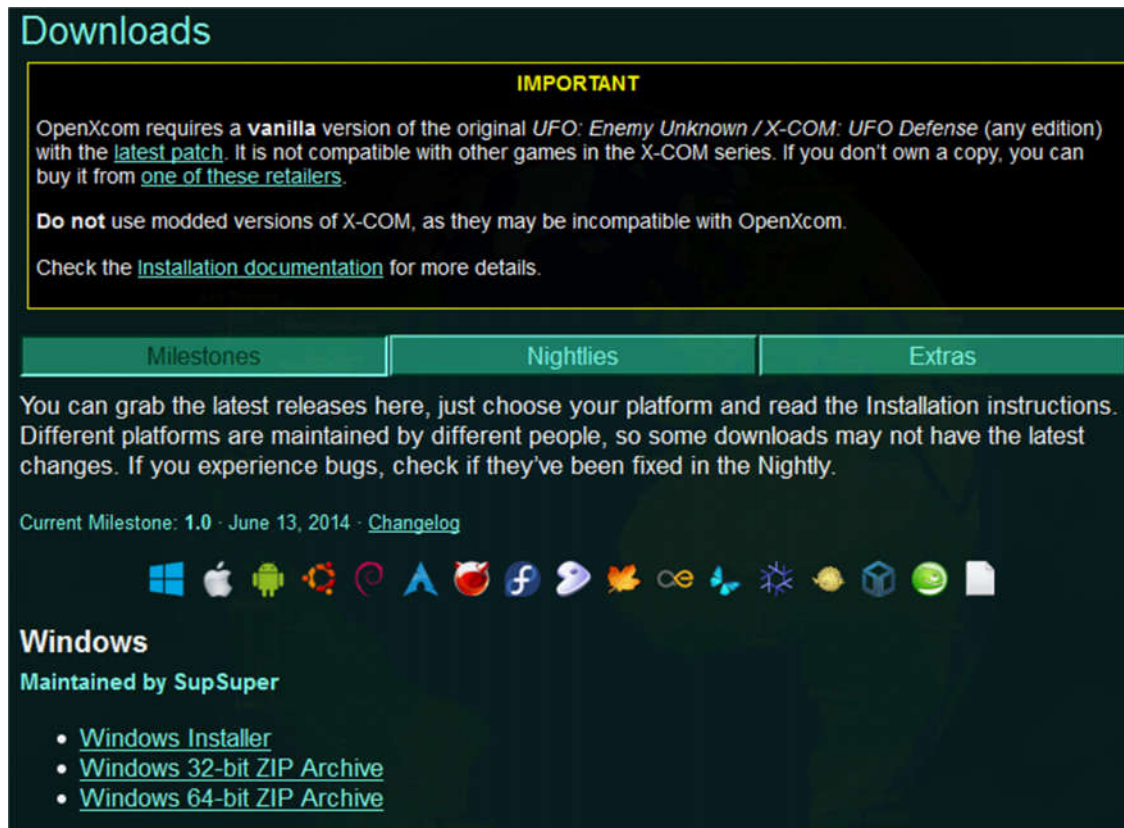


Release OpenXcom 1.0 Installation - Equal Terms Mod

Installing OpenXcom

First go to: <http://openxcom.org/downloads-milestones/> and download the Windows Installer.



The screenshot shows the 'Downloads' page of the OpenXcom website. At the top, there's a yellow box with the word 'IMPORTANT' in red. Below it, text states that OpenXcom requires a 'vanilla' version of the original *UFO: Enemy Unknown* / *X-COM: UFO Defense* (any edition) with the 'latest patch'. It also mentions that modded versions of X-COM may be incompatible. A link to 'Installation documentation' is provided. Below this, there are three tabs: 'Milestones', 'Nightlies', and 'Extras'. The 'Milestones' tab is selected. The text below the tabs says: 'You can grab the latest releases here, just choose your platform and read the Installation instructions. Different platforms are maintained by different people, so some downloads may not have the latest changes. If you experience bugs, check if they've been fixed in the Nightly.' Below this, it says 'Current Milestone: 1.0 - June 13, 2014 - Changelog'. There is a row of platform icons: Windows, Apple, Android, Linux, and various other operating systems. Below the icons, the 'Windows' section is highlighted, showing 'Maintained by SupSuper' and a list of links: 'Windows Installer', 'Windows 32-bit ZIP Archive', and 'Windows 64-bit ZIP Archive'.

