Fallout: New California Development Docs. powered by GoogleDocs™

This is a guide under constant development for the fans of Fallout: New California, and is a replacement for the aged Development Bible. More concise, efficient, and visual, this guide will integrate the finished content with our remaining plans. Beware of some spoilers, as these guides serve to inform players as much as our community of developers.

My hope is that this guide will entice some additional talented programmers to join the team and get the story into the GECK with us. That said, we'll probably have to adapt this document several times over the course of the next year(s.)

Stay up to date with news regarding the project at:

Pay-Pal Donation Link ----- To Volunteer go to Discord -- BETA 200 Credits List

Last Document Update: 7/6/2018
Last Released Version: BETA 1.3.1

**Currently Under Development:** Final Revisions, QA, and Launch Prep

INSTALLATION GUIDE

Installing F: PB is very easy. Go to the ModDB or Nexus page and download the latest version: **BETA 1.3.1 FULL.**

Use [Fallout Mod Manager,](#) FOMM, to install the file. Nexus Mod Manager works also but has a shoddy history with our mod.

If you use DLC, or Project Nevada, ensure all of them are active in your load order and our installer will automatically detect them and apply those patches.

If you are installing manually, your DATA folder should look like this:
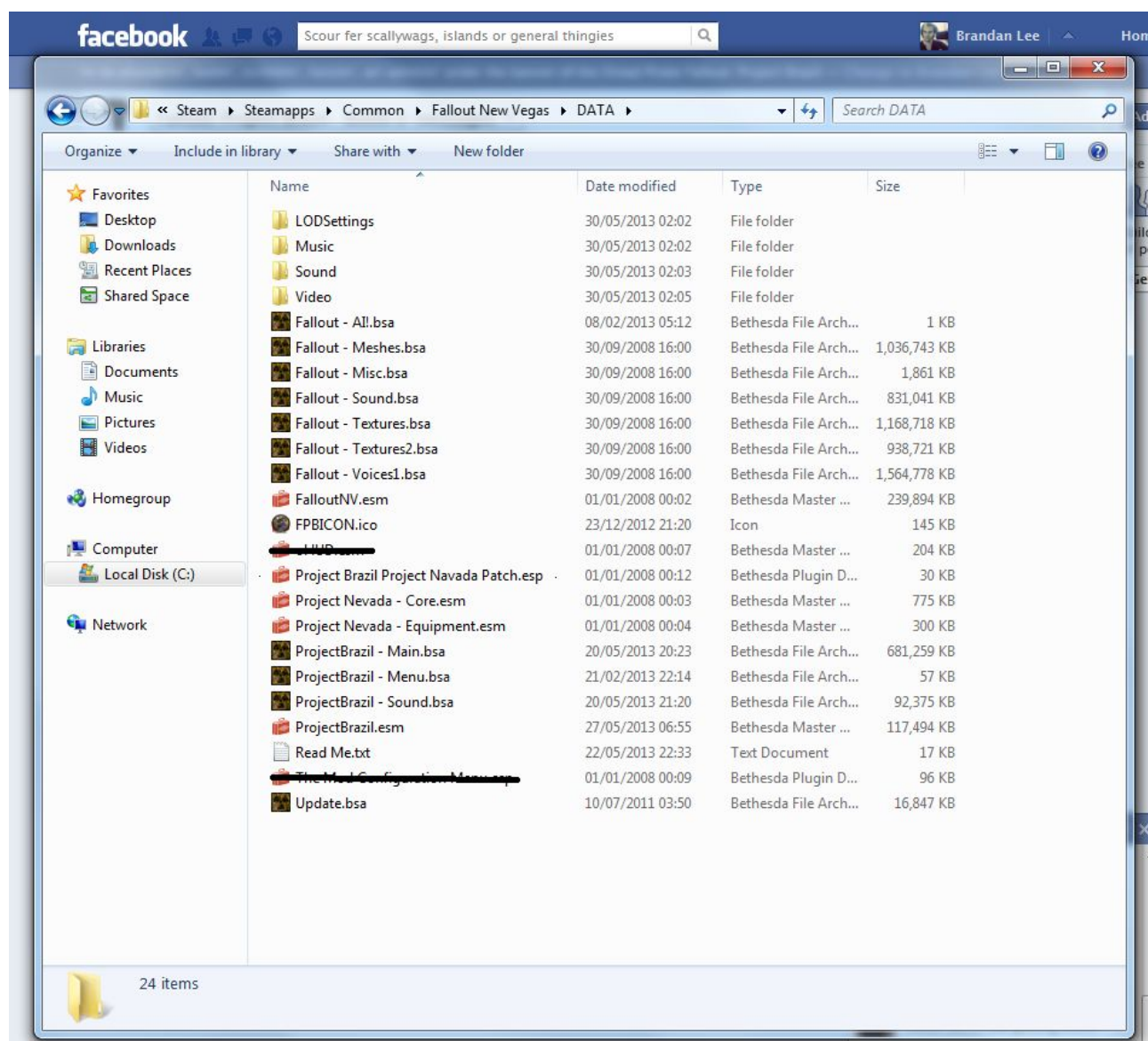
FIXING COMMON PROBLEMS

