

THIRDSPACE



Manual written by MillenniumMan

This is the offline manual for ThirdSpace, the newest incarnation of SubSpace. After 11 years, the game has finally grown up into something truly amazing, and there is only you, the player, to thank.

As you read this, keep in mind there are still bugs and fixes that need to be dealt with in the alpha version of the game, as it is not yet finished. This version is not only more stable than previous versions released to the public, but far more compatible with everyone else's setups.

1. Basic layout and Controls.

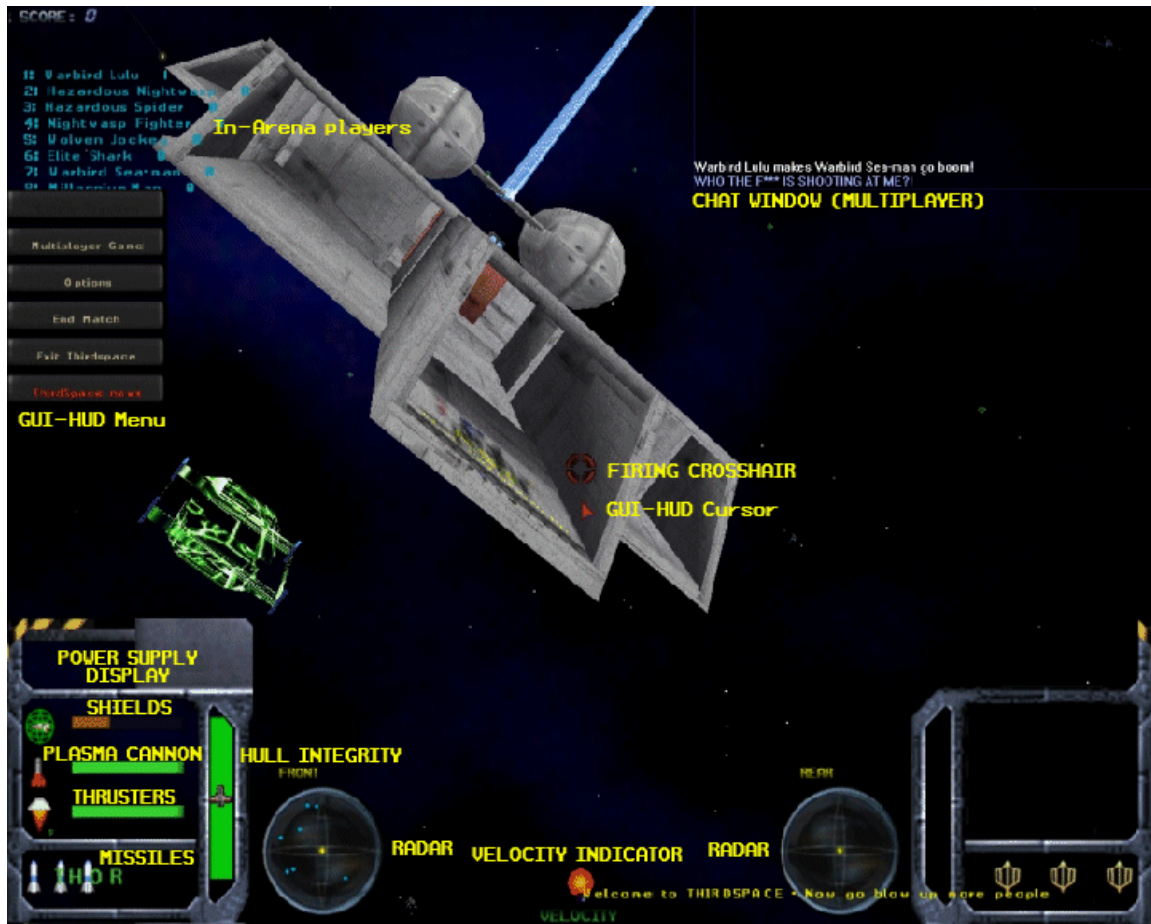
2. Weapons

3. Greens

4. Ships

5. Version Changes

1. Basic Layout and Controls



- A. In-Arena players: Displays everyone currently playing in the game arena.
- B. Chat Window: System messages and opposing players are shown in teal; your typed messages are in dark blue. To activate the chat window, hit T, to send your message, hit enter after you've finished typing.
- C. GUI-HUD Menu: This is used for in-game options selection. Anything from restarting a single-player practice game to exiting to changing ships in-game (still bug ridden). To access while playing or to hide it, just hit escape. This can be cycled through by using tab.
- D. Firing Crosshair: This is where your gunfire and missiles should go if you're shooting straight.
- E. GUI-HUD crosshair: Used for in-game menu selection. For men who play with mice.
- F. Power Display menu: Shows the power level consumption from each of the ships primary systems. These systems are:
 - a. Shields
 - b. Plasma Cannon (formerly called L1 through L4 guns)
 - c. Thrusters

