**PSF Patch**

**Started By: King Feraligatr**

**What this Patch does:**

Unlike my “Feraliside” mod, this mod is only meant to fix bugs, errors, broken content, etc. It also aims to fix text errors, inconsistencies, inaccuracies, etc. It might also unlock some hidden content at times, but it should be as unaltered as possible. Any quality of life changes should not be handled by this mod. As stated before, this mod is *only* to be a patch. End users that want a vanilla PS1 experience but with some patches are the target of this mod. They should be able to use the other patches other mods offer without needing to sign on to other changes if they want.

I don’t know if I’ll stay on this mod, but I’m spearheading this thing. There’s a demand and desire for this mod, and I aim to make it available. Documentation will be similar to my Feraliside documentation, just with explanations of what I’m doing. Technical changes will be included so that readers that are interested can see it.

**How to install:**

I’ve seen people have a difficult time installing client mods for Planetside, so, I’m providing a guide here to help people:

1. Download the mod.
2. Go to your main Planetside 1 directory.
3. Find the file called “startup.pak”.
4. Back it up somewhere (i.e.: copy and paste it somewhere else).
5. Find the mod’s zip file and open it.
6. Copy “startup.pak” from the mod’s zip file into your main PS1 directory. Overwrite the old file if necessary.
7. Launch PSF. There’s nothing else you need to do once the file is in your PS1 directory.

This installation method will help you install other startup.pak client mods as well, as long as the file intended to be used is known as “startup.pak” and is in your main PS1 directory.

**How to Uninstall (**Returning your game back to completely vanilla**):**

1. Remove the mod’s startup.pak from your main PSF directory (rename it to something other than “startup.pak”, delete it, copy and paste it elsewhere, etc.)
2. Find your backed up vanilla startup.pak.
3. Replace that into your main PS1 directory. Make sure it is called “startup.pak”.
4. Launch PSF. There’s nothing else you need to do once the file is in your PS1 directory.

This will also help you vanilla any other mods. Just be sure you backed up your vanilla startup.pak and that it is called “startup.pak” when you launch the game.

**Further Comments:**

If you find any other errors or bugs in base PS1, let me know. If it seems to be a bug or the like, I might try and include it in a future release. You may contact me on Discord on King Feraligatr#8518. You may also find me on the PSF Discord server.

While this mod only touches startup.pak for now, there other issues like map errors and the like that need fixing. It is highly likely this mod will be touching other files in the future to fix those issues.

I’m welcoming help on this project. I especially will need translators in the future to fix language specific errors.

For land. For power. Forever. Bug free.

**Alpha 01:**

**Game\_objects.adb Changes:**

**Infantry Weapons:**

* **Lasher:**
  + **AP Lasher Projectile**: add\_property lasher\_projectile\_ap lasher\_projectile\_ap true -> add\_property lasher\_projectile\_ap lasher\_projectile true
  + **What I did and why:** I piggybacked the AP Lasher fix done by Nick. This fix should allow the Lasher’s AP mode to lash as it should.

**Vehicles:**

* **Reaver (**internal  identifier:lightgunship**):**
  + **Armor:** add\_property lightgunship maxhealth 1000 -> add\_property lightgunship maxhealth 900
  + **What I did and why:** I reverted the Reaver’s armor back to a previous value. The Reaver’s armor was buffed for an event and was not reverted after the event. This is considered an error to many in the community, and as thus is being included in this patch.

**English.str Changes:**

(note: Non English users will not benefit from these text changes, if they were even relevant to your language. The only language I know is English, and as such, those are the only text changes I will handle myself. Community members are welcome to submit other text changes if they wish.)

