DS9FX Xtended
Instruction Manual

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Foreword

The idea about DS9FX was born around August 2005, which at that time was planned to be only a small scale mod--possibly an extension of NanoFX.

Once BCS-TNG was formed the idea was put on hold due to BCS-TNG's other plans such as: BCS: The Beginning, WalkFX and other projects. It was somewhere after the release of BCS: The Beginning that active work on DS9FX v3.0 started which took more than a year to complete.

Finally on 29th April 2007. DS9FX v3.0 was released to the general public. It took the community by storm. Since then it has remained one of the most popular mods for Bridge Commander, having won numerous praises and community awards.

After the release of DS9FX v3.0 there were no other plans for a sequel. The immense popularity of the mod encouraged the devs to consider a possible sequel to the mod. Plans were drawn and DS9FX Xtended was put on the drawing board.

Early work began in December 2007 and the project was made known to public then. Since the announcement a lot of interest has sparked about the sequel. The whole production of the mod was carried out behind closed doors however, with many not knowing the sheer scope of the sequel.

DS9FX Xtended took all from v3.0 and reworked it, stabilized it and cleaned it up. Once that was done, new features were added. The whole time spent working on Xtended was double than that spent on v3.0. It took us about 14 months to complete v3.0 mod, while the work on Xtended took about 29 months.

I don't need to even mention that we loved working on DS9FX, pushing the boundaries of the game once again. I know that I speak on behalf of the whole team saying that we will miss working on DS9FX Xtended. But it is time to send this child to college and let go.

I hope you shall enjoy playing this modification.

USS Sovereign, DS9FX Project Lead

Introduction

Built upon the successful mod DS9FX v3.0, Xtended pushes the boundaries of the game once again.

What can you hope to find in DS9FX Xtended? Here is a short list:
- ➢ New systems
- ➢ Canon Badlands set
- ➢ New campaign
- ➢ New historic missions
- ➢ New mini missions
- ➢ Life support
- ➢ No damage through fully functional shields
- ➢ New sun effects
- ➢ Pulsars

And many more which you will have to see for yourself.

You will be pleasantly surprised that we can guarantee.

Installation Instructions

To install DS9FX you must first make sure that you have installed its requirements.

Make sure that you have Foundation (obtainable from BCUT) and NanoFX 2.0 Beta installed first. Also make sure that DS9FX Xtended is installed after Galaxy Charts (any version).

Other DS9FX Requirements are included in the installer and are offered to you to be installed. You will probably want to install all of these except Unified Main Menu, if you are installing DS9FX Xtended on top of any Kobayashi Maru edition. Kobayashi Maru already has a modified version of UMM included and overwriting that edition causes some problems with KM.

It is perfectly okay to install DS9FX Xtended on top DS9FX v3.0.

Now that all of this is cleared up to start the installation process run the setup.exe program and follow the on screen instructions.

Once that is complete make sure that you activate DS9FX's mutator and DS9FX's UMM plugin which enables you to configure the mod. After that is done you will want to select one of the predefined DS9FX settings or configure each option to your own linking (beware that DS9FX has over 100 options to customize).

System Requirements

Technically the requirements to run DS9FX Xtended should be the same as the game's requirements. However in practice that was shown not to be so.

Requirements are simply based on overall computer configurations which v3.0 beta testers had and to this day remain in effect.

Minimum Requirements:
- ➢ 1.8 GHz Processor
- ➢ 256 MB RAM
- ➢ 128 MB Graphics Card (GeForce 5200 or ATI Radeon equivalent)

Recommended Requirements:
- ➢ 2.8 GHz Processor or higher
- ➢ 512 MB RAM or higher
- ➢ 128 MB Graphics Card (GeForce 6600 or ATI Radeon equivalent) or higher

Mod Requirements

- ➢ Foundation
  Can be obtained in BCUT: http://bcs-tng.com/portal/?q=bcsmc

- ➢ NanoFX 2.0 Beta
  Pretty much a requirement for any modern mod nowadays, it can be obtained here:
  http://bridgecommander.filefront.com/file/NanoFX;23469

Other requirements are included in the installer.

Release/Support Notes

There's no such thing out there as a piece of software that is absolutely perfect. DS9FX may still have a few issues, so if you find any please report them at the following link: http://www.bcs-tng.com/forums.

Before reporting a problem, please refer to the manual to make sure that you are not reporting an already-existing problem that's been fixed.

Also, make sure that your computer meets the requirements: mod and system requirements.

When reporting a bug you will need to provide the following information: Your computer specs with a console report and a detailed description of the problem.

Console report is mandatory and all reports without it will be ignored.

And, finally, I need to stress that some DS9FX missions can cause large lags, as a bunch of ships are used. There's nothing that we can do about it except tell you to upgrade your computer.

Auto Startup Options

DS9FX has some auto startup options which you might like.

They can be accessed in game by going to Configure->Customization->Configurations->Start Up Options

- ➢ DS9FX: Autoload Mutator Fix
  This option if selected shall resolve all your problems regarding the game and the issue when you would find out that somehow the Foundation deactivated all of your mutators when you would start up your game.
- ➢ DS9FX: Game Crash Fix
  This option fixes most "crashes" which occur when you exit your game to Windows.
- ➢ DS9FX: Replace Intro Movies
  This option replaces your same old boring intro movies with one of DS9FX's.