1. When you install New California, and load the Main Menu, you hit New Game and New Vegas loads⋯
    - Make sure that you installed the FULL version of the mod (a 1.2GB Download.)
    - Make sure that any Patches were installed as an Update and replaced the .esm.
    - Make sure that your DATA folder matches the above picture.
    - If you have an ALTERNATE START MOD, remove it from your DATA folder.
    - No, seriously, delete the Alternate Start mod. Don't disable it, delete the files in the DATA folder.
    - Mission Mojave has a Patch for New California found here: Mission Mojave
    - Performance Altering mods will also tend to cause this.
    - Try loading only these in FOMM: [x] falloutnv.esm [x] NewCalifornia.esm

2. You run into Invisible Doors in certain places...
    - Install the 1.3.1 Update.
    - DON'T use TCL to cheat. Hit ~. Select the door with your mouse and type DISABLE. Hit enter.

3. You are at the Pinehaven House and nothing is happening, the quest won't update, etc⋯
    - Wait until the 2nd Installment comes out some day, or join our team. The quest isn't ready yet.

4. You get killed in the Wasteland by Stormtroopers and Raiders⋯
    - Wait until the 2nd Installment comes out some day, or join our team. The area isn't balanced yet.

5. You installed the patch and now the voices won't play and faces, textures, etc are all broken...
    - Install the latest FULL version of the game again. Apply your patch manually and overwrite - yes.

6. You are having a problem where you are lost in the current quest or think that quest is broken⋯
    - Check out our handy Quest Guides Below!
    - Post on one of our forums.

7. You can't draw your weapon in the Dream?
    - Hit ~ Type: ENABLEPLAYERCONTROLS and hit enter. Fixed in 1.3.0.

Main Quest Guides - Download these SVG files and open in your browser (spoilers.)
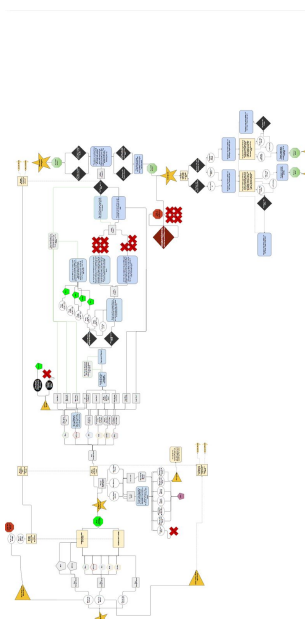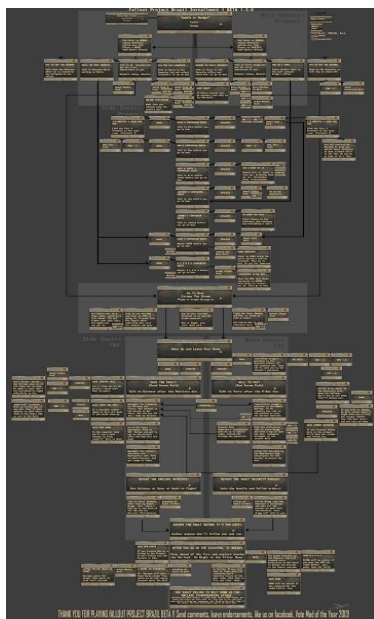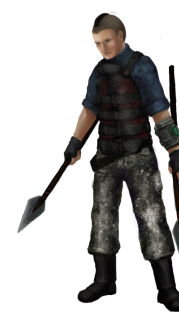
[First Installment Quest Guide](#)   [The Second Installment Chapter 2](#)   --   [Chapter 3&4](#)

Companion Guides

[Johnny Matheson](#) |[Jenn Hale](#) | [Kira Mann](#) | Jamie Campbell&Eric Campbell | Ben Kurtz

Cool character art by Connie Taylor!