**Infantry Weapons:**

* **Jackhammer (**internal identifier: r\_shotgun**):**
  + **@xp\_r\_shotgun\_message: “**JACKHAMMER\n\nThe New **c**onglomerate's Jackhammer is a heavy assault shotgun with a unique secondary fire mode.\n\nWhen firing in secondary mode, all three barrels are fired in rapid succession, faster than would occur if you pulled the trigger normally. This results in incredible carnage.” -> “JACKHAMMER\n\nThe New **C**onglomerate's Jackhammer is a heavy assault shotgun with a unique secondary fire mode.\n\nWhen firing in secondary mode, all three barrels are fired in rapid succession, faster than would occur if you pulled the trigger normally. This results in incredible carnage.”
  + **What I did and why:** In “The New conglomerate's Jackhammer”, Conglomerate was not capitalized. As a proper noun, it should be capitalized.
* **Lancer:**
  + **@xp\_lancer\_message: “**LANCER\n\nThe Vanu **Soverignty's** Lancer is a heavy beam rifle specifically engineered for use against vehicles and MAX armor.  Although still potent against softer targets, the Lancer punches through armor spectacularly well.” -> “LANCER\n\nThe Vanu **Sovereignty's** Lancer is a heavy beam rifle specifically engineered for use against vehicles and MAX armor.  Although still potent against softer targets, the Lancer punches through armor spectacularly well.”
  + **What I did and why: “**Sovereignty’s” was misspelled, so I fixed it.
* **Mag-Cutter:**
  + **@xp\_magcutter\_label: “**Weapon: MAG-**c**utter” -> Weapon: MAG-**C**utter
  + **What I did and why:** Cutter was not capitalized, even though it’s a proper noun. Fixed it by capitalizing it.
  + **@xp\_magcutter\_descrip: “**You have equipped the MAG-**c**utter, the fall-back weapon of the New Conglomerate.” -> “You have equipped the MAG-**C**utter, the fall-back weapon of the New Conglomerate.”
  + **What I did and why:** Same thing as the other change.

**Vehicles:**

* **Prowler:**
  + **@prowlerinfo: “**The Prowler is the largest Main Battle Tank. Having the **most** armor for a Tank and a 360-degree capable dual 100mm heavy tank turret, the Prowler is certainly able to devastate many targets in short order. The secondary gunner is able to control a 15mm dual-rotary chaingun which is a small turret stacked upon the primary turret. Naturally the sheer size, weight, and firepower of this tank makes it slower than any of the Main Battle tanks.” -> “The Prowler is the largest Main Battle Tank. Having the **median** armor for a **Main Battle** Tank and a 360-degree capable dual 100mm heavy tank turret, the Prowler is certainly able to devastate many targets in short order. The secondary gunner is able to control a 15mm dual-rotary chaingun which is a small turret stacked upon the primary turret. Naturally the sheer size, weight, and firepower of this tank makes it slower than any of the Main Battle tanks.”
  + **What I did and why:** I changed the Prowler’s description here to be factually correct. The Prowler does not have the most armor for a tank, the Vanguard does. Changed the description to reflect the fact it has the middle armor value for a MBT.
* **Vanguard:**
  + **@vanguardinfo: “**The Vanguard is the **m**ain battle tank for the New Conglomerate. Generally well balanced, the Vanguard brings decent speed, solid armor, and hefty firepower to the field. The main turret pivots 360 degrees and houses a 150mm Tank Cannon. The gunner can also switch to a limited pivot 20mm Recoilless Cannon for infantry **supression**.” -> “The Vanguard is the **M**ain Battle Tank for the New Conglomerate. Generally well balanced, the Vanguard brings decent speed, solid armor, and hefty firepower to the field. The main turret pivots 360 degrees and houses a 150mm Tank Cannon. The gunner can also switch to a limited pivot 20mm Recoilless Cannon for infantry **suppression**.”
  + **What I did and why:** I capitalized “Main Battle Tank” in the description because every other time the game mentions MBTs, it’s capitalized. Also, “suppression” was misspelled.

**Misc:**

* **Banner Message**
  + **@BannerMessage: “**WINDOWS VISTA AND WINDOWS 7 NOW SUPPORTED!” -> “PSFOREVER NOW LIVE!”
  + **What I did and why:** Not really bug or error. Just replacing the extremely outdated banner message with one that is relevant. Also, it’s a nice tribute the community. Note, that the news section will not be updated to reflect this. That requires changing news\_unicode.txt, which is not being handled in this version of PSF Patch.

**Fun game\_objects.adb Changes:**

(note: these are not bugfixes or anything. This is just fun additions to PSF Patch. They will likely be removed as PSForever develops more into the live game.)

