

Introduction

What Is TS2 Redux?

TS2 Redux is a fan-made project which aims to fix and enhance the port of **TimeSplitters 2** (TS2) contained in the 2016 game **Homefront: The Revolution** as a hidden away as an unlockable easter-egg. This port of TS2 is rendered natively on PC and console in full HD (to 4K), with widescreen and mouse/keyboard/gamepad support. It also uses high-quality assets and audio.

This project installs into Homefront's game folder and unlocks all of TS2 permanently, fixes several game-breaking bugs, adds quality-of-life enhancements, and extra content.

Video: [YouTube - TimeSplitters 2 Redux v0.1 - Release Trailer](#)

Where Did This Come From?

Normally, the Homefront TS2 port is limited to just 2 playable story missions: *Siberia* and *Chicago*. Players would need to play through Homefront's campaign for several hours until they reached a TS2-themed arcade cabinet in the game where, when interacted with, would cause TS2 to take over their screen until they exited and resumed playing Homefront's campaign.

The developers who worked on Homefront bundled TS2 into the base game as an easter-egg, but even though players could only access Siberia and Chicago, the entirety of the game was still present [in Homefront's game files](#), including all of TS2's campaign, arcade, and challenge levels. They did it this way because it would have been more work to create a unique version of TS2 just for Homefront as opposed to including the entire game and simply altering the main menu to hide parts that they wanted to block. The port was originally intended to be a standalone remaster, with

work beginning as far back as 2008, but at the time Homefront was released in 2016, the TS2 port was unfinished with several game-breaking bugs. The developers included [special cheat codes](#) that could be entered in by the player that unlocks the rest of the game, including its various bugs. In 2021, the codes were finally [revealed on Twitter](#), which lead to the formation of a team of TimeSplitters fans to start working on creating this project.

For more information on the history and evolution of this project or the TS2 port, see the [Backstory](#) page.

Features

Full Game Permanently Unlocked

All story missions unlocked

Arcade mode unlocked (custom + league modes)

Challenge mode unlocked

All [minigames](#) unlocked by default (Anaconda, RetroRacer, AstroLander)

Game-Breaking Bugs Fixed

NeoTokyo cutscene crash fixed. NeoTokyo can now be played!

Reaper spawn crash issue fixed. Return To Planet X can now be played!

Rain-on-camera glitch fixed. No more black squares flickering on screen while playing rainy maps like NeoTokyo and Compound.

UI and Menu Fixes

Menus adjusted to fit on screen properly. Stretched elements (character images, icons, etc) also fixed.

Options menu restored and working. Can now access player profile statistics screen.

Various tweaks to the menus to get them to look closer to the console versions.

Many in-game textures have been recreated in higher resolutions to help this almost 20 year old game look a bit less pixelated on HD displays.

Custom TS2 Launcher

Load straight into TS2, skipping Homefront's intro animations and menus entirely.

Homefront Ripper

Deletes all Homefront files that are not needed in order to play TS2. Reduces the game's size from 46GB to just 2.5GB.

Save/load Player Profile.

Normally the game doesn't keep track of your achievements in Arcade League and Challenge

modes. This fixes that, allowing you to save and load your progress and stats.

2 Hidden Levels Unlocked

Dam and Western are playable in Arcade Custom mode. These are special multiplayer versions of the maps Siberia and Wild West from story mode.

All deathmatch-related modes, like Vampire and Gladiator, can be played in these levels.

Chemical Plant (TS1) Map Added

The developers [inadvertently](#) included a half-working version of the TimeSplitters 1 map "Chemical Plant" in the game's files. It is now fixed and playable in Arcade. This classic TS1 map was never available in the console ports of TS2.

Mods and Cheats

Numerous mods and cheats have been added. Cheats are always available using keyboard commands whereas overhaul mods must be installed or uninstalled.

When you launch TS2, a black window will appear showing you the button combinations to press on your keyboard to toggle certain cheats. Press **Shift+F1** to see even more keyboard commands.

Infinite health (invincibility)

Infinite ammo

Bodies don't disappear after dying (story mode only)

Disable auto-lookahead (camera doesn't return to center when moving)

Disable breathing (no camera sway while character is idle)

Freeze time

Prevents the game from processing A.I. movement.

Use this sparingly in short bursts, because it can lead to crashes, especially when moving into a new area in a level.

