



\*\*\*\*\* IMPORTANT \*\*\*\*\*

**The upgrade pack will erase and replace your current game if you have any mods, files, tank skins or scripts you want or need to keep;**

**BACK THEM UP TO SOMEWHERE OTHER THAN YOUR THINKTANKS DIRECTORY**

**You can then replace them after installing this upgrade pack.**

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*Should you choose to install these files, you do so at your own risk. I take no responsibility whatsoever for any problems which may occur as a result of using these files.*

I have created this upgrade pack as a copy of my own game and it includes many extras. This pack will upgrade your ThinkTanks game to include the following:

- Napalms Expansion Pack 4 (this is all the objects, skies, sounds and terrains used by modders to make new ThinkTanks maps and mods, pre installing these items means you will not have to wait to load them in game)
- The complete Reagent X Mod Pack including the latest mod updates. The pack also includes [CTF Recreation](#), [Instant Action Conversion](#), [RollerBall series 1 & 2](#), [Gladiator](#) and [King of the Hill](#) pre-installed and ready to go. In order to get all the latest maps and keep up to date, download the mod updates zip from the [Reagent X Mod Pack Thread](#) in the Maps Updates Forum at [www.PlanetThinkTanks2.com](http://www.PlanetThinkTanks2.com).

Preinstalled and ready to go the Upgrade Pack will also give you the following game scripts and accessory upgrades:

**\*\*\*\*\* Never Stop Download Bar \*\*\*\*\***

You do not have to do anything to work this script because it is automatic and embedded in the main.cs that is included with this upgrade pack. What this fantastic little script does is this, when you join a game and there are extra bits to load, such as an object or a map (that's a .ter file) it shows you on screen what is loading, how big it is and how much you have already loaded and have left to go. So no more looking at a blue bar that has reached the end and just sits there, now you know and can see exactly what is going on.

**\*\*\*\*\* Hot Keys \*\*\*\*\***

These are one touch keys for displaying messages in game, either to all players or just to your team. The list below shows you what the hot keys are currently set to. You can change them to whatever you want.

F1 = arrrrrrrrrrrr  
F2 = Nooooooooooooo  
F3 = Damit.....  
F4 = Nice move...!!  
F5 = Turkey shoot!!!!  
F6 = Arrrr to many.....  
F7 = Hello Tanks  
F8 = gtg bbl cya....  
F9 = Yo!!  
F10 = Team: Watch Your Left...  
F11 = Team: Watch Your Back...  
F12 = Team: Watch Your Right...  
1 = Good One...!!  
2 = Nice Shot.....!!  
3 = Thx  
4 = Sorry  
5 = np  
6 = :~)  
7 = :~(  
8 = Hi there...  
9 = Well funny.....  
10 = cya ltr

V = Team: NEED HEALTH..!!\";");  
X = Team: NEED AMMO...!!  
V = Team: Cover Fire.....

H = Team: HELP!!!  
J = Team: gj  
K = Team: Please Kill Me...

B = Team: Is Ammo Gate Clear????\";");  
N = Team: Going For Ammo Please Cover Me

M = Team: Going For Health Please Cover Me  
P = Team: Thank You :~)

numpad 1 = Team: Pass  
numpad 3 = Team: Is Goal Clear????\  
numpad 7 = Team: Goal Is Clear.....  
numpad 9 = Team: Ammo Gate Clear...  
numpad 0 = lol

Once you have installed the main.cs that is included within this upgrade pack you can then change the text given by the hot keys. So to edit the hot key text find the main.cs which is located in your main ThinkTanks Folder (good idea to make a back up just in case), right click on the icon and open it with notepad or any other text editor. Scroll to the very bottom and you will see the hot key text, all you have to do is change the words contained within the speech marks to what ever you want.

#### \*\*\*\*\* Zoom Radar \*\*\*\*\*

This again is automatic and embedded in the main.cs that is included with this upgrade pack. The zoom radar is an essential game extra especially for the scrummers amongst you.