**Infantry Weapons:**

* **Long Rifle (**internal identifier: winchester**):**
  + add\_property winchester allowed false -> add\_property winchester allowed true; add\_property winchester\_ammo allowed false -> add\_property winchester\_ammo allowed true
  + **What I did and why:** I made the Long Rifle (from the Wild West Event) usable if you happen to pull one. PSF currently has a loadout allowing you to pull the Long Rifle, but cannot be used without a client mod. I think making the Wild West weapons available for now is fine for curious users. Also made its ammo usable (did documentation here for ease).
* **Pellet Gun:**
  + add\_property pellet\_gun allowed false -> add\_property pellet\_gun allowed true; add\_property pellet\_gun\_ammo allowed false -> add\_property pellet\_gun\_ammo allowed true
  + **What I did and why:** I made the Pellet Gun (from the Wild West Event) usable if you happen to pull one. PSF currently does not let you pull the Pellet Gun. Even if it did, you couldn’t use it without a client mod like this one. Also made its ammo usable.
* **Six Shooter:**
  + add\_property six\_shooter allowed false -> add\_property six\_shooter allowed true; add\_property six\_shooter\_ammo allowed false -> add\_property six\_shooter\_ammo allowed true
  + **What I did and why:** I made the Six Shooter (from the Wild West Event) usable if you happen to pull one. PSF currently does not let you pull the Six Shooter. Even if it did, you couldn’t use it without a client mod like this one. Also made its ammo usable.
* **Dynamite (**internal identifier: dynomite**):**
  + add\_property dynomite allowed false -> add\_property dynomite allowed true
  + **What I did and why:** I made Dynamite (from the Wild West Event) usable if you happen to pull one. PSF currently does not let you pull Dynamite. Even if it did, you couldn’t use it without a client mod like this one.

**Misc.:**

* **Equipment Terminal (**internal identifier: order\_terminal**):**
  + **Added Properties:** add\_property order\_terminal forsale\_winchester ordertype\_weapon; add\_property order\_terminal forsale\_six\_shooter ordertype\_weapon; add\_property order\_terminal forsale\_pellet\_gun ordertype\_weapon; add\_property order\_terminal forsale\_dynomite ordertype\_weapon
  + **What I did and why:** I made the Wild West weapons available at an equipment terminal. While pulling most things at an equipment term is not on PSF live at the moment, when it is, this change should allow you to pull these weapons.
* **(Portable) Equipment Terminal (**internal identifier: portable\_order\_terminal**):**
  + **Added Properties:** add\_property portable\_order\_terminal forsale\_winchester ordertype\_weapon; add\_property portable\_order\_terminal forsale\_six\_shooter ordertype\_weapon; add\_property portable\_order\_terminal forsale\_pellet\_gun ordertype\_weapon; add\_property portable\_order\_terminal forsale\_dynomite ordertype\_weapon
  + **What I did and why:** I made the Wild West weapons available at an AMS or the like equipment terminal. While pulling most things at an AMS equipment term is not on PSF live at the moment, when it is, this change should allow you to pull these weapons.

**Alpha 02:**

**English.str Changes:**

**Infantry Weapons:**

* **AMP (**Internal Identifier: ilc9**):**
  + **@ilc9\_info: “**The AMP is designed for close-range combat. It is the only rapid-fire pistol and can empty a full clip extremely quickly. However, it suffers fro**m  p**oor recoil, causing it to be very inaccurate when fired beyond a close range.\nAmmo: 9mm bullet (standard or AP).” -> “The AMP is designed for close-range combat. It is the only rapid-fire pistol and can empty a full clip extremely quickly. However, it suffers fro**m p**oor recoil, causing it to be very inaccurate when fired beyond a close range.\nAmmo: 9mm bullet (standard or AP).”
  + **What I did and why:** There was a double space in the text string (check the bolded text), so I fixed it.

**Certifications:**

* **Standard Assault:**
  + **@CertDescription\_standard\_assault: “**Allows a soldier to utilize the AMP and Suppressor. Empire-specific weaponry available through this certification includes the Beamer (VS), Repeater (TR), and Scatter-Pistol (NC)” -> “Allows a soldier to utilize the AMP and Suppressor. Empire-specific weaponry available through this certification includes the Beamer (VS), Repeater (TR), and Scatter-Pistol (NC)**.”**
  + **What I did and why:** The end of the of the last sentence was lacking a period. So I did what should be expected and added the needed period.