Customization Options

DS9FX has over 100 customization options and all are categorized to be intuitive.

We shall explain some of them, there is no need to explain all of them as you will find out that most options have something in common e.g. Music customization can be found as an option for every system.

Let's go now through the general system customization options:

Planets: setting can be yes or no, if the setting is specified to yes the map will populate itself with planets.

NanoFX Atmospheres: setting also can be either yes or no. If you specify it to be turned on then the planets in the system shall make use of NanoFX atmospheres feature.

Detail: This option allows you to specify the detail level of the Planet textures. You have 4 detail levels: Lowest (uses 256x128 textures), Low (uses 512x256 textures), Standard (uses 1024x512 textures) and High (uses 2048x1024 textures).

Music: This option allows you to toggle between different music modes. It has 3 modes: Off which allows you to turn off the custom music for the system or Continuous Loop which allows you to select one music piece to be played all the time or Random which plays music randomly. Random mode is the default and after one music piece finishes it plays a new randomly selected tune, sometimes newly selected tune can happen to be the same one played before.

Ships: This allows you to turn on\off some prescripted ships in the map.

- ➢ DS9FX Ships\Station Sides
  This option has 4 sub options which allow you to define globally the behavior of race ships and stations towards you. Beware that if you set Federation as an enemy you will not be able to play missions or if you set Klingons as an enemy you won't be able to play some campaign missions.
- ➢ DS9 Map Related Options
  Refer to the general system customization options as this option uses them. Aside from those this option has 3 more additional options:
  - Stations: which allows you to either turn on\off DS9 from the map
  - Random Fleets: allows you to specify if you want DS9 raiding fleets to come out of the wormhole, it also allows you to specify the strength of the fleet and time span.
  - Comet Alpha: this option allows you to specify if you want this comet to be in the map and select the look of its tail.
- ➢ Gamma Map Related Options
  This option uses the general system customization options. Aside from the general system customization options there is one other option:
  - Dominion Tech: this option allows you to toggle on\off Dominion Intensive Scan which can detect cloaked ships.

- ➢ Wormhole Related Options
  This option allows you to select how the wormhole will look like in your game. You can set the exterior and interior look of it and also you can set the music behavior for the map.
- ➢ Badlands Map Related Options
  You can set the music behavior here and specify the detail level of Plasma Storms and the look of the set background.
  - - Plasma Storms: you can set the count of plasma storms and look of plasma storms here, you can also specify whether can plasma storms damage ships (as they should).
  - - Backgrounds: this map has many backgrounds which you can use; you can also use the enhanced set brightness which makes the set a lot brighter.
- ➢ Cardassia Map Related Options
  This option uses some general customization options.
- ➢ Chintoka Map Related Options
  This option uses some general customization options.
- ➢ Dosi Map Related Options
  This option uses some general customization options.
- ➢ Founders Map Related Options
  This option uses some general customization options.
- ➢ Gaia Map Related Options
  This option uses some general customization options.
- ➢ Karemma Map Related Options
  This option uses some general customization options.
- ➢ Kurill Map Related Options
  This option uses some general customization options.
- ➢ New Bajor Map Related Options
  This option uses some general customization options.
- ➢ Trialus Map Related Options
  This option uses some general customization options.
- ➢ Trivas Map Related Options
  This option uses some general customization options.
- ➢ T-Rogoran Map Related Options
  This option uses some general customization options.
- ➢ Vandros Map Related Options
  This option uses some general customization options.
- ➢ Vela Map Related Options
  This option uses some general customization options.
- ➢ Yadera Map Related Options
  This option uses some general customization options.
- ➢ Qo'nos Map Related Options
 This option uses some general customization options.