NeoTokyo Pedestrians in Arcade.

Replaces most military characters with the civilians from NeoTokyo. This also shortens their names to fit in the character menus.

Compatible with the "Unusable Characters in Arcade" mod.

Simple Ammo Counters

Changes most types of ammo to be shown as numbers on your HUD instead of bullet/shell images.

Centered Weapons

Places all two-handed guns in the center of the screen and all one-handed guns as close to the center without clipping as possible.

Unusable Characters in Arcade

Replaces Stone Golem, Wood Golem, and Sentrybot with their larger Story Mode versions.

Gargoyle is also replaced with X-Ray Skel, and Trooper Black is replaced with GasMask Special.

Compatible with the "NeoTokyo Pedestrians in Arcade" mod.

Team Thief Mode

Allows you to enable or disable teamplay in Thief. Only Red and Blue teams can be chosen.

Low Definition Models

Changes most guns and some characters to use lower-definition models, making them appear blockier and cruder-looking.

OneHit StoryMode Player Death

You will die from any source of damage in Story Mode, no matter how little it is. Enemies are unaffected.

Unfair Bots

Story Mode enemies have high health, rapid fire weapons, and incredible accuracy. You are unaffected.

All Enemies are [CHARACTER]

Replaces almost all Story Mode enemies with the character of your choice.

Some hats will clip into larger characters or hover over shorter characters.

Unique enemies like the Portal Daemon and Barrel Robots are unchanged.

All Rockets

Almost every weapon is replaced with the Rocket Launcher in Story Mode or Arcade.

You can dual-wield Rocket Launchers as well.

Some objective-related weapons are unchanged.

All Bricks

Almost every weapons is replaced with the Brick in Story Mode or Arcade.

You can dual-wield Bricks as well.

Some objective-related weapons are unchanged.

Mod Packs

Included are several themed mod packs by Yossarian the Assyrian. These operate differently than the Cheats listed above. These mod packs can be installed during setup and are permanently enabled until either the corresponding .dll file for that mod is removed (or renamed) from the \Bin64\TS2Redux folder OR by running the installer again and removing the mods you no longer

want.

TimeSplitters 2 Remix Mod

From [Remix Mod - moddb.com](#)

All 10 Story Mode levels have been overhauled in a single mod, featuring the same premises as the GameCube version. These changes also carry over to its Arcade Mode, where additional content like the Mox Weapon and Silenced Lugers are available! Although it lacks the custom textures of the original, the remastered Remix Mod makes up for it with new features.

All Story levels have altered music options! New character replacements make up some of the enemies you'll encounter, like riot cops in Chicago or clowns in Notre Dame! Some unique weapons also appear in this mod port, like the lightning-shooting Storm Pistol and powerful Future Shotgun!

Haunted Edition Mod

From [TimeSplitters 2: Haunted Edition - moddb.com](#)

Be prepared for ghoulish action in this spooky mod for TimeSplitters 2! The story is set in an alternate 1979, where a mysterious plague has been corrupting people into undead monsters across America. As the newest recruit of an organization investigating the incidents, you'll battle against zombies, cultists, and all sorts of enemies in your search for answers. You'll experience this journey across 5 Story Mode levels ~~and 4 MapMaker levels~~.

All sorts of thrills will await players: dozens of diabolical new characters, an arsenal of grisly new weapons like the OVE9000 Saw and Battle Rifle, and plenty of quality of life improvements for the game. ~~Blast through MapMaker Story levels in co-op, test your wits against enemies like the Cult Defender or Brutus Heavy Zombie, and make sure to conserve your ammo; the last thing you want is to hear your gun go click during a shootout!~~

Note: MapMaker is broken. Features that rely on MapMaker will not be available.