**Misc.:**

**Shadows.cg**

* **What I did and why: Removed the file from startup.pak.** Supposedly removing this file is an easy way to fix the “shadow bug” where you can see someone’s shadow where you're not supposed to, thus granting you an advantage. I hope there’s a better way to fix the bug in the future that doesn’t require the removal of the file, but for now this will suffice.

**Fun game\_objects.adb Changes:**

**Implants:**

* **Surge:**
  + **Weapons allowed:** add\_property surge weapon\_OK false -> add\_property surge weapon\_OK true
  + **What I did and why:** In theory this should reenable the “Surgile” of old, allowing one to use use Surge and hold weapons out at the same time. This is missed by some in the community, and as such I am temporarily allowing it. While at the time of writing Implants are unusable, when PSF allows Implants, this should in theory reallow Surgile.
  + **Update:** This change indeed reallows Surgile on the 51200 server, which has working Implants. It might not work forever as PSF develops.

**Vehicles**

* **Advanced Mobile Station (AMS):**
  + **Required Certification:** add\_property ams requirement\_certification0 **ground\_support** - > add\_property ams requirement\_certification0 **vehicles**
  + **What I did and why:** Due to there being some community demand, I made the AMS a default and free vehicle like the ANT. I did this by changing the required certification from Ground Support to the ANT’s (which is one that doesn’t exist, effectively making it free). Like all fun changes, this probably won’t stay in the patch. It’s just to cater to a sizable population that wants it.

**Certifications:**

* **Ground Support:**
  + **@CertDescription\_ground\_support: “**Allows access to the **following ground support vehicles: The Advanced Mobile Station, which provides a spawn point and equipment terminal to troops in the field, and, with the Core Combat expansion, the Router**, an Ancient Tech vehicle which can teleport personnel between it and a deployed teleportation pad.” -> “Allows access to the **Router ground support vehicle with the Core Combat expansion**, an Ancient Tech vehicle which can teleport personnel between it and a deployed teleportation pad.”
  + **What I did and why:** Since with this fun change the AMS is free and requires no cert, I removed mention it from the Ground Support certification description for accuracy and consistency.

**Alpha 03:**

**English.str Changes:**

**Infantry Weapons:**

* **Plasma Grenade:**
  + **@plasma\_grenade\_info: “**The Plasma grenade contains highly-compressed plasma which burns any unfortunate soldiers, objects, or vehicles caught in **it's** explosion radius. It can be set to detonate either on impact, or with a three-second fuse.” -> “The Plasma grenade contains highly-compressed plasma which burns any unfortunate soldiers, objects, or vehicles caught in **its** explosion radius. It can be set to detonate either on impact, or with a three-second fuse.”
  + **What I did and why:** The Plasma Grenade description contained the wrong form of “its”. The one in the description was the “it is” “it’s”, not the possessive “its” like the context suggested. Needless to say, this has been fixed.