- ➢ Misc Options
  - Create Console Dumps: this option allows you to specify if you want DS9FX to be able to create console dumps for you. There are 2 ways: Via Keyboard shortcut (Shift+P) in the game and by default this is on. The 2nd is at exit from game to Windows which is not recommended to be turned on. If your game produces large console reports this can take some time then.
  - BC Performance: this option is intended to clean up the game and improve performance. You can turn on\off memory cleaning which cleans up the models from memory when they are not needed and you can allow model preloading for DS9FX ships which improves game time performance for you further.
  - Mission Videos: this option allows you to either turn on or off mission intro videos and completion videos.
  - Movie Overrides: allows you to specify if you want mission and game intro movies to be played randomly or select one favored video.
  - Life Support: you can turn on\off life support here and as well allow the crew counter label to be shown in the tactical window. Additionally you can toggle on or off ship combat effectiveness here and define whether you want the AI ships to send boarding parties to other ships including you.
  - Suns: allows you to toggle on or off enhanced sun streaks for DS9FX system maps.
  - Game Fixes: allows you to toggle on\off some game fixes for NanoFX, transporter mods.
  - Mutator Functions: allow you to specify if you want DS9FX to remember automatically your mutator settings (this is used for autoload mutator fix) or you can do a manual backup or restoration of your mutators. You can also enable or disable all mutators at a click of a button.
- ➢ DS9FX Configuration Options
  - Auto Configuration: this option if turned on will automatically apply all changes you made to DS9FX
  - Save Configuration: you can manually save your configuration here if you choose to turn off auto configuration
  - Refresh Configuration: if for some reason the configuration menu is unstable use this option
  - Preset Configuration: you can apply one of predefined configurations here
- ➢ Extras\Tutorials
  This allows you to view all ingame DS9FX videos and as well as view the extensive basics tutorial for DS9FX (lasts 5 mins).
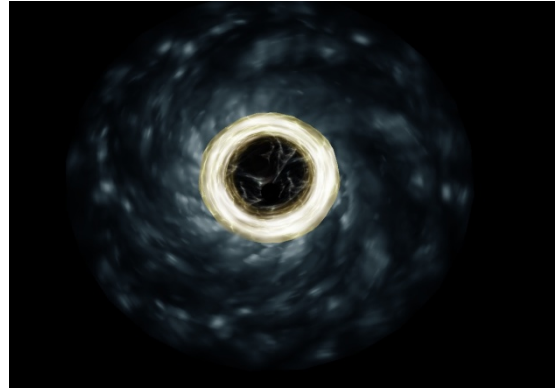- ➢ DS9FX Credits
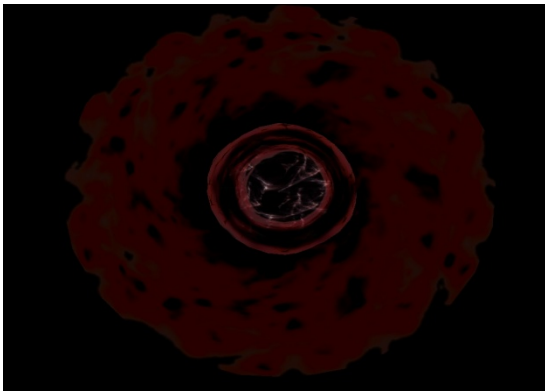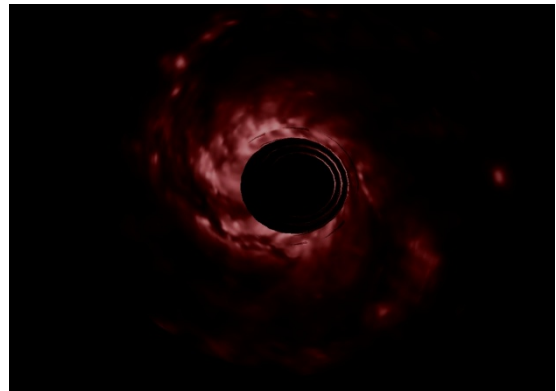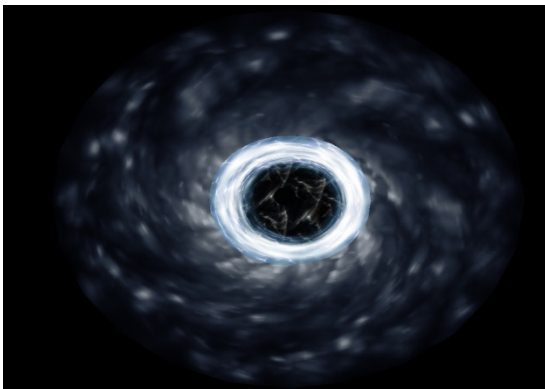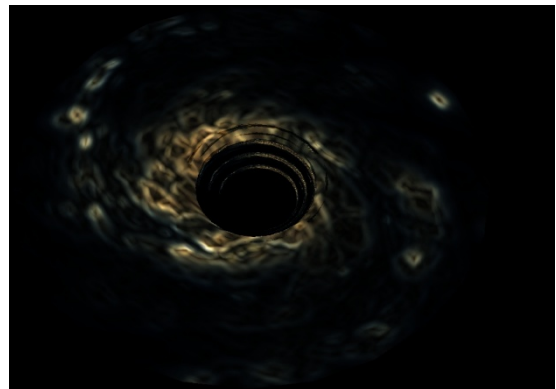 Allows you to view the mod credits and beta tester list.
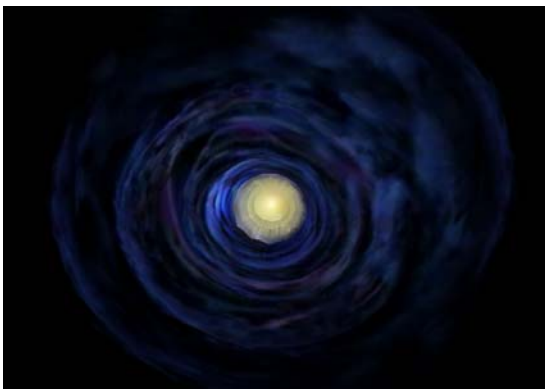
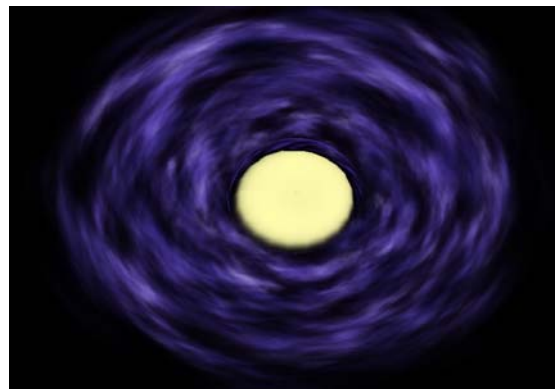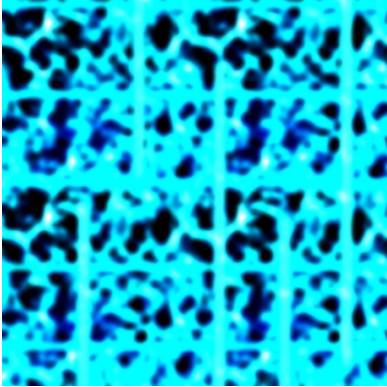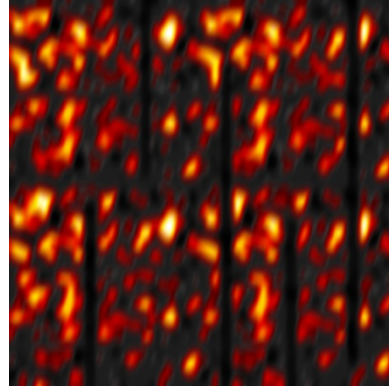# *Wormhole Exterior Variants*

