[**Chapter 0:**](#_qhaes3lut78o) **2**

[**Chapter 1:**](#_2e5f9t3ue8jc) **3**

[**Chapter 2:**](#_c8qbumho4ul0) **4**

[**Chapter 3:**](#_uahzeud2phss) **5**

[**Chapter 4:**](#_529yp2xif7q4) **6**

[**Chapter 5:**](#_wwx9fgdqwwbw) **7**

[**Chapter 6:**](#_m9sqfmprlz8p) **8**

[**Chapter 8:**](#_qfhnn64fditi) **9**

[**Chapter 9:**](#_sj44zc8z937d) **10**

[**Chapter 10:**](#_h5bv5cgecsmg) **11**

[**Chapter 11:**](#_sgikggjg6sau) **12**

[**Chapter 12:**](#_xrutknizsmqa) **13**

[**Chapter 14:**](#_m74ilae0mw4q) **14**

[**Chapter 15:**](#_cgzyla701905) **15**

[**Barks:**](#_gkkacelazaf1) **16**

# Chapter 0:

Tutorial:

* Many typos in the unused infolinks.

# Chapter 1:

Liberty Island 1:

* No support for if the player has no room to obtain the free weapon at the start, should give you the choice on subsequent visit.
* By buying the 10mm ammo you gain ALL of his, all four clips. Change him to have less ammo to fix this, give him a different weapon so he doesn’t have to rely on a knife afterwards.

UNATCO 1:

* Trooper2.A4 sounds like it shouldn’t play when the player isn’t aggressive.
* Anna has a line telling you to get your stealth pistol from Carter that doesn’t play due to the briefing check being before it.

# Chapter 2:

NYC Streets 1:

* Buying Janey is said to cost 200 and checks for 200, but you only spend 100.

Ton Hotel 1:

* The hostages play their “help!” lines. Debatable if you want to do anything about this but it is pretty silly. I made it so they only play them while their terrorist has been dealt with, but this required map editing.
* GilbertRenton.MeetRenton says “unintended” instead of “unattended”.

Free Clinic 1:

* ClinicMaleBum1 should have flags be set while overhearing each conversation so they don’t repeat.
* ClinicMaleBum2’s barks should be after the conversations.

NYC Underground 1:

* Infolink still plays if you manage to get in without talking to Smuggler, which is an issue since it assumes that.

# Chapter 3:

UNATCO 2:

* Anna.AnnaAtUNATCO checks for AnnaThanks\_Played which is always false due to the chapter change.
* SamCarter tries to give so much 762mm ammo that it actually allows you to have more than the normal maximum. Fix this by setting his in game inventory to have the amount of ammo you want to give the player.

Battery Park 2:

* Guy selling the 3006 ammo gives one clip regardless of which you buy. Needs to be fixed by putting two clips of ammo in his in game inventory.

Brooklyn Bridge Station:

* Trying to receive the LAM from Lenny while you have no room prevents you from obtaining it.

747:

* Anna.AnnaEntrance checks for AnnaThanks\_Played TWICE which is always false due to the chapter change.

# Chapter 4:

UNATCO 3:

* UNATCOTroop checks for AnnaEntrance\_Played which is always false due to the chapter change.

Ton Hotel 2:

* PaulDenton.PaulInjured2 checks for MeetLebedev2\_Played which is always false due to the chapter change.

# Chapter 5:

MJ12 Lab:

* Map error, but a datalink trigger checks for DL\_nopaulcorpse which is non-existent and should be deleted.

UNATCO Final:

* Alex has some unused lines for dealing with Anna.

# Chapter 6:

Hong Kong:

* Apparently three lines are stereo instead of mono, but I changed four:
  + GordonQuick/Gate\_Guard2/GordonQuick06.mp3
  + Street\_Cop/Street\_CopBarks/Street\_Cop01.mp3
  + Street\_Cop/Street\_CopBarks/Street\_Cop02.mp3
  + Street\_Cop/Street\_CopBarks/Street\_Cop03.mp3

Hong Kong - Helibase:

* Jock has lines for waiting, but doesn’t play them due to his BarkBindName being JockInHelicopter.

Hong Kong - Market:

* MarketHKMilitary should play their “United” lines after TriadCeremony\_Played instead of Have\_ROM.

Hong Kong - MJ12 Lab:

* Dr Casswell’s (MJ12Lab\_BioWeapons) conversation doesn’t play due to having the wrong Speaking To actor set.

Hong Kong - Storage:

* The commandos need the space in their BarkBindName removed as it can cause crashes, also means that they don’t have any barks. Their BindName also points to an invalid conversation.
* Sotrage\_ComputerTech doesn’t play as the owner is hostile.

Tong Base:

* Base\_Guard MiddleBarks talk about Jaime and Paul, who only appear when the FinalBarks should happen.

# Chapter 8:

Smuggler’s Lair:

* Ford Schick needs his lines for NoRoom and SubsequentVisit added. Also needs AugmentationUpgrade changed to AugmentationUpgradeCannister (with two ns).

Also needs his barks to be changed to only happen when the aug has been accepted.

# Chapter 9:

Graveyard:

* JC says to Dowd “I’ll have Jock drop me off at the catacombs”, but his line reads “near the catacombs”.
* Jock checks for a chapter 3 flag instead of chapter 9 for subsequentVisit.
* Additionally, this needs to actually jump to the choice instead of ending.
* Not a mistake, but I made it so the image of the lower decks is the newest image given so it’s the default image shown while going to the image section while you’re at the ship.

# Chapter 10:

Paris Club:

* Cassandre should add the note “Storage room within the club behind the bar, the code is 1966.” after she gives the code.
* Can’t remember what I did, but I fixed something in regards to Cassandre and the choice for buying the code if you already broke in, but this required a new line.

Catacombs Tunnels:

* Mj12\_special01 say “harpie” instead of “harpy”.
* Chad.ChadThankful, JC says “your people will be be” instead of just “be”.

Paris Streets:

* Joshua.JoshuaOverheard2, “You have abandoned your own son” doesn’t have any punctuation at the end of it.

# Chapter 11:

Cathedral Subway:

* Joseph mentions Atanwe waiting at the tracks even if he isn’t yet, skip this line if the Cathedral hasn’t been completed.

Everett’s Home:

* Conversation with Everett where he gives the key should be uninteruptable otherwise there’s a softlock due to not getting the key.
* With the right flags set, the conversation can go from talking about Lucius DeBeers being cold, abruptly to JC saying that he killed him. He’s referring to the mechanic but the lack of context makes it seems like he’s talking about Lucius.

# Chapter 12:

Vandenberg:

* Stephanie Maxwell convo not playing if her MJ12 convo was not overheard. This was due to the same conditions for both convos, so change the owner to the MJ12ToughGuy instead.

Gas Station:

* TiffanyMiB conversation is unused. But the audio is located in Mission14 instead of Mission12.

# Chapter 14:

Sub-base Surface:

* DL\_sub\_base\_start is unused, but should be located in the chapter 14 package instead of chapter 12.
* Savage giving skillpoints should only be done after the SubsequentVisit check.

Missile Silo:

* CardPlayer1 says “Why’ d” instead of “Why’d”.

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# Chapter 15:

Area 51 - Entrance:

* Page’s mocking infolink at the elevator checks the player’s credits instead of their health.
* DL\_Final\_Page02.NotInjured says “then” when it should be “than”.

# Barks:

Both UNATCO trooper’s barks contains MJ12 barks for Gore, SearchGiveUp

Overall issue for barks, they don’t respect flag checks, but this is a code issue.