**Vehicles:**

* **Advanced Nanite Transport (ANT):**
  + **@antinfo: “**The Advanced Nanite Transport is the backbone of the system to draw energy from the ancient Vanu warp bubbles.\n\nThe ANT is usable by all members of all Empires **who have any other vehicle certification**.\n\nThe ANT is driven to warp gate bubbles where it deploys its charging vanes.\n\nOnce the capacitors onboard are filled, the ANT is driven to a battle facility and deployed near a Silo. The energy then coruscates over to the Silo collector and the facility gains enough energy to be fully powered for a time.” -> “The Advanced Nanite Transport is the backbone of the system to draw energy from the ancient Vanu warp bubbles.\n\nThe ANT is usable by all members of all Empires **without need of a certification**.\n\nThe ANT is driven to warp gate bubbles where it deploys its charging vanes.\n\nOnce the capacitors onboard are filled, the ANT is driven to a battle facility and deployed near a Silo. The energy then coruscates over to the Silo collector and the facility gains enough energy to be fully powered for a time.”
  + **What I did and why:** I changed the ANT’s description to reflect the fact that it doesn’t need a certification. While in the far past it might have needed one, on Gemini live before the game shutdown, the ANT was inherently free at all times. This change makes the ANT’s description factually correct.
* **Raider (**internal identifier: battlewagon**):**
  + **@battlewagoninfo: “**The Raider is a medium transport capable of carrying up to five occupants (One driver and four gunners). While less maneuverable than the original Deliverer, this TR-specific variant has 4 gunners, all in 360-degree turrets capable of covering all angles around the vehicle.\n\n**The Raider also carries slightlier heavier armor than the original Deliverer, although at the cost of a bit of handling and top speed.**\n\nLike the Deliverer, the Raider has the advantage of being able to cross calm rivers and waterways, although at a slightly slower speed than the original Deliverer due to its increased weight.” -> “The Raider is a medium transport capable of carrying up to five occupants (One driver and four gunners). While less maneuverable than the original Deliverer, this TR-specific variant has 4 gunners, all in 360-degree turrets capable of covering all angles around the vehicle.\n\n**The Raider's specialized armament compared to the original Deliverer comes at the cost of a bit of handling and top speed, however.**\n\nLike the Deliverer, the Raider has the advantage of being able to cross calm rivers and waterways, although at a slightly slower speed than the original Deliverer due to its increased weight.”
  + **What I did and why:** I changed the inaccurate description of the Raider to remove an inaccuracy. The description stated that the Raider had more armor than the Deliverer, however a look at game\_objects.adb reveals that they all have the same (2500) armor. I still wanted an excuse for why the vehicle was slower than the Deli though because the original description did, so I chalked it up due to the Raider’s specialized armaments. In truth, the weapons of a vehicle do not make it slower. This new reasoning is only a lore reasoning. Also, I know the description has a bit of a redundancy, but that was there originally and isn’t really harmful or a problem. I hope……. I can reassess this later on if I find it a problem though.
  + **@xp\_battlewagon\_message: “**RAIDER\n\nThe Raider is a medium transport capable of carrying up to five occupants. This TR-specific Deliverer variant has 4 gunners, all in 360-degree 15mm chaingun turrets.  When fully crewed, it can produce a staggering volume of fire.\n\n**The Raider also carries slightly heavier armor than the original Deliverer, although at the cost of a bit of handling and top speed.**\n\nLike the Deliverer, the Raider can cross calm rivers and waterways, although not as quickly as the original Deliverer due to its increased weight.” -> RAIDER\n\nThe Raider is a medium transport capable of carrying up to five occupants. This TR-specific Deliverer variant has 4 gunners, all in 360-degree 15mm chaingun turrets.  When fully crewed, it can produce a staggering volume of fire.\n\n**The Raider's specialized armament compared to the original Deliverer comes at the cost of a bit of handling and top speed, however**.\n\nLike the Deliverer, the Raider can cross calm rivers and waterways, although not as quickly as the original Deliverer due to its increased weight.”
  + **What I did an why:** Very similar change and reasoning to the above Raider description change, minus the part about the redundancy.
* **Thunderer:**
  + **@xp\_thunderer\_message: “**THUNDERER\n\nThe Thunderer is a medium transport capable of carrying four passengers, plus driver.\n\nIt has two gunner positions that mount Gauss Cannons, which are potent anti-armor weapons.\n\n**The Thunderer has slightly heavier armor than the original Deliverer, although at the cost of reduced handling and top speed.**\n\nLike the Deliverer, the Thunderer can cross calm rivers and waterways, although more slowly than the Deliverer due to its increased weight.” - > “THUNDERER\n\nThe Thunderer is a medium transport capable of carrying four passengers, plus driver.\n\nIt has two gunner positions that mount Gauss Cannons, which are potent anti-armor weapons.\n\n**The Thunderer's specialized armament compared to the original Deliverer comes at the cost of a bit of handling and top speed, however.**\n\nLike the Deliverer, the Thunderer can cross calm rivers and waterways, although more slowly than the Deliverer due to its increased weight.”
  + **What I did and why:** Very similar change and reasoning to the Raider’s text changes, minus parts about redundancy. Like the Raider and Deliverer, the Thundy also has 2500 armor.
* **Aurora:**
  + **@aurorainfo: “**The Aurora is a medium transport capable of carrying four passengers, plus the driver. Two of those passengers have access to the Flux Pod Launcher weapon systems. These Flux Pod Launchers can be used to support dismounted infantry with indirect salvos of rocket-like Flux Pods after they leave the Aurora and head toward a target, thus increasing the likelihood of them surviving the trip.\n\n**The Aurora also carries slightlier heavier armor than the original Deliverer, although at the cost of a bit of handling and top speed.**\n\nLike the Deliverer, the Aurora has the advantage of being able to cross calm rivers and waterways, although at a slightly slower speed than the original Deliverer due to its increased weight.” -> “The Aurora is a medium transport capable of carrying four passengers, plus the driver. Two of those passengers have access to the Flux Pod Launcher weapon systems. These Flux Pod Launchers can be used to support dismounted infantry with indirect salvos of rocket-like Flux Pods after they leave the Aurora and head toward a target, thus increasing the likelihood of them surviving the trip.\n\n**The Aurora's specialized armament compared to the original Deliverer comes at the cost of a bit of handling and top speed, however.**\n\nLike the Deliverer, the Aurora has the advantage of being able to cross calm rivers and waterways, although at a slightly slower speed than the original Deliverer due to its increased weight.”
  + **What I did and why:** I know it’s getting to be a running joke, but this change is very similar in reasoning to the Raider’s text changes. Minus any references to redundancy of course. And like the Deli and its variants, the Aurora also has 2500 armor.
  + **@xp\_aurora\_message: “**AURORA\n\nThe Aurora is a medium transport capable of carrying four passengers, plus the driver.\n\nIt has two Flux Pod Launcher mounts, which fire indirect salvos of rocket-like Flux Pod.\n\n**The Aurora has slightly heavier armor than the original Deliverer, although at the cost of reduced handling and top speed**.\n\nLike the Deliverer, the Aurora can cross waterways, although at slightly slower than the Deliverer due to its increased weight.” -> “AURORA\n\nThe Aurora is a medium transport capable of carrying four passengers, plus the driver.\n\nIt has two Flux Pod Launcher mounts, which fire indirect salvos of rocket-like Flux Pod.\n\n**The Aurora's specialized armament compared to the original Deliverer comes at the cost of a bit of handling and top speed, however**.\n\nLike the Deliverer, the Aurora can cross waterways, although at slightly slower than the Deliverer due to its increased weight.
  + **What I did and why:** This is (hopefully) the last in long line of cutting out a disease related to the ES Deli variants. Again, the reasoning is very similar to the above change.