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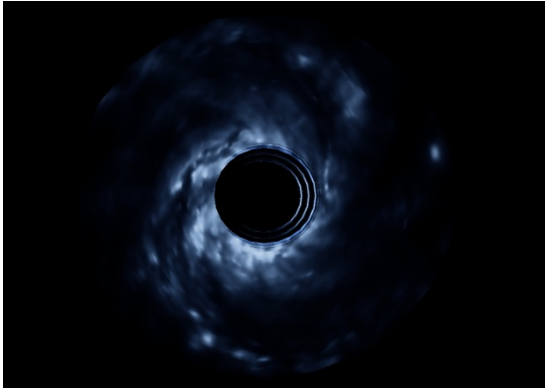
Model 2

Model 3

Model 4

Model 5

Model 6
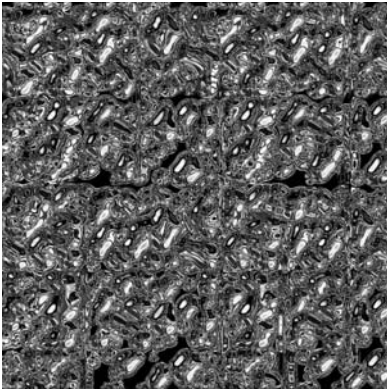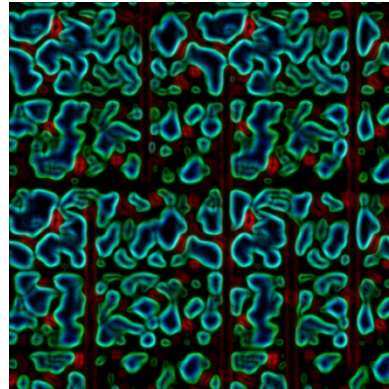
Model 7