Also included with the upgrade pack is a new Radar, the one I have chosen is the 3x radar. This is very different from the standard TT radar and may take a little getting used to but when you do the original will seem so old you will not believe. Once you see the new radar the zoom function is easy to use **your Q key** on the keyboard and you will see the radar zoom inwards and the tank markers, goals and ammo gate dots get twice the size. You will soon see how useful this tool is when you play some scrum.

#### \*\*\* 3x Radar TIP\*\*\*

When you start up TT if the radar looks really, really big (and by that I mean half or more of the screen) it probably means you have the game resolutions set wrong. To correct this run ThinkTanks go to the Load Player or Tank Selection screen and choose the options button. In the top right section of the options screen look for the video tab, select it and then change the resolution, 1024x768 is a very good place to start. If this setting still shows the radar as being big go back to the options menu and try a different resolution setting.

#### \*\*\*\*\* Show Hide Player GUI \*\*\*\*\*

A handy little script again embedded in the main.cs that is included within this upgrade pack. By using the **TAB** key in game you can toggle on and off the player names and scores (that's those in the top left of the game screen) whilst playing a game. This makes the screen look bigger, which some players find very helpful.

#### \*\*\*\*\* Packet Rate and Size \*\*\*\*\*

I have pre-adjusted these settings in the came/client/prefs file to tweak and speed up the game. These are the maximums, do not mess with them.

```
$pref::Net::PacketRateToClient = "32";  
$pref::Net::PacketRateToServer = "32";  
$pref::Net::PacketSize = "450";
```

If you are you are using a Mac the above setting are automatic as part of the installation of this upgrade pack.

#### \*\*\*\*\* Wingman Script \*\*\*\*\*

The legendary Wingman Script, by Wingman is executed from the main.cs that is included within this upgrade pack.

This script does three things

1. It shows your frames per second in the top right corner of the screen, the higher the number the better.
2. It shows the time remaining in the game **press the letter T** to display time left. For some reason on some machines sometimes this does not work and may just read 0.00 - we don't know why.
3. Wingman script is also a tank/team changer, however I have disabled this function as it is not really needed and can sometimes be a little annoying. If you want to enable this function go to the wingman folder in game/client/wingman and locate the loader.cs. Open this file with notepad or any other text editor and find the following line:

```
//exec("./tankchange.cs");
```

Remove the // so it now reads:

```
exec("./tankchange.cs");
```

Next save the loader.cs and then locate the loader.cs.dso file in the same wingman folder and delete it.

This will enable the tank/team changer function.

Follow the instructions below to use the tank and team changer in game:

When you are in a game there are 2 keybinds for tank/team Change:

T = Cycles through tanks and teams. Select which tank you want and which team you want before pressing the quickdrop key.

G = This is the quickdrop key will drop you and reconnect you to the same server you were playing on, with the tank and team selections that you made above.

#### \*\*\*\*\* Customisable Chat \*\*\*\*\*

This script is executed from the main.cs that is included within this upgrade pack. The function of this script is to customise the in game chat messages received from other players. Normally all these messages are white in print but customisable chat changes this default setting so that any chat from the green team prints in **green**, any chat from the blue team prints in **blue**, and any chat from the red team or private messages/team messages prints in **red**.

If you want to disable this script open the main.cs file, scroll to the bottom of the text and find the following line:

```
exec("game/client/scripts/Chat/CustomizableChat.cs");
```

To disable the customisable chat place // before the exec command so that it looks like this

```
// exec("game/client/scripts/Chat/CustomizableChat.cs");
```

#### \*\*\*\*\* Ignore Script \*\*\*\*\*

In game if you do not want to read another players chat you can ignore them. You will still be able to read chat from everyone else but the person you ignored will not display.

To use the ignore script open an ingame chat box and press ctrl+i – keep pressing the letter ‘i’ whilst holding down ctrl to scroll through player names until you have the name of the player you want to ignore, then press enter.