- G. Missiles: You are allowed a physically limited amount of space for weapons on your ship. Your missile capabilities change with the varying power-ups (Greens) that you pick up in the arena.
- H. Hull Integrity: How well your ship is holding up before you die in a horrible explosion.
- I. Radar: A three-Dimensional display giving a heads-up of all enemy ships in the arena. There is a Fore and Aft display (Front and Rear) Enemy ships are in the traditional blue color, while you are in Yellow.
- J. Velocity Indicator: Shows your speed in space

The controls are as follows.

Arrow keys:

UP/L MOUSE -	FORWARDS
DOWN -	BACKWARDS
LEFT -	ROLL LEFT
RIGHT -	ROLL RIGHT
T -	MISSILE LOCK
V -	CAMERA VIEW
ENTER -	CHAT DIALOGUE OPEN/SEND MESSAGE
TAB -	FIRE MISSILE
CONTROL -	PLASMA GUNS
ESCAPE -	COMMANDS LIST
~ -	TOGGLE SCORE LIST
HOME -	SPECIAL ABILITY

2. Weapons

What good is a space ship if you don't have anything to kill other people with? Here's a basic rundown of what's available to you.



Plasma Cannon: This is your primary gun. Known as L1 through L4, increasing in strength with each level, but using extra power with each increase.

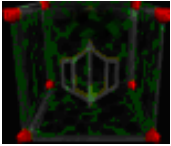


Missiles: Harder hitting, takes no power from your power plant. They however are in limited supply on your ship. All vessels are only capable of holding a maximum of six of any one type. Every time you find a missile replacement green, you gain two extra missiles for your stores, but they may change depending on the missile power-up you collect.

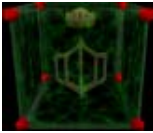


Accessories Power Status Indicator: This shows when your special items such as warp, anti-warp, repel, burst and cloak are available at full charge. When you have three shield indicators, you are at full charge and able to use your special ability.

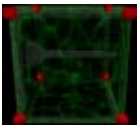
3. Greens



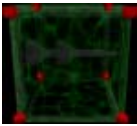
Full Power: This recharges your power system to full capacity.



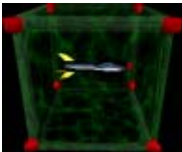
Hardened Shields: This increases shield strength temporarily.



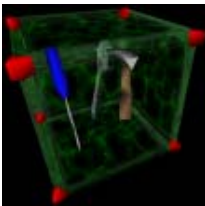
Ion Missiles: Simple ion missiles, Level 1 damage.



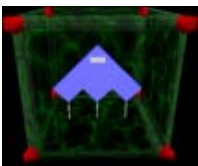
Decoys: These missiles look like Warbirds. When launched, they are usually locked on a target and are impossible to out-run, but not out-maneuver.



Thor's Hammer: This is an L4 weapon, simple brute force. A couple of hits from this and you won't have to worry about trying to fix your ship because you'll be dead... *Zzzzzzz...*DEAD! DEAD! DEAD! DEAD! Mister McCleary! Pay attention in flight class!



Ship Repairs: This will patch up your ship immediately from all the hits you've taken.



Stealth: This will for a short time make you invisible to everyone's X-radar. This is not a cloak, so don't expect them not to pick you up visually. Good news is, their missiles can't lock on you either while this is engaged.

4. Ships

Admit it, without ships you couldn't fly around from place to place to blow stuff up. This is the standard selection of vessels to play with in ThirdSpace with brief descriptions



Warbird

The Warbird's armor and shields may not be as durable as the Leviathan, however, coupled with a high turn rate and close-in plasma mounts, this is a fighter built to hurt its opponents then humiliate them. It lacks the thrust of many of its opponents ships, so the Warbird pilot must rely upon his superior skills and guns to do some major damage.



Javelin

The Javelin is reminiscent of fighter craft of old. Based loosely on older American F-15 Fighter Jets, the Javelin shows that newer isn't always better. When another ship loses its ability to move in an atmosphere because it's meant mostly for space travel and has no need for aerodynamic flow, the Javelin outperforms all but the shark in low-cloud dogfighting.



Spider

The Spider is a real pain in the ass, equipped with almost no shields to speak of but massive firepower, this ship is like a flying bomb with a nutjob for a pilot.