Model 8

Wormhole Interior Variants

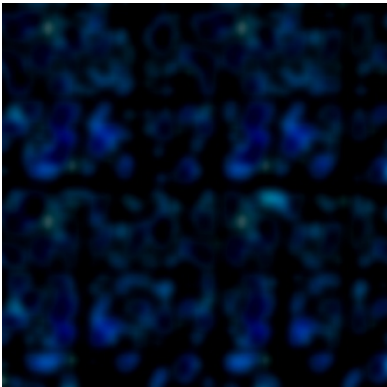## Backgrounds

Blue

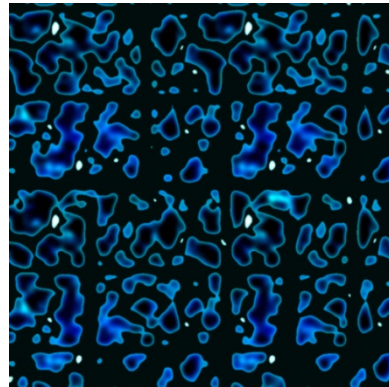
Red

Chrome

Weird

Dark Blue

Water Blue

Model Variants

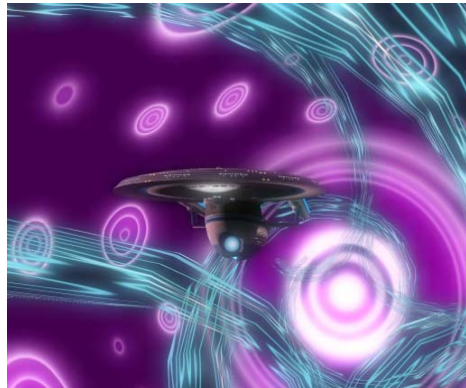### DS9 Series

Red Dawn

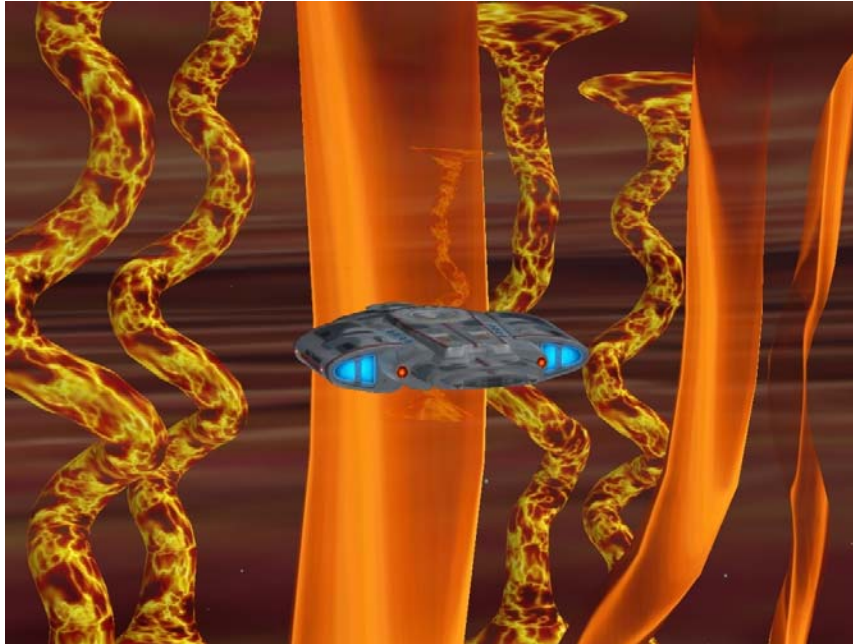

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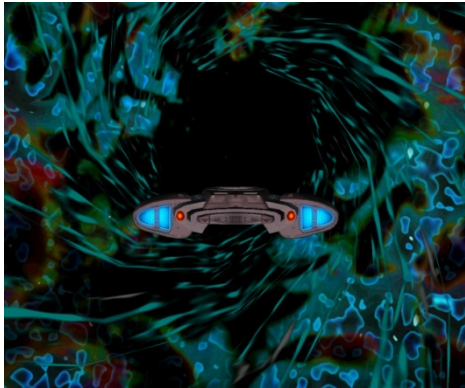
Slipstream
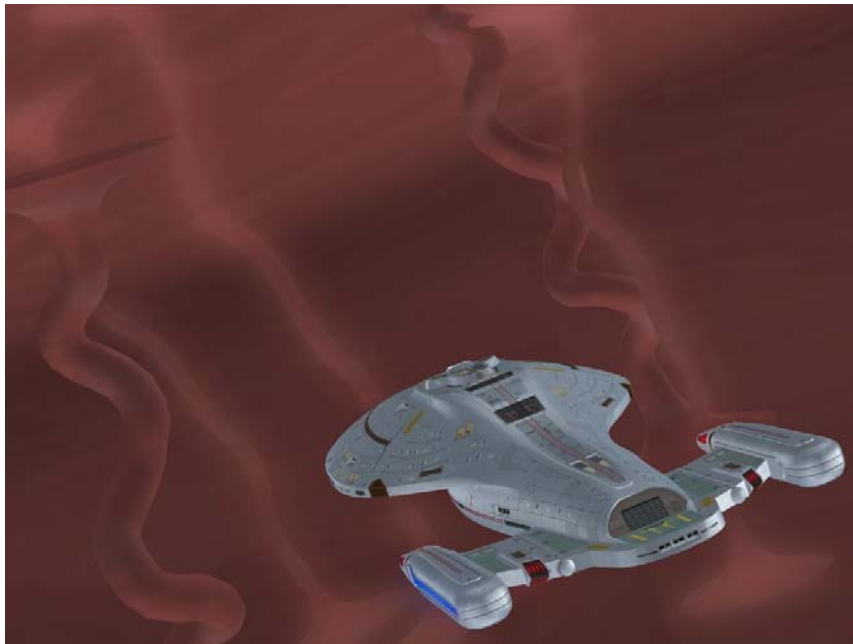

Yellow

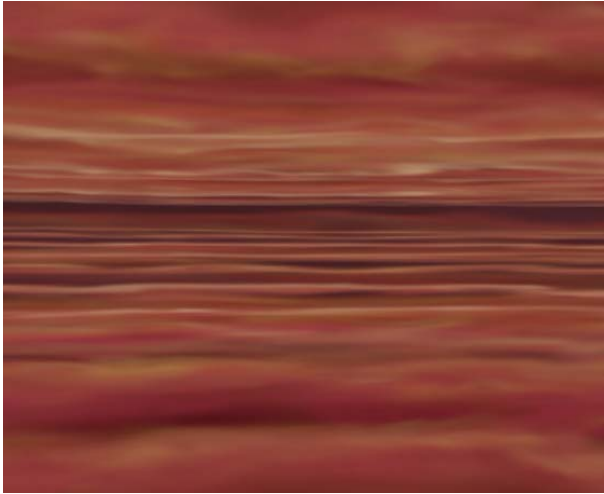### DS9 Series Rev.