These guides are powered by Google Drive's image system. All you have to do is follow the link, wait for the image to load, and zoom in. You may have to download them for a full view.

```
Scroll - Zoom in and out


Left Mouse - Navigate
```

If you find anything wrong with these documents compared with the released content, just let us know by posting on one of our forums. These guides encompass the first and second installment, from the start of their companion quest to the end.

SECOND INSTALLMENT TASK LIST INTRODUCTION

o - Finished - Who
o - Claimed & WIP - Who
o - Problem Child
o - Unclaimed

I know that a lot of our fans watch this page religiously while we work, and I love having this level of openness. I could never do this on one of my Hollywood jobs or a AAA Dev Team. The responses and ongoing communication with our audience really helps keep us motivated and focused on practical concerns that are easy to lose sight of when you're 120 hours deep in programming or modelling.

That said, this document is absolutely rife with spoilers. You can't possibly get more spoilerific than the nuts and bolts of minute details. If you're the kind of person that can't help themselves but don't want to ruin the first play, go watch AlChestBreach videos. Go, shoo! We'll let you know when it's done.

If you're interested in our methodology, part of the team, or just curious as to what's going on, feel free to continue and leave comments.

Now, onto the Guides.

PS. Can I be a voice actor? No. :p Not unless you live near me in Tucson or Los Angeles.

PPS. Can I help? Yes, but only if you take initiative first.

PPPS. Can I write for F: PB? I'm a great writer!... *Quit that!* Submit a finished character formatted according to our documents below and I will add it to this list - *No application necessary.* 850+ applications take too much time to reply to just to watch them give up, so let's try it this way. If you say you're awesome and don't show me, I'll be pissed and ignore you. If you think you have the chops, just write something and turn it in. Then I'll be impressed!

PPPPS. Feel free to edit my awful typos.

QUEST DESIGN DOCUMENTS - 2nd Installment
Brandan Lee & Steven Cates

Our dialogue folder can be found HERE. Revised Story HERE.

[Blast Radius]
1.   A Night in Pinehaven - BLee - IMPLEMENTED IN GECK
2.   Lost Roads - BLee - IMPLEMENTED IN GECK

[NCR]
1.   Bridge Over Eye-15 - BLee - IMPLEMENTED IN GECK
2.   A More Perfect Union - BLee - IMPLEMENTED IN GECK
3.   Journey to the Deep - BLee - IMPLEMENTED IN GECK
4.   Wasteland Defense - BLee - IMPLEMENTED IN GECK
5.   Destroy Fort Daggerpoint - BLee - IMPLEMENTED IN GECK

[Bridges Between NCR & SVR Quests]
1.   Card Under the Table -BLee (SVR to NCR)-IMPLEMENTED IN GECK
2.   Whores of Union City - BLee (NCR to SVR)

[SVR]
1.   Hell's Gate - BLee - IMPLEMENTED IN GECK
2.   Join the War Machine - BLee - IMPLEMENTED IN GECK
3.   Battle in the Deep - BLee - IMPLEMENTED IN GECK
4.   Counterstrike - BLee - IMPLEMENTED IN GECK
5.   Destroy The Prison of Horrors - BLee - IMPLEMENTED IN GECK

[Super Mutant]
1.   War Lords -BLee
2.   The Master's Revenge

[Companions]
1.   Jenifer Hale -BLee - IMPLEMENTED IN GECK
2.   Ben Kurtz - BLee & SCates - IMPLEMENTED IN GECK
3.   Kira Mann - BLee - IMPLEMENTED IN GECK
4.   Johnny Matheson - BLee - IMPLEMENTED IN GECK
5.   Jamie Campbell - BLee- IMPLEMENTED IN GECK
6.   Eric Campbell - BLee- IMPLEMENTED IN GECK

[Persistent Side Quests]
1.   Random Dream Beds 1-5 - BLee
2.   Caravan Quests for SVR & NCR - IMPLEMENTED IN GECK
3.   Ammo Quest for the SVR & NCR

[Enclave Side Quests]
1.   Red White and Blood -BLee & SCates -IMPLEMENTED IN GECK

[Wasteland Scout Side Quests]
1.   Little Yellow Bolts of Light

24/24 Written - 24/24 Implemented in GECK Cut for Time

SCRIPTING ASSIGNMENTS

See these two documents:

Revised Story Outline.