To take someone off ignore repeat the same process.

#### \*\*\*\*\* IP Joiner \*\*\*\*\*

This is version 3.1 of Art Crazy’s IP Joiner and what this little gem of a script does is when the Garage Games main servers are down it allows you to join servers by IP address and port number or encrypted IP address. Details of current server IP Address and port numbers are posted in the general forums at [www.planetthinktanks2.com](http://www.planetthinktanks2.com) or you can [click here](#) for a direct link.

To use the IP joiner:

After installing this upgrade pack you will notice a new button on the join game screen above the server list that says “**Join IP**”. If you click this button the server list goes blank, but this is where you will see your saved server IP addresses once you have added them. You can add as many servers as you want to the IP joiner list. To add servers to your list all you have to do is use **Apple+P** when you are playing in a server that you want to add to your IP

Join list and the IP joiner does the rest, it even gives you a message in the game chat window confirming that the server has been added.

Once you have added servers to your list when you press the Join IP button you will now see them displayed on a list, then simply select the server you want and join as normal.

A new feature of the 3.1 IP Joiner is that as well as saving IP's in game using ALT+P you can also join servers manually. To do this click the "**Join IP**" button to see your saved IP list and you will see the top option says "**Join an IP**", if you select this and click "**join**" a new window will open where you can manually enter the IP and Port number of the server, there are also options to enter a server pass if it is locked and select green or blue teams. When manually entering the format must be as follows:

**81.109.192.34:28000**

**81.109.192.34** is the IP address of the server and **28000** is the servers Port number. The IP and Port must be separated by a colon ( : ), again IP address and Port numbers are available in the general forums at [www.planetthinktanks2.com](http://www.planetthinktanks2.com).

So when you have installed this pack visit your favourite servers and use **Apple+P** to add them to your list and the next time the Garage Games master server is down and the server list is blank hit the Join IP button and select your favourite server so you can still play TT.

You can always edit your IP joiner by going to the game/client/scripts/IPJoiner folder and locating a file called IPJoinerPreferences.cs. Open this file with notepad or any other text editor and you will see something like these examples:

```
$IPJoiner::SaveIP[1] = "81.109.196.77:28000";  
$IPJoiner::SaveName[1] = "Dazzle's Server";
```

```
$IPJoiner::SaveIP[2] = "ENC15269990C31764 31826E394E64BB1687A4B8D  
A122FAC E108FD352B32E";  
$IPJoiner::SaveName[2] = "DASH BASH TBM";
```

The first example uses an IP address and port number to join the game and the second example uses an encrypted IP and port number to join the game. You can add or edit this file using details of current server IP Addresses and port numbers that are posted in the IP Joiner thread in the general forums at [www.planetthinktanks2.com](http://www.planetthinktanks2.com) or you can [click here](#) for a direct link.

\*\*\*IMPORTANT\*\*\*\*

IF you edit the IPJoinerPreferences.cs, once you have saved it you must find the IPJoinerPreferences.cs.dso file in the same folder and delete it for any changes to take effect.

# Installing Dazzles ThinkTanks Upgrade Pack

\*\*\*\*\* IMPORTANT \*\*\*\*\*

The upgrade pack will erase and replace your current game if you have any mods, files, tank skins or scripts you want or need to keep;