Plasma Storm Variants
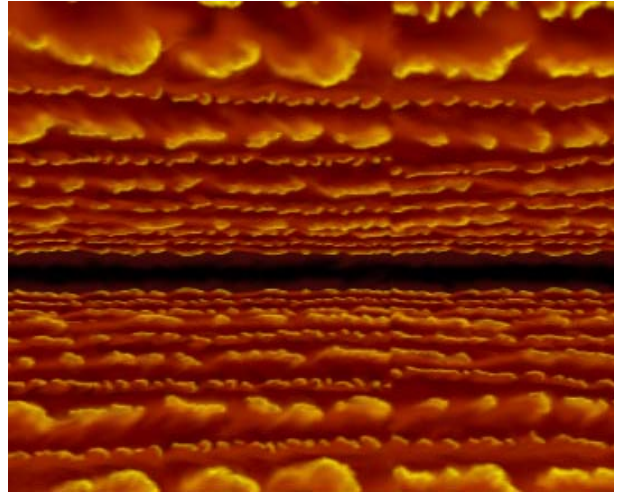
Default

Alternate
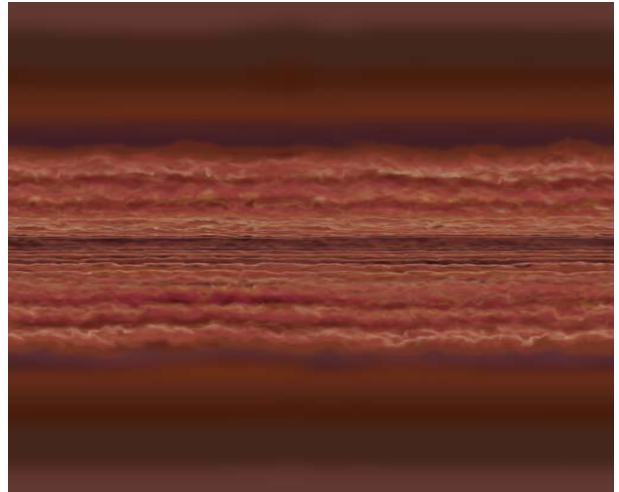
Badlands Background Variants

Model

Model 2

Model 3

Texture

About Life Support

Life support brings something new to Bridge Commander, ships with crews. Life Support, if turned on, will simulate manned ships in short.

Life Support requires that a ship be defined with a crew complement number which can be done via Bridge Commander Universal Tool, if that is not done DS9FX "guesses" how much crew a ship of its size should have. It is a pretty accurate guess however.

Life Support extends to several sub features and are as follows:
- ➤ No Damage Through Shields
  This option if active won't allow damage to get through fully functional shields, if the shields fall below 25% the damage is allowed to get through.
- ➤ Crew Counter Label
  This option simply shows you in the tactical window the crew counters of your ship and the targeted ship. If a ship is boarded it will show the number of attackers and defenders.
- ➤ Combat Effectiveness
  This feature, if enabled, shall simulate crew effectiveness. If you have fewer crew your ship will be more difficult to handle.
- ➤ AI Boarding Parties
  This feature will allow the AI to make use of the Life Support feature which makes the game a bit interesting. Beware as if you are boarded you might be in some serious trouble.

Aside these global features you, the player, have been given new options accessible through the DS9FX Menu options:
- ➤ You're able to transfer a crew from other ships to your ship or vice-versa
- ➤ You can recover derelict ships
- ➤ You can capture enemy ships

Basics of usage of Life Support features have been covered in the 5 minute long tutorial video.

Basic Operations

These all have been covered in the 5 minute long tutorial video. Be sure to check it out, it shows you how to activate UMM configuration menu, how to start a mission, how to warp to alpha quadrant DS9FX systems, how to warp to gamma quadrant DS9FX systems, how to use Life Support…

FAQ

Q: I want to complain or whine about this mod, where can I do that?
A: Please go bug someone else instead. We've got better things to do.

Q: I want to suggest a new feature, where can I do that?
A: All suggestions will be considered but we can't promise anything, if that sounds fine to you then go to www.bcs-tng.com/forums

Q: I want to make some useful constructive criticism, where can I do that?
A: Go to www.bcs-tng.com/forums, useful criticism is welcome (good or bad).

Q: I need help about this mod, what should I do?
A: Check the manual and the tutorial video, if the topic is not covered there then go to www.bcs-tng.com/forums

Q: What's this mod about?
A: This mod is about expanding the boundaries of Bridge Commander.

Q: How do I install DS9FX Xtended?
A: Check the Installation Instructions section.

Q: What are the requirements for this mod?
A: Check system requirements and mod requirements.

Q: I need help and am about to visit your forums to ask for it, what should I bring?
A: This has been covered in the release and support notes section.

Q: Does DS9FX have any customization settings which might be hard to find?
A: Yes, check the Tutorial video about the additional UMM options and read about it here.

Q: Does DS9FX have a lot of customization options?
A: Yes, many.

Q: Is there an easy way to switch between different DS9FX graphic level details?
A: Yes, you can use Preset Configurations which switches between 5 different settings. This will help you to get the best graphics which DS9FX has to offer or to get minimum graphics for low end computers.

