Deus Ex Universe Community Update



Add to team



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Invite

To Do

IPDrv.dll and IPDrv.u from Nephytys will prevent DeusEx.u from being recompiled!



Fix Paris Map Datacube giving the wrong map in the GOTY map



Add an option to make the 'Ton raid script reload the last save instead of the next map



Maybe change Pimp attack barks to not be random and clearer that he's going to attack?



Figure out fake lip sync

Ask to copy Hawk's actual lip sync for barks

Add makecon.bat to the CU O 🖺 - Low Priority Fix Shortcuts \odot \equiv \bigcirc 1 \bigodot \square - High Priority Merge Manifest.int files. int files in general. Use Patch groups. O 🔲 - High Priority Add current PCSX2 versions to The Conspiracy and Project Snowblind Fix Uninstall / Original Deus Ex uninstall Convert .int files unicode format

Machine Translate untranslated setup files

Add fixes for other games in the franchise, start with ones listed on pcgamingwiki

O 🖺 - Low Priority

Fix resizing issues under different locale settings

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Plasma effect restoration

O 🖺 - Low Priority

-Mac and Linux Support

■ O □ - High Priority

Add fix for inventory bug when the player dies holding a weapon and starts a new game

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Liberty Island map skybox fix by Mkaelus

■ \bigcirc 1 \bigcirc $\boxed{\ }$ - High Priority

Have some sort of drop in mod install option

■ O ■ - Low Priority

Look into web based downloads for larger mods

■ O **■** - Low Priority

Expand Vandenberg Gas ending conversations

■ O **■** - Low Priority

Create speedrun specific setup

■ O **■** - Low Priority

Create version selector

Include the pcsx2 setup with nuvee Keyboard emulator with the franchise patch in case people want to emulate

O 🖺 - Low Priority

Look into creating binary patches, could massively reduce the file size of the patch

As part of the All-In-One idea should setup a framework for individual installers, maybe even modify DXmodloader to create automated dx installs

O 🖺 - Low Priority

Quick aug system		
=	O 🔲 - High Priority	

Experiment with automatic confix patching for translations with macro's

-Add HX to public package by default as soon as Han let's people distribute it.

🖸 🔲 - High Priority

Alex EMP'd bot message on lib island restoration

O 📗 - Low Priority

-Flx LP's in general to be in line with design doc

■ O ■ - Low Priority

-Fix long tunnel in NYC to NSFHQ, in the rescue Paul mission?

■ - Low Priority

-Fix Elevator in Jocks, breaks if you jump to maggies, and one player goes down. It can't be called up. Only relevant for HX

-Make a list of all goals that should be inactive, repeat it at least at every goal given. This should enable HX sequence breaking to be a bit neater.



-Add FemJC playermodel option and convo flag, ideally an option that lets the user load any skin/model, ask Bogie for help





Include PS2 Theme as an option

O 🔲 - Low Priority

Input tweak, let rmb advance convos, ect

O 🖺 - Low Priority

Optional un-asterisk code entry option, and a clear function

O 🖺 - Low Priority

Optional automatic code entry, like ps2, look into reusing any code

Look into MP server download as an update/install option

O 🖺 - Low Priority

Check ambrosia code for 747 and boathouse, specifically what happens if you check the boathouse last. looks like it says one barrel is left

O 🖺 - Low Priority

Organize every mod/patch into it's own folder

O 🖺 - Low Priority

Include documentation on console commands?

O 🔲 - Low Priority

Experiment with the various modloaders(also kenties) and custom directories in the ini file

O 🔲 - Low Priority

Development methods/philosophy research

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Animate Augmented Bob Page and Lebeer's (Deco's)

O 🖺 - Low Priority



Add dynamic keybind text based on the code Kaiser gave you



Change Server sorting to be based on IP, use code Kaiser gave you

■ O **■** - Low Priority

Comment Demo versions of DeuxEx.U explicitly, Top/botton, and at each uncomment

O 🖺 - Low Priority

Adjust all int files with the right dev name and links DO RIGHT BEFORE **RELEASE**