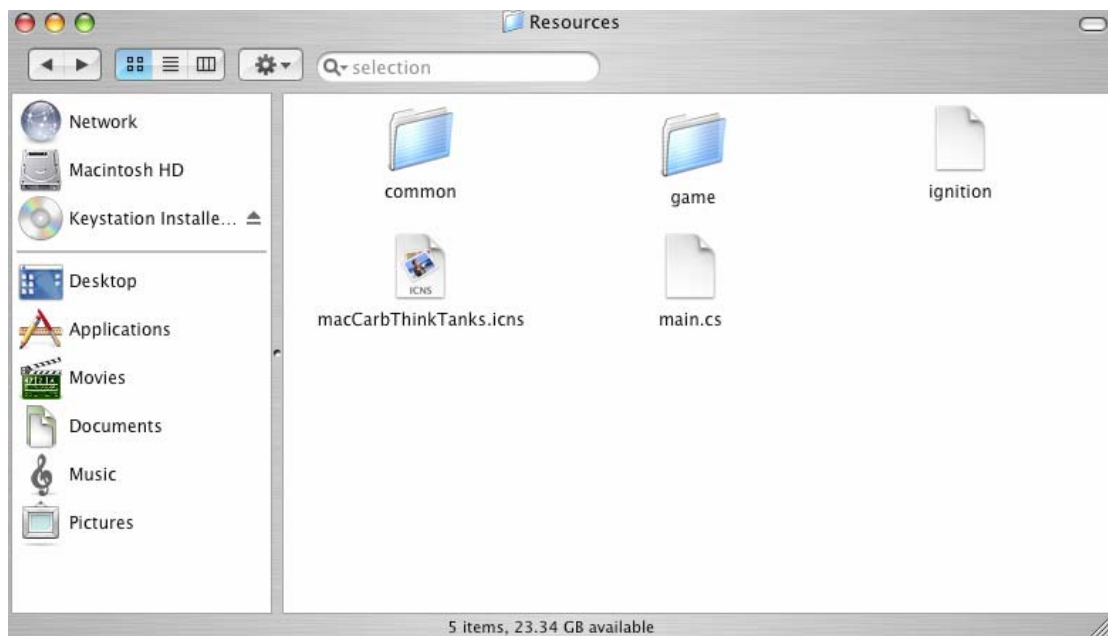
**BACK THEM UP TO SOMEWHERE OTHER THAN YOUR  
THINKTANKS DIRECTORY**

You can then replace them after installing this upgrade pack.

\*\*\*\*\*

Find you ThinkTanks folder. If you know where this is located great, if not follow the guidelines below.

- Find your ThinkTanks app you are going to install the preload onto.
- Once you have found it, right click on it and select "Show Package Contents". (If you have two mouse keys, right click on the icon, if you have one, hold down control and then click on the app)
- In the window that comes up, go to "Contents>>Resources"
- You should now be looking at a window that looks like this:



Installation of this upgrade pack is simple, but again I remind you to

\*\*\*\* BACK UP YOUR FILES BEFORE INSTALLING \*\*\*\*

\*\*\*\* ANY OF THESE UPDATES \*\*\*\*

Now to install the upgrade pack:

If you **DO NOT** want to install the radar and scripts and only want to install the objects and the maps complete steps 2, 3, & 4 **only** and ignore 1, 5 & 6.

1. Copy the main.cs from the upgrade pack (right click or ctrl-click, select copy) and paste it (right click or ctrl-click, select paste) into the ThinkTanks/Contents/Resources folder and replace the one that is already there
2. Next, from the ThinkTanks/Contents/Resources folder Double click the game folder
3. You are now in the game folder and will see a folder called data, Delete the data folder
4. Copy the data folder (right click or ctrl-click, select copy) from the upgrade pack and paste (right click or ctrl-click, select paste) it into the game folder thereby replacing the data folder you deleted in 3
5. Next, in the game folder you will also see a folder called client, Delete the client folder
6. Copy (right click or ctrl-click, select copy) the client folder from the upgrade pack and paste (right click or ctrl-click, select paste) it into the game folder thereby replacing the client folder you deleted in 9.

Congratulations its all done and you have installed Dazzles ThinkTanks Upgrade Pack and you are now good to go, hope you enjoy.....

Thanks to LGM for helping to compile the Mac pack version

Regards

Dazzle (UF)

[Visit My Website](#)

*Should you choose to install these files, you do so at your own risk. I take no responsibility whatsoever for any problems which may occur as a result of using these files.*