Q: I'm getting frustrated with the manual, what should I do?
A: Grab some coffee and relax then continue reading, it has some very important info.

Q: I'm getting frustrated with the mod, what should I do?
A: Grab some coffee and relax then open up the manual and check if the cause of your problems is covered in the manual, if not check the tutorial video. If all fails, then again grab some coffee and relax then go to www.bcs-tng.com/forums and ask us.

Q: Why do I need to relax before asking for help?
A: Making posts while frustrated will most likely result in you making a post which won't make sense to me and I shall most likely further frustrate you by asking for more details and this can go on for days. I'm a very busy man.

Q: I demand that you…
A: Don't make assumptions that being rude or demanding something shall win you favor, it will not and you shall be ignored. I'm a busy man and this mod was created in our spare time.

Q: Why are the system requirements so high?
A: BC Engine need better resource management and more, but to be able to fix that I need to rewrite the corresponding functions. There is however a problem with that: BC source code is not publicly available and more importantly it is ILLEGAL to modify the source code.

Q: DS9FX runs sluggishly?
A: Lower graphic details in the game and DS9FX. If there is anything that can be done via scripting it would have been done long time ago but as explained above it is illegal to modify the game engine. And that is the thing which needs to be edited to resolve the problem.

Q: I got a BSOD after installing DS9FX, QB doesn't load…
A: Coming to the forums with such a line without a console report will result in you being turned back home, believe it or not I cannot read your mind. Start the game in test mode and simply open the console and grab a screenshot of the problem. You don't need a nuclear physics degree to be able to do it.

Q: Where can I check out all the Wormhole Variants?
A: Here and here.

Q: Where can I check out all the Badlands GFX variants?
A: Here and here.

Q: Can DS9FX get a console report for me?
A: DS9FX can do that for you, but you need to be in QB or any other game mission mode to do that. Press Shift+P key combination to get one, then go to scripts\Custom\DS9FX and open the ConsoleDump.txt file.

Q: Ship hulks disappear after a ship is destroyed, what's wrong?
A: Disable Memory Cleaning feature in DS9FX.

Q: I don't like all the ingame videos, how do I turn them off?
A: Go to Wormhole Related Options to turn off the Video Sequence and in Misc Options turn off Movie Related options.

Q: What's this Life Support?
A: Learn here and check the tutorial video on the basics.

Q: I don't like Life Support, can I turn it off?
A: Yes you can, go to Misc Options and shut it down.

Q: Can I have the No Damage Through Shields turned on while Life Support is off?
A: Yes.

Q: What's Combat Effectiveness in Life Support?
A: Read here.

Q: Help I got boarded by enemy crew, what do I do?
A: Pray. Depending on the ratio between enemy and friendly troops you can perhaps transport additional friendly crew from allied ships to increase the odds of defense.

Q: What happens if my crew loses the battle while being boarded?
A: Game Over.

Q: Do friendly crews help you in any way?
A: Yes and no. If you got boarded you will have to transport additional crew yourself, it is your ship after all. However allied ships do send additional support troops to ships which you are boarding, these troops are then transferred to your control.

Q: What am I able to do regarding Life Support?
A: Transfer additional crew to and from your ship, recover derelict ships and capture enemy ships.

Q: I simply cannot seem to get the Capture Ships Dialogue to open for me, what am I doing wrong?
A: Might be that the shields haven't been breached, you can scan the enemy ship using the Scan Target option it will tell you if the ship can be boarded or no.

Q: I turned on the Sun Streaks and only DS9FX systems have the enhanced ones, what gives?
A: Streaks for other system must be scripted in unfortunately, if you want to do this you can come to BCS-TNG forums and ask us. It only requires 2 small changes to the system files.

Q: What are all these Game Fixes under Misc Options?
A: All are pretty much self-explanatory I think.

Q: DS9FX v3.0 required me to manually save configuration, does the same apply for Xtended?
A: If Auto Configuration is toggled on (it is on by default) then no, the configuration is auto applied.

Q: How do I activate DS9FX's mutator?
A: Go to Configure->Customizations->Mutators and toggle DS9FX Xtended on.

Q: I cannot see the DS9FX Configuration menu?
A: UMM installed? If so, check the tutorial video how to.

Q: How do I warp to Alpha Quadrant systems?
A: Check the tutorial video.

Q: How do I warp to Gamma Quadrant systems?
A: Check the tutorial video.

Q: How do I select a mission?
A: Check the tutorial video.

Q: I was required to start a QB mission in v3.0 to be able to warp to DS9, does this still apply?
A: No, you can warp there at anytime now.

Q: How do I enter the wormhole?
A: By using which method Auto or Manual? For either one check the tutorial video.

Q: Can I collapse the wormhole?
A: No.

Q: How do I transport crew to other ships or from other ships?
A: Check the tutorial video.

Q: I'm doing everything right, but I simply cannot seem to get either Capture Ship Dialogue or Transport Crew Dialogue or Recover Ship Dialogue to appear. What gives?
A: Make sure to be in 50km range of the object.

