**A3Wasteland for g4-gamers release 1.5 notes & Installation instructions:**

**Release Notes:**

* New features:
  + Territory Persistence and Territory Ownership improvements
    - Territory capture state will be persisted across server restarts
    - Territory ownership is resolved at the side level for [OPFOR,BLUFOR] and at the group level for Independents, as before, but with the enhancement that ownership for independents is resolved down to individual players in a couple of specific cases:
      * When a player who has previously captured a territory, left the server and rejoins the server while ‘his’ capture is still in place, he will get back ‘ownership’ of that territory in one of two ways:
        + If the player’s UID exists as part of a saved list of UIDs associated with the group that owns the territory (useful for leaves & rejoins within a server session), he will get attached to the owning group. The list of UIDs associated with a group only gets updated when players accept a group invite, leave a group, or get kicked out of a group. Leaving the server without first leaving the group will permit the player to rejoin the group if they rejoin the server within the current server session
        + Or, if the above condition is not met, If the player’s UID exists in the list of UIDs that captured the territory and that territory is still held by independents, group ownership of the territory will be assigned to the player’s group.
      * When an Independent player accepts a group invite, any/all territories owned by the player’s group will transferred to the group he is becoming a member of. This is useful for when a lone independent captures some territories and then gets invited to a group.
* When an Independent player leaves or is kicked out of a group, he will lose territory ownership of any territories the group owns (captured territory pattern will go from solid to hatched and no payroll payouts will go to him). His UID will get removed from the list associated with the group owning a territory, but not from the list of UIDs that captured the territory. Note: if a player leaves/gets kicked and they ‘gave’ some territories to the group that they had captured, they can effectively reclaim those territories by leaving and rejoining the server.

**Build and install instructions**

Files/directories needed:

|  |  |  |  |
| --- | --- | --- | --- |
| **File/dir** | **Description** | **Build Step** | **Install Instruction Steps (below)** |
| /g4Wasteland.Altis | Mission Dir files for .pbo | Create .pbo and transfer to server. | 2. |
| /A3W\_extDB\_pack/\*.sql | Database definitions and schema mod scripts | Copy a3wasteland\_db\_v2.04.sql and a3wasteland\_db\_v2.04\_upgrade.sql to server | 3. |
| extDB/db\_custom/a3wasteland.ini | SQL for scripts | Copy to server directory | 4. |
| A3Wasteland\_settings/main\_config.sqf | Runtime server options file | Copy to A3Wasteland\_settings server directory for the .Altis mission | 5. |

1. Shut down the Wasteland Server
2. Mission .pbo / Server config update:
   1. Copy g4Wasteland.Altis to the server’s MPMission directory
   2. Edit the server.cfg file in the main directory, replacing ‘A3Wasteland\_v0.9gh.Altis’ with ‘g4Wasteland.Altis’ in the class Missions {} section.
3. Update the database schema (can be done with the server online and working)
   1. Use MySQL workbench or another SQL tool to run the SQL in **a3wasteland\_db\_2.04\_upgrade.sql** to create the tables required for territory persistence.
   2. Verify that the tables were created by looking at the db schema and checking that tables named “territorycapturestatus” and “territorycapturelog” were created.
   3. Note: the other file (a3wasteland\_db\_2.04.sql) is could also be run, but it is intended to re-create the database from scratch in the event of a db disaster. I don’t know if running it will wipe the existing data in the db, so I recommend just running the \_upgrade version instead.
4. Update the extDB extension SQL interaction file. Copy the updated a3wasteland.ini file to the appropriate \extDB\db\_custom directory.
5. Update A3Wasteland\_settings\main\_config.sqf. Copy this file to the appropriate A3Wasteland\_settings directory.
6. Re-start the Wasteland Server