Scripting Breakdown Stage by Stage.

FPB After Party Quests:
1. Jenifer Hale - Implemented in GECK
2. Ben Kurtz - Implemented in GECK
3. Kira Mann - Implemented in GECK
4. Johnny Matheson - Implemented in GECK
5. Jamie & Eric - Implemented in GECK

BUG LIST FOR THE 2ND INSTALLMENT:

- New Missing Audio is here:
https://docs.google.com/spreadsheets/d/1IrzH-GdpnEjcbBYl39sV8jFnRWlGeBe1LaOJMsThLuQ/edit#gid=67652136

- Old missing audio is here:
https://docs.google.com/spreadsheet/ccc?key=0AqcRPSzN9pt5dENoVzBMNWNBQ1plVTF2VXhlNUtmTFE#gid=0

- New Bug List & QA Document is here:
https://docs.google.com/document/d/1Zfcww_K5CKCEnPR6h6b9M2DlKuGvo-u8wGBERLU4u1E/edit

Voice Work: Part 2 - Recorded - Implemented - Missing -

Steven Cates - Ben Kurtz (Dustin Edit & BLee Edit) [Lip Files]
Rachel Marguerite Santay - Jen Hale (BLee Edit) [Lip Files]
Dan Ziffer - Johnny Matheson (Mark Edit) [Lip Files]
Caitie Singer - Kira Mann (BLee Edit) [Lip Files]
R.D. Mower - Eric Campbell, O'oga (Mark & BLee Edit) [Lip Files]
Carley Ren - Jamie Campbell {final} (Mark Edit) [Lip Files]
Hunter Byers - Jarl Coriolis, Mevil, Mandrake (Dustin Edit) [Lip Files]
Nathan O Miller - Captain Less Jameson (BLee Edit & Mark Edit) [Lip Files]
Eddie Bolero - Juan Jose Marxson Elsdragon (Mark Edit) [Lip Files][RETAKES][REEDIT]
Autumn Ivy - Ranger Vargas and Annai Oran Eliza Elsdragon (BLee Edit) [Lip Files]
Scott Glenner - Paul DuVille and Casio ((Quinn & BLee Edit & Mark Edit) [Lip Files]
Cynthia Jeffery - Chevy Bragg (BLee Edit) [Lip Files]
Roger Owen - John Bragg & Jerri (BLee Edit) [Lip Files]
Richard Hatter - Richard Camper (Mark Edit) [Lip Files]

