent of the other explosion effects (in the original gamesys, the base explosion object and all attached effects are deleted the moment the bitmap animation completes). Bitmap explosion frame rate in SCP is 20 FPS.

The following objects may be DML patched to modify this:

- StandExp Bitmap (-5446): sexp
- Incend Bitmap (-5435): re301_
- Harmless Bitmap (-5452): re301_
- Disrupt Bitmap (-5463): re308_
- BaseHE Bitmap (-4655): re318_
- PsiMine Bitmap (-4660): re31b_

See SHTUP-ND for the specific DML contortions required to upgrade the resolution of explosion bitmaps without messing thing up.

Music

To add elevator muzak to the Von Braun, replace **snd/amb/elevator.wav** with any WAV or OGG file you'd like. An example music file is included in that folder. Remember to keep the file size reasonable, less than 20MB or so.

To add elevator muzak to the Rickenbacker, replace **snd/amb/elevrick.wav**, as above.

To add background music to the Body of the Many, copy **song/manysong.dis** into your mod package, change the extension from **.dis** to **.snc**, then save your music file as **snd/songs/manysong.wav**. Will not be audible in-game unless Music Volume is turned up in audio options. Song will activate when leaving the starting area of the level, and will thereafter loop continuously (if desired, the song start trigger object "ManySong" can be moved via DML). The WAV file must be 22kHz, 16-bit stereo, PCM, no metadata. Other formats are possible, but require creating a custom **manysong.snc** file. More details on this here: <https://www.ttlg.com/forums/showthread.php?t=140283>

Skyboxes

A custom skybox can be added to the space station level. The SCP version of station.mis uses a new skybox, **station**, that's a duplicate of the standard space skybox.

Are We Insane?

Yes.