Leviathan

The Leviathan was designed to be a dual-role personnel carrier and attack ship. It has potent armor and heavy shields, and its firepower is strong enough to take on armored ships. Its twin engines produce a very high thrust, but they still have trouble accelerating this much mass at rates comparable to other, "pure" fighters. As the last war came to a close, the Leviathan was pressed into service as a second-line fighter. Pilots used the cargo / troop space to store dozens of self-propelled guided mines.



Terrier

During the war, pilots of the Terrier complained of its light shielding, and the fact that its quad cannons were spaced so far apart that they were difficult to bring to bear against small fighters. In more recent conflicts across SubSpace, however, the Terrier has redeemed itself with its extremely powerful engines and tight turn rates. The shields, still weak, have been upgraded to a superior recharge rate, giving it staying power against all but the most determined assaults. To further the feeling of security in pilots, this ship was recently outfitted with a force field which can be activated for short periods of time. When active, the Terrier is all but invulnerable.



Weasel

The Weasel is aptly named because of its extreme maneuverability and small profile. This vehicle however is seriously underarmed and is best used for scouting and spying.



Lancaster

The Lancaster is perhaps the most well-rounded fighter to appear in the war. The twin cannons were placed close to the fuselage to make up for their mediocre damage, increasing the likelihood of both generating hits in the hands of a skilled pilot. Late-model Lancs were equipped with limited Hyperdrive capability - the effects very short range and random, but handy in getting the pilot and ship out of a tight spot. By the time opponents spotted their vanished quarry, the Lancaster was already closing in on them with recharged system power.



NightWasp

The Nightwasp, a long forgotten fighter ship from the future, whose only markings were from a company called Virgin, run by Sir Richard Branson of England. This fighter ship has some family resemblance to the FC/120 Javelin, but is faster, more maneuverable, packs much more firepower and just looks cooler.



Shark

No burning engines whatsoever. The Shark relies on the newest hybrid Asgard/Human technologies for interstellar flight and maneuvering. Nicknamed the flying pancake, the shark can be an agile fighter in space and in any atmospheric condition.

5. Version Changes

Version 1.8

First public release in a year and a half!!!

Weasel has been re-implemented after a few minor tweaks to the model. Now back up to TEN ships in the game!

More features can be edited client-side.

Banners disabled on ship hulls for this release.

Re-enabled single-player practice mode. AI is back to shooting at it-self again.

Beta (in-house un-released 1.1 through 1.6)

Temporarily disabled single-player practice mode due to the “gang-up” or “ass-kicking” bug. The computer AI pilots would all gang up on the human player all at once and kill him in a second.

Had a baby, put a few things on the back burner, including ThirdSpace.

Beta release 0.9

Name change (Again) To ThirdSpace

New video rendering has been implemented. A whole new render engine means new problems to be found, so stay tuned...

Instead of using .wav or .mp3 files, the .Ogg format has been selected as the final soundtrack codec. This means smaller file sizes, same quality as CD or MP3

Had to temporarily remove the Weasel from the game. There's a bug in the model itself that caused the game to crash.

Pre-Alpha 0.7 and 0.8

Models were cleaned up, firing rate was made power plant based as opposed to capacity based. This means no bullets, but lasers.

Mines were dropped in CNL since they've become useless in three dimensions.

GUI has been drastically changed from the old Subspace/Continuum layout

Camera view has been fixed. Instead of using F1-F3 to change the camera angle around the ship, you can now just use V.

::::CONTINUUM: NEXT LEVEL::::

Pre-alpha 0.6

There are several new features since the last release. Some of you hadn't received word of the last release, and for that I'm sorry. Hope this makes up for it.

List of features in 0.6:

1. The multiview camera finally works. You can now switch between standard view, dead down, and classical subspace view. Flip through them by hitting F1 F2 and F3
2. The front end client has a new appearance. It's not the best FE, but it does what it needs to. New one coming soon.
3. New control setup for the ships you can move in all three axis. But it's still not perfect, you get no yaw (barrel roll forwards)
Use Page up and Page down to maneuver up and down.
4. I think the multiplayer problem has been solved, but can't be sure until play resumes.
5. All three Weapons work. There is still a bug though that makes the different weapons fire out of the wrong port. Still tracking it down.
6. Name change from Subspace II to Continuum: Next Level

Other crap:

I've left a lot out of this file, mostly because I hate writing docs of little relevance that most people will never read.

If you have a question or a comment, please don't contact me via e-mail. Odds are I will find you on the boards at <http://www.ssforum.net>



Rest in peace M.J.