**Certifications:**

* **Sniping:**
  + **@CertDescription\_sniper: “**This certification allows a soldier to use the Bolt Driver sniper rifle.” - > “This certification allows a soldier to use the Bolt Driver sniper rifle **and the Heavy Scout Rifle**.”
  + **What I did and why:** I updated this really outdated description to reflect the fact that the Sniping cert allows the player to also use the HSR. I’m not sure why SOE never updated this description when the weapon was allowed the used with the Sniping cert (especially when they updated all the other cert descriptions to reflect the changes), but that’s why this patch exists in the first place.

**Alpha 04:**

**Current Release**

**English.str Changes:**

* **Misc.:**
  + **@SpawnTubesBlocked:** "There are not enough valid respawn locations within the cloaking umbrella area. You cannot deploy at this location" -> "There are not enough valid respawn locations within the cloaking umbrella area. You cannot deploy at this location**.**"
  + **What I did and why:** The second sentence lacked a period, so I added one.
  + **@nodeploy\_unknownterrain:** "You cannot deploy **the AMS** yet." -> "You cannot deploy **your vehicle** yet."
  + **What I did and why:** I changed this message as it is not used only by the AMS and is awkward when it’s not.

**Shadows:**

**Shadows.cg:**

* **What I did and why: Readded the file back to startup.pak**I know this file could cause the “shadow bug”, but removing it from the file screwed up shadows in the game in general. Nick supposedly found a better fix for the bug, which will be covered below.

**Shadows.lst:**

* **What I did and why: Removed lines 235-559 (too much to list)**Supposedly this just removes the shadows for all infantry armors, including MAXes, AKA, the primary things exploited with the shadow bug. This combined with the readdition of shadows.cg should have the game have less screwed up shadows while still combatting the shadow bug.

**Fun game\_objects.adb Changes:**

**Surge:**

* **Weapons Allowed:** add\_property surge weapon\_OK **true** -> add\_property surge weapon\_OK **false**

**What I did and why:** This removes “Surgile” from the patch. It was only there to show it could be reenabled and for fun. As the patch moves on and becomes more vanilla friendly, stuff like this has to be phased out. It’s recorded here for posterity in case someone else wants to reenable Surgile with their own mods.