Duke Standbury - Dr. Rossman Hologram (Mark Edit) [Lip Files]
Jessica Kind - Jamie Campbell (BLee Edit)
Esteban Vindola - Hassan the Black Vulture (Blee Edit) [Lip Files]
Nico Alvarez Dominguez - Black Vulture Male (BLee Edit) [Lip Files]
Eric Schumacher - Overseer Christianson Redux (Mark & BLee Edit) [Lip Files]
Jose G. McKinney - The Father (Mark Edit) [Lip Files]
Bill Crouch - General Bill Silverman (Quinn Edit) [Lip Files]
Ariana Gonzales - Black Vulture Female (BLee Edit) [Lip Files]
Douglas Duffy Johnson - Wilson Wilco (Mark Edit & BLee Edit) [Lip Files]
Ian Baxter-Stewart - Noss, Infected Savages (BLee Edit) [Lip Files]
Nick Stratton - Captain Jackson (BLee Edit) [Lip Files]
Zombie Carl - Old Tom Farley (Mark Edit) [Lip Files]
Lily Santoro - Sylvia Semi (Mark Edit) [Lip Files]
Joseph Wilson - Gaius Dioclecian(Mark Edit) [Lip Files]
Winston Allen - Gate Guard Walter (Mark Edit) [Lip Files] [Lip Files]
Andrea Foley - NCR Trooper 2 FeMale & O'oga Wife (Mark Edit) [Lip Files]
Yonezawa Takashi - Shi Warrior {Final_Male} (BLee Edit) [Lip Files]
Iwamoto Sayori - Shi Warrior {Final_Female} (BLee Edit) [Lip Files]
Sekiri - Kieva Nanjima (Thomas Edit) [Lip Files]
Sayama Yuusuke - Shi Warrior [Lip Files]
Satonaka Yuzu - Shi Warrior [Lip Files]
Sano Yoshinori - Shi Warrior
Murao Syouhei - Shi Warrior
Kojima Kyouko - Shi Warrior
Hiyamizu Yuuka - Shi Warrior
Hagino Harunaco - Shi Warrior
Edward Ian Downs Jr. - Beuford Duffney, Gatekeeper (BLee Edit) [Lip Files]
Matthew Downs - Tribal Guard (Mark Edit) [Lip Files]
Darryl Oconell - DJFullMetal, Tribal Guard, Bird (BLee Edit) [Lip Files]
Nino Colaleo - Rey Guerrero (Mark Edit & BLee Edit) [Lip Files]
Sara Mirasola -- NCR Trooper 2 Female & O'oga Wife Redux (BLee Edit) [Lip Files]
Joe Jozwowski -- NCR Trooper 1 Male & Bert Grumman (BLee Edit) [Lip Files]
Ki McKenzie -- NCR Trooper 2 Male, (BLee Edit) [Lip Files]
Ben Britton -- Ooga Son Reduc and Vault Security Guard Mark (Mark Edit) [Lip Files]
Scott Sherman -- Male Vault Dwellers 01, Teeg Carter, JDA (Scott Edit) [Lip Files]
Dani Evans -- Female Vault Dwellers 01, Raya (Scott Edit) [Lip Files]
Rogelio Camarillio -- Atl Irepani (Scott Edit) [Lip Files]
Kelly Busi -- Survivalist Female, Viper Female (BLee Edit) [Lip Files]
Marc Busi -- Canton Ripfist, Water Merchant (BLee Edit) [Lip Files]

3D ART and LEVEL TASKS REMAINING
Raider Battle Wagon
Vault 18 Atrium Collision Meshes
Vault Medical Light √
Vault 18 Sliding Door √
Melting V18 Door for Hydro Lab
Vault Metal Wall Panel for Elevator + Tutorial
Cog Door Exit Model
----(double sided 18 with spinning cog core, armature moves it inside (no drill)
-------Hand Off to Weijisen for animation

Finish Psycho Cavern + add spiders (and spider statue + Beelzebub)
Make Upper Apartments Great Again (for the last time, they were never good.)
----Renavmesh
------Reapply triggers to ensure none are broken
---------Destroy for CH1
Fix the Atrium roof (again)
-----------Delete it and make with canyon walls?
-----------Revert back to cement?
-----------------Make an "infinite" shaft of apartments?
-----------Make an "Infinite" shaft of hallway pieces and apartments in rock?
Populate Atrium circle with rooms & props from Atrium 1.0
Make the destroyed Atrium
---Add in Graffiti
------Re-Navmeh
-------Fix broken trigger fields
---------COPY The entire finished cell to Atriumbdestroyed
-----------Destroy for CH1
Quickly build the new Hydroponics lab space & Renavmesh & Trigger
Vault 18 Exit Cavern Overhaul
Father's Den Main Area Challenges
The Father's Meat Machine
---FEV Pits
---FEV Walkways
-----Exit to the Missile Site
-----Spice up Missile Site
Spice up Silverman's office
New Sandcrete textures
New Daggerpoint Wall Texture
New Speedy B hall & wall texture
New Road Signs & Truck Stop Billboard
Request to Borrow new cars (Tractor espc.) for Union City & Athens
Raider Battle Wagon!
Add collision to Raider Battlewagon

Audio / Video TASKS REMAINING

Edit Ending Narrations Audio! √
Create End narration Screenshots!
Animate Ending Narration!
Add Relevant Music
BINK-ify and compress! MOB -- SHI -- NCR -- SVR -- ENC
Add in New Wilhaven NPCs √
Scatter them here and there
Finish purging "Star" from old dialog and fixing inconsistent audio
Dream Sequence replaced with Wild Wasteland -- Shoot, Edit, Bink Bragg Rebel Cutscene
New Intro Video!
Release Date Reveal Trailer!