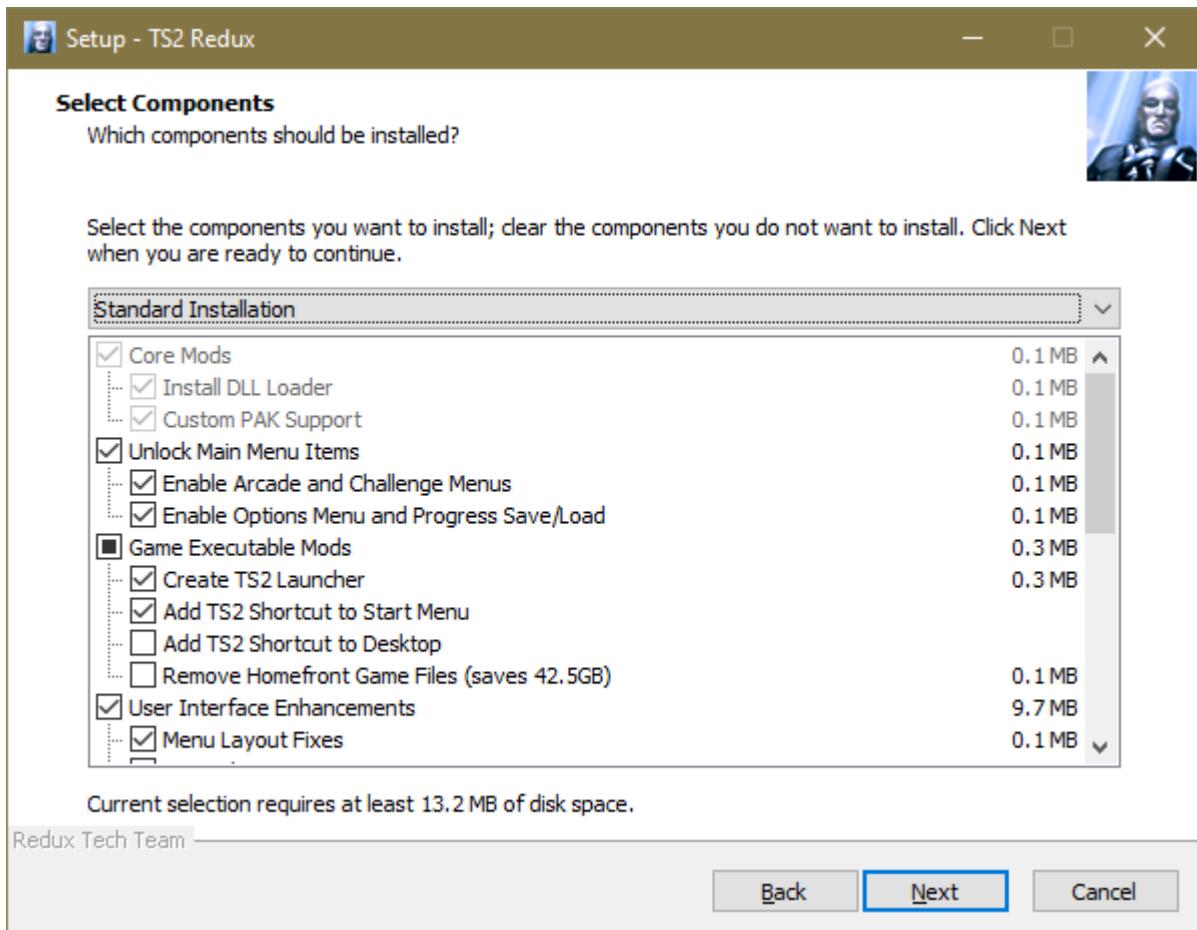
Installing and Uninstalling

How To Install

To install, follow these steps:

Download the latest version of TS2 Redux from the project's GitHub page: <https://github.com/HFTSRedux/TS2Redux/releases>

Double-click on the application you just downloaded and follow the on-screen instructions.

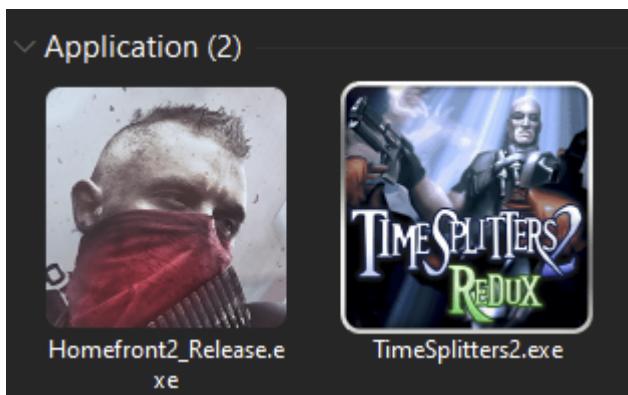


That's it! After using the installer, the mod will be active the next time you start the game.