Downloads

IMPORTANT

OpenXcom requires a **vanilla** version of the original *UFO: Enemy Unknown* / *X-COM: UFO Defense* (any edition) with the [latest patch](#). It is not compatible with other games in the X-COM series. If you don't own a copy, you can buy it from [one of these retailers](#).

Do not use modded versions of X-COM, as they may be incompatible with OpenXcom.

Check the [Installation documentation](#) for more details.

Milestones | Nightlies | Extras

You can grab the latest releases here, just choose your platform and read the Installation instructions. Different platforms are maintained by different people, so some downloads may not have the latest changes. If you experience bugs, check if they've been fixed in the Nightly.

Current Milestone: 1.0 - June 13, 2014 - [Changelog](#)

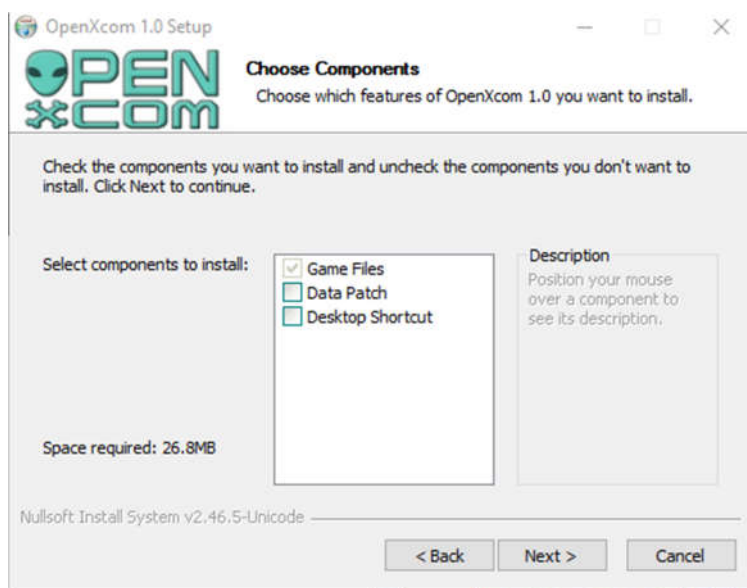
Windows | Apple | Android | Linux | ...

Windows

Maintained by SupSuper

- [Windows Installer](#)
- [Windows 32-bit ZIP Archive](#)
- [Windows 64-bit ZIP Archive](#)

Run the installer – Unselect the 'Data Patch' option. (We'll install it later)



Installing the Xcom Resources

The installer should do this, but if not:

Open and copy over the following folders from your original X-Com install

Name	Size	Packed Size
UNITS	478 802	170 574
UFOINTRO	2 801 818	1 047 157
UFOGRAPH	447 838	107 482
TERRAIN	634 918	204 816
SOUND	2 736 358	1 324 578
ROUTES	27 444	12 528
MAPS	284 734	30 592
GEOGRAPH	2 836 701	498 756
GEODATA	370 233	92 908

GEODATA, GEOGRAPH, MAPS, ROUTES, SOUND, TERRAIN, UFOGRAPH, UFOINTRO, UNITS

Into the 'OpenXcom\UFO folder'.

Game Settings

Run the game.



Go to options and set up your sounds and graphics (along with filters) to your liking. Start a game, save it and then exit the game.



Data Patch

At <http://openxcom.org/downloads-extras/> get the data patch

Milestones

Nightlies

Extras

This section contains content made by fans to beef up your OpenXcom experience. Note that third-parties are not affiliated with OpenXcom, and we are not held responsible for any issues that their websites and/or content may contain.

Data Patch

Since OpenXcom depends on the original game data, it also suffers from bugs present in that data like map glitches and problems. To fix these you need to apply a data patch. However, it is recommended you keep a backup of the vanilla game data, in case you start experiencing issues after applying one of these.