TEAM MEMBERS AND CONTRIBUTORS of the SECOND INSTALLMENT

Sam Polito, Avery Davis, Tyler G Woida, cameron august, gabby, Tom Rogers, Toasty fresh, hagyjalbeken, ZuTheSkunk, Mike Muse, Lord Inquisitor, Scott Mack, Macintroll, Doodlez, zzjay, drumber, Ashura, El Pasco, Tomminfinite, Marco, kibblesticks, Don't Forget Barbarians v Patriots kid, lucianhector, zilav, EdibleGrenade12, Fergus Bradley wikia, Anthony Jordan Morse wikia, Benedikt Aron wikia, tapioks (vending machine,) pilamin (Plant LODs, Vanilla Lods), [eomanv](#) **(Big guns)**
Russian Localization: TwilightKhan MagnuMspec Delpriore egooo Allnarta Testing: botuala Паха007 TwilightKhan

Photo Wall:

[**Midwestern Marauder Cosplay**](#) -- [**Erik Anderson**](#)
[**Tyler G. Woida**](#)
[**Ronald Buzdigian**](#)
[**Brian Reese**](#)
[**Jesse Mendoza**](#)
[**Hunter Donovan Byers**](#)
[**Ian Curtis**](#)
[**Mike Medellin**](#)
[**Ryan Hilsman**](#)
[**Austin Kennedy**](#)
[**Amy Fikes**](#)
[**Justin Mattoni**](#)
[**Ryan Dulavitch**](#)
[**Steve Rieck**](#)
[**Christian Jon Lachtara**](#)
Pablo Cortina
Martin Purvis
Aussie Thomas
Thomas McNiece
Steven Cates & Lace Mitchell
[Joel Jr Madrigal](#)
[Leland Li](#) Credit to [Jordan Baylon (Kufspawn)](#)
[Michael Cummings](#)
[Joel Jackel](#)
[**Baty Alquawen**](#)
[**Johnnie Houston**](#)
[**Amy Wilder**](#)

TEAM MEMBERS AND CONTRIBUTORS of the FIRST INSTALLMENT

Cast List:

Johnny Matheson - [Companion] - Dan Ziffer
Coach/Colonel Bragg - [NPC]- Roger Owen
Dr. Kevin Rossman - [NPC] - Duke Standberry
Sargent Chevy - [NPC] - Cynthia Jeffery
Jenifer Hale - [Follower] - Sarah Mitchell + Roxanne Harding
Ben Kurtz -[Companion] - Stunnin' Steven Cates!
Jamie Campbell - [Follower] - Isobela Georgiadou
Eric Campbell - [Follower] - R.D. Mower
Kira Mann - [Companion] - Caitlin Singer
Overseer Albert Christianson - [NPC] - Scott Harders
Earnest Schwartz - [NPC] - Dan Ziffer
Terra May [NPC] - Raven Griffen
Jason Christianson [NPC] - Steven Cates
Shawn Star [NPC] - Brandan Lee
Mandy Star [NPC] - Cheauharn Mon
Sarah Carter [NPC] - Raven Griffen
John Diesel Anderson [NPC] - Ian Scott Whittaker
Joe Marshall [NPC] - Scott Harders
Yetti Hale [NPC] - Steven Cates
Misc. Vault Voices (male) - [NPC] - AJ Kosky
Misc. Vault Voices (female) - [NPC] - Raven Griffin
Sgt. Norman - [NPC] - Ian Scott Whittaker
Chief Evanson - [NPC] - Scott Harders
Ancient Eddie Bolero - [NPC] - Eddie Bolero
A L P H A - [Companion] - Brandan Lee
Enclave Male Soldiers - [NPC] - Danny Do
The Male V-Sec - [NPC] - Taran Jeffery
NCR Radio Host Roger Moore - [NPC] - Ben Britton
b6RK - [Companion] - Ali Kaz Foxsen
Additional Voices - Brandan Lee

Team List:

Brandan Lee - Project Lead - Lead Level Design & Story Writer
Rick Hukkanen - RickerHK - Lead Programmer & Tireless File Management
Fast Freddie - General Bug Fixing & NAVMESHING THE ENTIRE WASTELAND + LOD ver2
Ali Kaz Foxen - Quest Scripting on B6RK
SGHi.info - Interface Revolution Mod Contribuion
Sesom - Additional Scripting
Jack Klein - Etherial - Level Building near Fort Daggerpoint, Vault Pipeworks
overhaul, BHR
Clark Gudas - Level Building near Fort Daggerpoint & Wasteland Areas
Raphael Dejesus - Textures, Sound Effects, Navmeshing
Joshua Meehan - 2D Art
Matthew Seddon - Quest Scripting on The Dream Sequence
B. Dylan Hollis - Additional QA and Scripting
Stunning Steven Bowie - Dialogue Writing & Fixes
Connie Taylor - GECK Grammar & Spelling Editor