Display Settings

TS2 will inherit Homefront's display settings automatically. If you need to change your resolution or related settings, launch Homefront and change settings from there. You can also change some settings by editing your game.cfg file, located at %UserProfile%\Saved Games\homefront2\game.cfg (paste this into the address bar of a Windows File Explorer window).

Optional: Custom TS2 Launcher



Want to have a fancy TS2 launcher that skips Homefront's menu and boots right into TS2? The installer (included with this mod) has an option that creates a TS2-themed copy of your Homefront

game executable. Just make sure the "Create TS2 Launcher" option is checked during the install process (enabled by default).

Optional: Reduce Homefront's Size

The installer has an option that removes as much of Homefront's game files as possible, leaving just enough for TS2 to work. This reduces the game's size from 46GB to 2.5GB. Homefront's main menu will still work, which is useful for changing video settings, but you won't be able to play any missions/levels in Homefront.

Once the process is done, all of the non-TimeSplitters files will be moved into a folder called "ripped" located in Homefront's game folder. The installer will also optionally delete this folder for you at the end of the setup process.

Uninstalling TS2 Redux

To uninstall this mod, simply run the uninstaller application from your start menu. All files added during the initial install process will then be deleted from your PC. If you can't find the uninstaller, you should see it listed in as a program in Windows' add/remove programs list. The uninstaller is also located in your Homefront game folder under Bin64/TS2Redux/Setup.

If you want to disable mods that you previously installed, such as the Remix or Haunted Edition mods, simply open a file explorer and navigate to your Homefront game folder and open the Bin64/TS2Redux folder. There you will see several .DLL files, which correspond to different features that were installed as part of this project. Rename the .DLL file(s) you wish to disable so that it does NOT end in ".DLL" (rename it to ".dll.bak", for example), and that mod file/.dll will not be loaded the next time you run the game.

If something goes wrong and you want to start completely over, you can use Steam's "[Verify integrity](#)" feature to re-download Homefront and restore it back to its original state.

Screenshots

Main Menu



TS2 on Xbox (emulated), for reference



TS2 Redux (running on PC)





Texture example: Diamondplate - Top: new / Bottom: old



Texture example: Crate - Left: old / Right: new





Texture example: Game mode icons - Left: old / Right: new



Weapon crosshairs - Left: old / Right: new [Comparison of old and new textures - weapon crosshairs](#)

Chemical Plant (map from *TimeSplitters 1*)





To-Do / Known-Bugs

There are several features that are either not present in TS2 Redux or are still being worked on.

Multiplayer / networking support. LAN and online multiplayer is not currently available. This is a very complex feature to add and our team is still working on this.

Are you a networking guru? Join our team! Message any member of the Redux-Tech group in the TimeSplitters Online Discord server: <https://discord.gg/fBnFZBYht5>.

Restore the rain-on-camera effect (when you look up to the sky on a level with rain and water droplets appear on camera).

Lighting glitches, such as light from gunfire lighting up walls far from the player. Also present when characters are on fire.

Crash on character select screen

When picking your character, if you wait too long or browse through too many characters, the game will crash. We're close to fixing this one, but it's a complex problem that will take time.

Mouse sensitivity is messed up (for some users)

If your mouse sensitivity feels like it's broken, open your game.cfg file and add this line to the bottom: `cl_sensitivity = 3` (replace the number 3 with your desired sensitivity level with higher numbers being more sensitive). If this setting gets reverted, you can make your game.cfg file read-only using Windows' built-in file permissions features.

Game window is cropped / only one-quarter of the screen is visible (for some users)

If you can only see a portion of the game window (with the rest of it being off screen), then you

probably have Super Sampling enabled. You can disable it in Homefront's display settings, or you can edit your game.cfg file and fine the line that reads `r_supersampling` and set it to 1. The line should read: `r_supersampling = 1`

Reporting Bugs / Feedback

Did you find a new bug? Let us know!

Join our the [TimeSplitters Online Discord server](#) and leave a message describing the issue you experienced under the **redux-bugs** channel.

Frequently Asked Questions

I have a copy of Homefront: The Revolution for Xbox/PlayStation. Can I use this mod?

No. This mod is for the PC version of Homefront only. It is not possible to add custom files to the console ports of Homefront. Console players can still use the unlock codes to unlock the full game.

Do I need to buy Homefront even if I'm only interested in playing TS2?

Yes. The TS2 Redux project only tweaks your existing copy of Homefront. This project does not contain the core game files to play TS2.