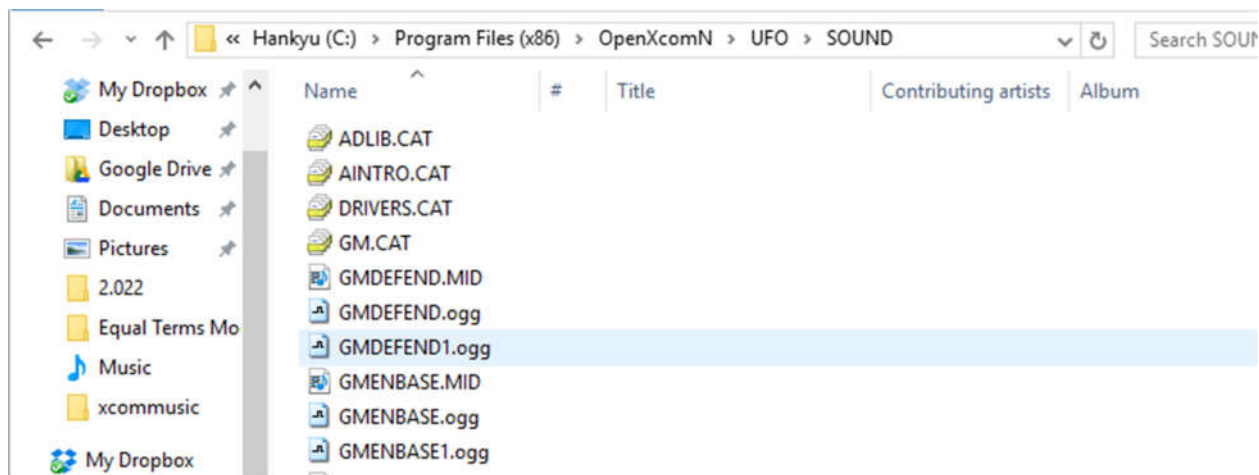
- [OpenXcom Universal Patch](#) (included in the Windows installer)

Unzip it over the 'OpenXcomN\UFO' directory, like the resource files

Installing PSX Music (Optional)

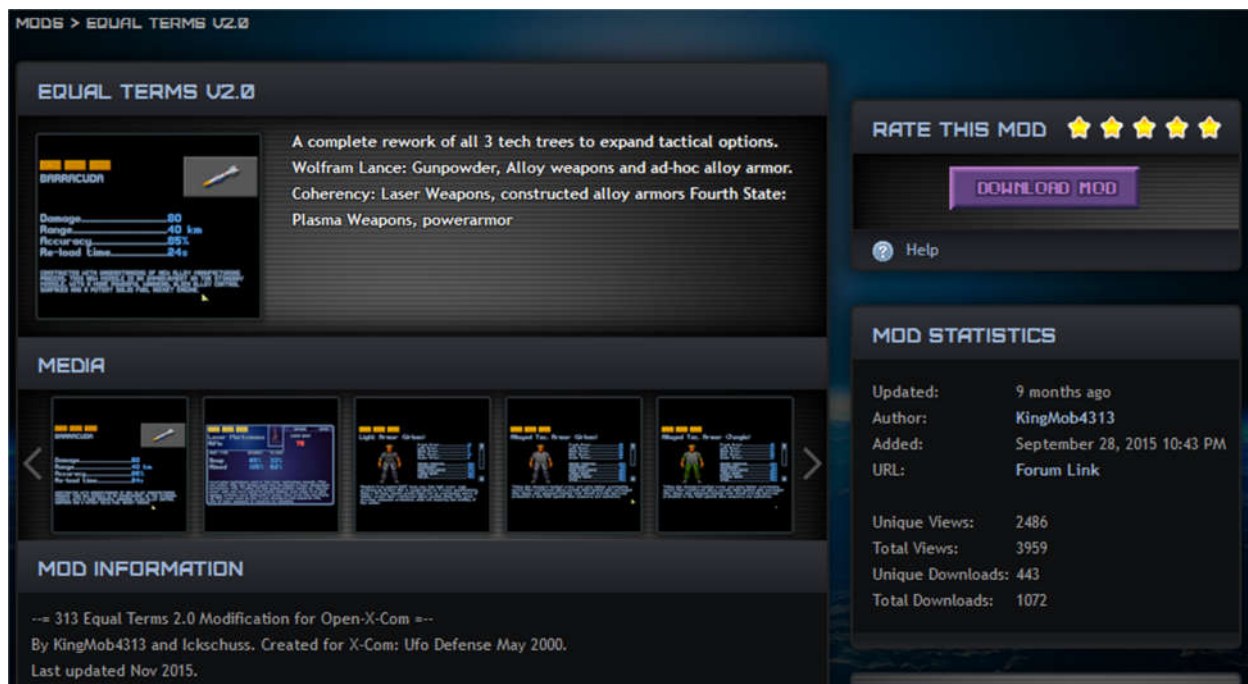
Navigate to: <http://www.openxcom.com/mod/ufo-defense-psx-music>