Roslin Thelso - Writing Excerpts for Dr. Rossman
Andrew Endowy - Writing Excerpts for Eric Campbell & Kira Mann & Sgt Norman
Scott "Reaver" Harders - Writing Excerpts
Iouri Synogatch - Writing Excerpts
Kellen Touey - Writing Excerpts
Erich Von Hildberghausen - Original Soundtrack Composer
Christana Udracon - Original Soundtrack Composer
Tyler "Speedy B" Bourne - Interior & Models for Vault bits and buildings
Miles "TrickyVein" Wimbrow - Interior & Exterior & LOD Models from Fallout 1&2
Meo 3000 - Vault-Tec Resources - especially the round windows
Cambragol - Vault 88 Resources, which became Vault 18's base architecture.
Andersh - Football Armour Resources
Dragbody - Vault 18 Armour, Survivalist Armour, and more Resources
Toadlet - Vault Jumpsuit Resource
Neverclock - Harnesses and belts Resources
Quetzelscanatango - Creature models, Character Models, & Armour
Ren - Hair Pack Resource
Idkrrr - Hair Pack Resource
Kozaburo - Hair Pack Resource
Yoshikinakota - Hair Pack Resource
Tommy Purdee - GECK Startup Error Fixer
Chuck Steel - LOD Resource Essentials Pack
Elijah M Houck - Helping solve endless L.O.D. Issues
Robert Helms - Fixing GECK Issues and being a great mate
Captain Mitch - Fixing Geck Lip Sync
Wyll - Project Brazil Hi-res Textures
C.i.B - Additional Character Models and Resources for Monsters
DeathclawAlpha - Implementing our new creatures and placement
Commander Tak - New Logo for F:PB
Cpocurtis - Log Fort Resource
JCDenton - Level Layout Modifications near Vault 18 long ago
Harry Luck - Trailer Park, Tent, and Boeing 747 model resources.
ReZ - Adding collision mesh and LOD for various bits that Obsidian left out of
New Vegas
ZitaX - 2D art of the lass in the Nerd Story
Brandon Lee Welch - Kurtz Concept Art
Brian Pea & Darla Petty - Radian Helix Media's official Blood Splatters
Ashley Deluca - Installation Screen Girl
bibbeh - Peacekeeper Pulse Pistol

Ian Weiss - Giving Albert Christianson a name and religious bend
Clinton Nicely - Writing excepts for Earnest (before Steven's revisions) and
Albert's conversation
Breeze - Base of the Torso Model for Vault Exile Armour
ElminsterAU, Sharlikran, zilav, hlp - FNVEdit - Without this utility there
would be no F: PB
ScripterRon - FNVPlugin - Again, without this, there is no F: PB
Purple Pigeon and hlp - GECK Powerup

Special Thanks:

Cecilia Huerta - Love, Admiration, Support, and Letting us use your Lab. <3
Barbara Pittman - Love you Mom for all you do.
Pearry Teo - For D&D, being a great drinking buddy
Marji & James Kosky - Helping with about everything with tireless friendship
Eric Simpson - For helping us even when shit seemed hopeless. Thanks man.
Independent Film Association of Southern Arizona
The Duke and Cat Show
The Nexus Forums
Ed Chiarini - You know what you did, asshole.
OUR FANS ON FACEBOOK - you guys rock!
Obsidian Entertainment - Thank you for Decades of Entertainment and Education
Bethesda Softworks - For your support, releasing GECK, and future endeavors
Robert Helms - Support & Encouragement from Beyond Boulder Dome
EMH - Support & Encouragement from Alton, IL
Jeux - Support & Encouragement from Radiant Flux
Amy Gurr - Sending us Danny Do
Derek Zweiner - Borrowing that Thing
Matthew Griffiths - Supporting the Project
Jeffrey Zauderer - Supporting the Project
John Belt - Supporting the Project
Daniel Kroese - Supporting the Project
Malte Schröder - Supporting the Project
Dennis Hughes - Supporting the Project