JK SUCKos MOD - 1.3.2

:: WARNING ::

While the core portion of this mod is relatively benign – as all it does is change the coordinates of star systems to match up to the Sarna coordinates. This can be added and removed from games with no issue – as the game will just default back to the original core game coordinates.

However, the optional 16 extra star systems will impact new campaigns started with those extra worlds, making those saves unviable if you remove the mod. In order to use the new systems, you will need to replace the mod.json file with mod – New Systems and Coord fix.json.

In my testing, the extra systems only seem to impact New Campaigns started after the systems are added. But, those game saves are then dependent on the new star systems being in the game. I have not seen the systems appear during a normal game, but please report it if they do.

If you choose to do a full uninstall of the extra systems portion of the mod at a future date, prior to uninstalling, you should perform the following actions:

- Log on to the Load Screen:
  - Delete any sessions where you were using the extra 16 systems and could see them on the map.
  - Older games that were saved before applying this mod should be safe.

If you have errors post uninstall, try replacing the mod files, then look through your saves and make sure none of them have these 16 systems in them.

:: ADDITIONAL NOTES ::

If you do decide to use the 16 extra systems, please note that the borders for the various powers are not properly drawn. This results in star systems looking like they are not part of the faction they should belong to (as the border does not encompass them). But, clicking on the world will reveal the correct faction owner.

:: Discussion Threads / Bug Report ::

https://www.nexusmods.com/battletech/mods/24?tab=posts

https://forum.paradoxplaza.com/forum/index.php?threads/mod-release-jk_suckos-star-system-coordinates-mod-optional-16-new-systems.1091293/

https://www.reddit.com/r/BattleTechMods/comments/8foysx/extra_variants_mod_star_systems_mod_and_minor/

:: REQUIREMENTS ::

- BTML
- ModTek
- BattleTech game is up to date with **current branch patch 1.3.2 (though the coordinate fix portion will work with any version at this time)**

:: FEATURES ::

This mod is 2 mods in 1, and can be added piecemeal into your game, depending on which portion(s) you want to use. This is achieved by changing which mod.json file is used. Within the JK_SUCKos folder, you will see two folders and 5 files

JK_starsystems (folder) – This has all 16 of the new systems in the region, these are made using the new starsystemdef format from 1.3.0 forward.

starsystem (folder) – This includes adjusted coordinates for all the in game Star Systems and corrections for the spelling of Camadeierre. It also fixes a spelling error in Renfield, New Vandenburg, Taurus, MacLeodsLand, New Ganymede and Samantha where Concordat is incorrectly spelled Concordant

JK SUCKos Mod.pdf – This document.

mod – Coord fix only.json – If you ever want to change this back to the default, delete mod.json, then make a copy of this file and rename it mod.json.

mod - New systems and Coord fix.json – If you want to activate the extra star systems, delete mod.json, then make a copy of this file and rename it mod.json.

mod.json – By default this is the Coordinate fix only

ReadMe-JK_SUCKosSystems-1.3.2.txt – Simple version of this document.

:: GENERAL OTHER STUFF ::

- Follows BattleTech ModTek/BTML standard of being placed in a “Mods” folder within the BATTLETECH folder.

:: GAME ELEMENTS IMPACTED ::

Currently the mod has 2 modes:

1 – Update all planets to match Sarna coordinates. This gives a more ‘accurate’ version of the star map, which more closely matches what is seen in the sourcebooks. See details on this system on the Sarna site: http://www.sarna.net/wiki/BattleTechWiki:System_coordinates

2 – Update all planets to match Sarna coordinates and add in 16 new systems to visit.

:: FIXED/ADDED ::

- 1.01 – Fixed some minor errors in the coordinates I typed in.

- 1.04 – added 6 more systems, bringing the total to 16 new star systems.

- 1.04 – Updated individual star system details on all 16 systems to make them more unique and interesting than the earlier generic versions.

- 1.04 – Corrected the spelling of Camadeierre system in the descriptions

:: KNOWN ISSUES ::

- None

:: CREDITS ::

♦ Justin Kase (aka Justin Kase Too, Val_LS)

♦ Volt and the members of the Sarna Unified Cartography Society (http://www.sarna.net/wiki/BattleTechWiki:System_coordinates)

♦ Gruese and his work on the interactive atlas

(https://forum.paradoxplaza.com/forum/index.php?threads/map-of-the-inner-sphere-3025-interactive-web-based.1075127/)

♦ Sarna in general, for being an awesome resource to point me to the right books about the various systems

♦ Fasa, Catalyst Game Labs and HBS for making all of this possible over the years!