Q: Does Scan Myself or Scan Target do anything useful?
A: Yes it gives you details about the ship: Max Crew, Current Crew, Defenders on Ship, Attackers on Ship, Can you board or Recover the ship…

Q: Does the Scan System or Scan Planets do anything useful?
A: This feature just gives little life to the game world, it does nothing important otherwise.

Q: When I scan a non DS9FX system or planet I get No Info Available. What gives?
A: Sorry, information is provided only for DS9FX systems or planets.

Q: Are there any easter eggs?
A: Yes and they must be activated first. You must find a way to activate them however.

Q: Can you tell me more about these easter eggs?
A: A little, some random events and 2 more missions.

Q: How do I use DS9FX?
A: Check the video tutorial on the basics.

Q: I wish to release a modification for DS9FX?
A: Ask for permission please. You will be granted permission without a doubt, unless I really dislike you. If you don't ask the mod which you released shall be pulled down.

Q: I wish to use something from DS9FX in my project?
A: If it's a ship we're talking about refer the documentation and ask the actual author of the model/texture/retexture. If you're having difficulties in finding out who is the creator you can ask at BCS-TNG forums about the origins. If it's code we're talking about, for that you will need my permission. Simply go to BCS-TNG forums and ask.

Q: I wish to include DS9FX component in my project, can I? (e.g. PulsarFX code, Sun Streak code)
A: You cannot, these components have been hardcoded into DS9FX.

Q: Can I at least add new Sun Streak Effect or new Pulsar Effect into DS9FX and simply list DS9FX Xtended as a requirement?
A: By all means. In fact all of these have built in support for plugins. If you need help in adding these new Sun Streak GFX or Pulsar GFX or SFX you can ask us at BCS-TNG forums. We will be glad to help.

Q: Does this mean you might rewrite the Sun Streak code or Pulsar code to accommodate the needs of my mod, which these don't offer by default?
A: Most likely no.

Q: I wish to include DS9FX in my project, can I?
A: Depends, ask first.

Q: Is the mod compatible with Kobayashi Maru?
A: Yes, however refer the Installation Notes about KM.

Q: Is the mod compatible with Galaxy Charts?
A: With 1.0 it's 100% compatible, with 2.0 it is 95% compatible.

Q: Why 95% compatible with GC 2.0?
A: Because of War Simulator, it must be turned off if you wish to play DS9FX missions.

Q: Can you make it 100% compatible, more specifically compatible with War Simulator?
A: No.

Q: Why not?
A: Because the War Simulator assimilates all ships into it and all ships which DS9FX would create wouldn't be there.

Q: This sucks.
A: Yes it does.

Q: Does Xtended have any special installation instructions for GC like with Kobayashi Maru?
A: I believe it is mentioned in the [installation instructions](#) section that it must be installed after Galaxy Charts.

Q: Does the mod have any other incompatibilities or issues with any other mods, other than the War Simulator?
A: None that I'm aware of.

Q: This was one lengthy FAQ, but my issue or question is not covered here.
A: Go to www.bcs-tng.com/forums and ask that question. It will be answered.

Q: Did you enjoy writing this FAQ?
A: No.

Credits

Individual credits can be seen in the corresponding directories. All original readmes have been included. In case of content exclusively created for DS9FX, information about the author has been provided in the proper directory too.

Project & Programming Lead:
USS Sovereign

Project XO:
Psycho
Cordanilus

Additional Programming:
Wowbagger
Lost_Jedi
MLeo
Cackad
SMBW

Models/Textures/Retextures:

LC Amaral	CaptainRussell
Blaxxer	Sean Kennedy
Steven Davis	Durandal
Zambie Zan	Jeff Wallace
9 of 9	ATRA-HASIS
Mark	WickedZombie45
Jestr	Rob Archer
Chronocidal Guy	Bren
Blackrook32	MRJOHN
Laurelin	UNIMATRIX ONE
Smiley	jb06
Adonis	DamoclesX
C2X	Redragon
Dark Drone	NeoXarchNova
P81	Zorg / Morpheus
Psycho	Cube
Cordanilus	Collective Alliance
Scotchy	

Hardpoints/Weapon Scripts:

Elminster	JimmyB76
Psycho	USS Sovereign
tiqhud	Dkealt
Shinzon	Durandal

Systems:
USS Sovereign
Nero

Music/SFX/Dialogue:

Kevin MacLeod (incompetech.com)
Michael Kramer
Australia Telescope National Facility
Wes Janson
BlackRook32
Creative Inc

C2X
Zambie Zan
MRJOHN
CaptainKeyes
USS Sovereign

Logo Designs:
Psycho
Mark

Videos:
Dante Leonhart
CyberOps
USS Sovereign

Mission Storylines:
CaptainKeyes
Blaxxer
Dante Leonhart
Cordanilus

Misc Credits:
MLeo
Nanobyte
Defiant
sneaker98
Dasher42

Information Databases Used:
http://memory-alpha.org/
http://memory-beta.wikia.com/

Legal

DS9FX AGREEMENT
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Use it at your own risk.

Any kind of modification to DS9FX needs to be approved by BCS-TNG: model, sound replacements etc. We expect that if you borrow the code from DS9FX you shall ask BCS-TNG for permission to use that code in your project(s).

ADDITIONAL INFO ABOUT THE MUSIC
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