Where can I get a copy of Homefront?

Directly from [the Steam store](#) OR buy a Steam key from [GamesPlanet.com](#) (usually cheaper)

Does the Steam version work for this?

Yes. Even the disc copy of Homefront is basically a Steam-based installer burned to a DVD.

I'm only interested in playing TS2. Do I need to keep Homefront's game files on my computer?

No. The port of TS2 within Homefront is not a standalone program, but it is still possible to remove a vast majority of Homefront's files. This reduces the total size of the game from 46GB to 2.5GB. There is an option available during the installation process where you can choose to have the installer remove your Homefront game files. On the installer, make sure the item "Remove Homefront Game Files" is checked on the "Select Component" step during the install process. Once the installation is completely finished, it will ask you if you want to delete these files permanently.

Do I have to download all of Homefront just to play TS2?

If you haven't downloaded Homefront yet, you can optionally download just enough of Homefront from Steam required to play TS2. This saves about 40GB of internet bandwidth. We have created a script called "[TS2-Downloader](#)" that uses a third-party tool DepotDownloader to download specific files from Steam that allows you to play TS2 without having to download all of Homefront. This script is in BETA and requires basic knowledge of how to use Windows batch scripts. If you need help, ask us in Discord.

How do I change my video display settings?

Use Homefront's settings menus to change video output settings, among other settings (including mouse sensitivity).

Do I play through TS2 in order to unlock characters and levels like in the console ports?

No. Everything is unlocked by default. This includes all characters, story missions, arcade levels, challenge modes, cheats, and minigames (playable from the *Temporal Uplink* weapon). We are looking into how to allow people to progress through the game and unlock things like in the regular game, but that's not available just yet.

I want to help!

Join us on the TSO Discord server ([click here](#)) and message a member of the Redux Tech Team to inquire further.

Is this any different than playing TS2 in an emulator?

There are advantages and disadvantages to this port compared to playing TS2 using an emulator in Xemu (Xbox), Dolphin (GameCube), or PCXS2 (PS2). People have created mods for some of the console ports of TS2 that increase texture resolution, inject mouse/keyboard input, among other things. The overall experience of playing TS2 Redux on PC compared to playing in an emulator is very similar, except TS2 Redux (PC) does all this natively. TS2 on PC also includes high-quality audio, the TS1 map *Chemical Plant*, proper widescreen support, and more.

Does this work with the Steam Deck?

Yes. Install Homefront: The Revolution to your Steam Deck as usual, along with the TS2 Redux Installer app (download it from Releases on this project's GitHub page). With Homefront and TS2 Redux now installed, right click on Homefront from your Steam library and click Properties, then look at the General settings section. Add the following line of text to the box labeled Launch Options: `WINEDLLOVERRIDES="dinput8=n,b" %command%`. If you have any trouble, message us on Discord for help.



Disclaimer

This is a fan-made project made by a small group of TimeSplitters fans over the course of several months. This project is not related to or endorsed by Free Radical Design, Eidos Interactive, Dambuster Studios, Deep Silver, or any other companies related to the development or publishing of TimeSplitters and/or Homefront: The Revolution.

Great effort was made during the development of this project to respect the intellectual property rights of the game developers and publishers behind these two games. This project intentionally avoids distributing game files from Homefront and does not allow people to play Homefront/TS2 without owning the game.

For more information about *Homefront: The Revolution*, visit its official website here: <https://www.deepsilver.com/en/games/homefront-the-revolution/>

Credits

This project was made possible by the hard work and enthusiasm of several TimeSplitters fans.

Redux Tech Team

DevilDwarf - Numerous patches (menus, bugfixes) and research

Fanoto - Technical insight and numerous patches (menus, bugfixes) and research

RyanUKAus - Modding efforts, research, and technical insight

Scotch - Textures, icons, appearance mods, scripts, and documentation

Skibbles - Networking and community leader

Yossarian The Assyrian - Mods development, including porting several of his mods from console TS2 ports to TS2 Redux on PC

Special Thanks

[Matt Phillips](#) for his work on the Homefront TS2 port

Jalex

LastLight - Admin of the [TimeSplitters Online](#) Discord community

Spencer Perreault for revealing the TS2 unlock codes

TanFlo1997 for creating the Dambuster Studios Easter-Egg Hunt Discord server

[XeNTaX Game Research Forum](#) for technical information about Homefront