Download it and unzip it to \OpenXcomN\UFO\SOUND



Installing my 'Equal Terms 2.0' Mod

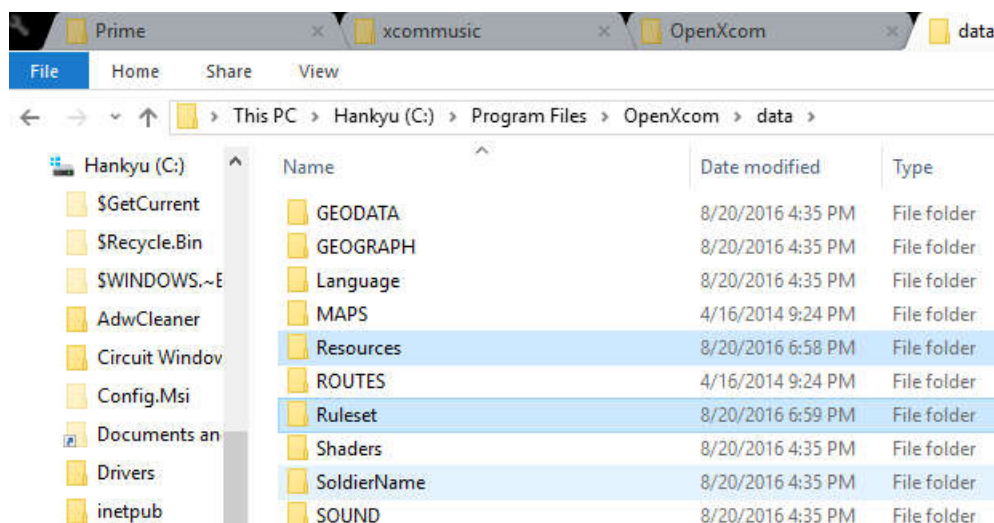
Download the latest version of my mod at: <http://www.openxcom.com/mod/equal-terms-v2-0>



Inside the zip file, you'll find two folders, inside the 'Prime' folder are the files you want.

	Nightly	8/18/2016 10:51 PM	File folder	
	Prime	8/18/2016 11:01 PM	File folder	
	EqualTerms2.0b022_Readme.txt	8/18/2016 10:51 PM	Notepad++ Docu...	9 KB
	EqualTerms	10/31/2015 10:46 ...	File folder	

Unzip this folder to the **C:\Program Files\OpenXcom\data** Folder.



Run the game again.

Go to Options > Mods and select my mod.

They will be all the mods Prefaced with 'ET'



Also turn on 'UFO Extender Accuracy' in the **Advanced** Tab



THIS IS ABSOLUTELY NECESSARY

And turn on the other suggested options if you like.

(Shown here as well



You should be ready to play.

If you want the file that places people you know in the game every time you start a game, message me.

Other Suggested Mods

Terrain Pack by Hobbes:

<http://www.openxcom.com/mod/terrain-pack>

Luke's Extra UFOs (Read the comments on the mod)

<http://www.openxcom.com/mod/luke-extra-ufo>

Improved Living Quarters

<http://openxcom.org/forum/index.php?topic=2806.0>

For any other questions, check: <http://ufopaedia.org/index.php/OpenXcom>