O 🔲 - High Priority

Get an italian patch manifest translation. Currently only have a disc based one. Mothership Loudspeakerz on the UNATCO discord maybe able to help according to Bogie

O 🔲 - High Priority

UP+ Option/basic features

■ O ■ - Low Priority

Fix Sgt. Michael Berry's name in 01_NYC_UNATCOHQ being 'Sergeant Michael Berry' (or change all instances of Sgt. for consistency with 'Private Lloyd' and 'Corporal Collins'

O 🔲 - Standard Priority

Fix not getting op bonus if talking to Manderley after Sam and Jaime in m1

O 🖺 - Low Priority

Experiment with waifu2x automatic upscale of textures / experiment with manual texture recreation at higher resolution

Check for unique texture files in translations, and account for them during install

O 🔲 - High Priority

Add back comments to ConFlx manually if macro's don't work

O 🔲 - Low Priority

Game modifier ideas. Comment with them here!

O 🖺 - Standard Priority

Automatic item pickup feature with priority lists/profiles like PUBG Mobile

O 🔲 - Low Priority

Fix Plasma Rifle

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Mission 08: Lower Jock's helicopter (that appears after talking to Stanton Dowd)

Really specific stuff: Move up microscope in 08_NYC_FreeClinic, change keypad to MJ12-UNATCO lab to correct code and event (current code is 1234, and event is none)

Flag off exploits and enable them if cheats are, like Shifter apparently does

■ O **■** - Low Priority

Use TNM Map Exporter to compare 1002f and GOTY map files

■ O □ - High Priority

Unofficial Patch V2 DeusEx.U modification to only be used in single player or if the server asks to .

O 🔲 - High Priority

Revision Code Port to UP/UP+ DeusEx.u

Setup Anti-micro Package "Deus Ex Soft Controller Compatibility Package"

O 🖺 - Standard Priority

Fix/implement RedArrow01 convo

■ - Low Priority

Add ps2 training dialogue

■ O **■** - Standard Priority

Look into Yuki's controller setup

Add explanations to .ini entries with comments. At least significant values

Invisible War Conversation bugs list

O 🖺 - Standard Priority

Look into reducing the "overdubness" of the Russian overdub through sound editing

O 🖺 - Low Priority

Compare Community based patch files to vanilla.

O 🖺 - Low Priority

Add MarkC's mouse acceleration fix as an option

■ ⊙ **□** - Standard Priority

Change install method for language packs, they should rename the existing DeusEx.exe instead of including Launch itself

■ O **■** - Standard Priority

Add an option to install Deus Ex

■ O **■** - Standard Priority

Try decompiling ConEdit

■ ⊙ **□** - Standard Priority

Create Confix Macros, to automatically apply convo fixes to 1112fm based translations. Also compare 1002f vs 1112fm con files

Doing

Appended vs Combined uninstall	
Update Hungarian install	
Make sure DeusExMultiplayer.ini and other .inis match default.ini. ⊘ □ - High Priority	
Compile RF ⊙ □ - High Priority	
Fix Scopes	
Document all available license information ⊙ □ - High Priority	

Use the reg copy command to get path values from the registry and use custom Product string **■ O □** - High Priority Make sure the same / proper registry values are applied whether or not the users installs the demo O 🔲 - High Priority

Make the demo install more clearly and / or like a mod

■ O □ - High Priority

Done

Finish Basic setup!

■ O □ - High Priority

Flx/double check language codes in core.int files

-Fix UNATCO isn't perfect line if it hasn't been COMPLETED: Seems to have been

O 🖺 - Low Priority

Trello setup COMPLETED: We're here! ⊙ □ - High Priority
Figure out the which map files to use for the Unofficial Map Patch base. COMPLETED: Using the 1002f files © © 2 O - High Priority
Add Bogie HX by default
GitHub Setup
Convert Japanese setup.int to Romaji (no longer needed, thanks Daet for figuring out the right unicode format!)
Phase out the current archiving system (Old bat file/7zip system from the beginning) in favor of a newer. simpler one that just deals with the extracted files

Make translations install with their own EXE like a mod

🖸 🔲 - High Priority

Modify language file exes to install in the root

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