

# REALITY CONTACT #2

In this issue:

## 128 PLAYERS!!

The Future of PR?

**AN INTERVIEW WITH THE  
MAN BEHIND 128 PLAYERS!**

"I tried this one year ago!"

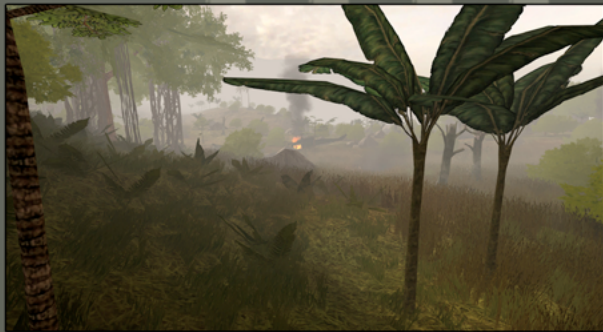


**WICCA'S WORDS OF WISDOM**

"I like watching men!"

**BACK TO THE JUNGLE!**

"Go get some!"



# AND MORE!

Seems like an age since I last wrote one of these - that was before Christmas! Since then there have obviously been major changes in the world of Project Reality, and we have been trying our hardest to find things out about the newest changes; yes, I'm talking about the 128 Player Server Test!

Personally I was not able to take part in the test, but I have seen many effects of it - the main one being alot of anger and, to use Internet mumbo jumbo, "rage" about it in the forums of the Forgotten Hope 2 tournament I am in. They seem to have gone through the classic stages - denial, anger, and finally, acceptance. For a start messages came up such as "It'll never work, the server won't be able to deal with it." or, "This is silly, BF2 was designed for 64 players, not 128!" slowly moving onto "Why don't we have 128 Players in FH2?" and other comments I will not repeat here! Eventually however, acceptance settled in, "Well, maybe we'll get it soon too."

So yes, Project Reality has managed to double the size of the server! Surely a major triumph for the Devs, especially as Dice themselves are announcing that Battlefield 3 will only have 64 Player servers (Don't forget the prone and jets though!). Personally, I think, with a little work from the Devs (tweaking tickets & assets) that 128 players could work, once all of the bugs are ironed out.

I think I've rabbited on about that enough, so, what's new with Reality contact? Well, we're pleased to announce some new additions to the team, Cyberzomby has started to write some very nice articles for us, as well as doing an interview and the publishing side of the paper. Also a thank you to our guest writer, Wicca's Wife, who's provided us with an amusing article (The Life of a PR Wife, Page 3). Remember - anyone can submit an Article to us, just get in touch with either Wicca or myself (Herbiie).

This past month hasn't seen much PR for me, I've mostly been hooked on Mount & Blade Warband and writing stories to sell as short eBooks on Amazon, going to start releasing them for about 10p each in Mid-April! Also, I've finally got a new headset to replace the cheap & terrible one I had before. All that's left to say is, good luck, and I'll see you on the beach! #

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# DOUBLE TIME

## Stop feeling lonely!

**Did you ever play PR and felt alone on the battlefield? Yes there's your 5 squad members next to you but if you open up the map, chances are you will be the only squad at your objective. Since 26th of January this feeling might be even more present with a lot of PR players.**

Because on that day the R-DEV's went live with a public test that probably never had so many people excited all at once. We are talking about the 128 player test. Since as far back as 2007 people have been putting up topics asking for more players on a server. Up until now, the DEV's always answered that it was hard coded. There where some attempts throughout the years that sparked small bits of hope. But no one ever came close. Enter a Russian guy with the forum name of: Tema567.

He and a few R-DEV's where secretly working on a solution to break that 64 player limit. And boy did it work! I found out halfway through my day that this test was going on and jumped on straight away (being unemployed is great for gaming!). It was so weird to see so many people in the main base. After a few crashes and adjustments people could start to use VOIP and vehicles. Some "small" fights started and it was different! Not only where all the assets in use, now you had a big force of infantry on the ground as well.

**"A BIG FORCE OF INFANTRY ON THE GROUND AS WELL."**

### **Johnson get in here!**

Obviously having double the team size is going to change some things in most Project Reality games. For one thing, tickets are running out faster than beta keys for the next Call of Duty. With more people shooting there's bound to be more people dying. Another thing that immediately popped up was lack of transport. Vehicles still only fit eight people. And with more people in the server the developers upped the six person squads to eight people per squad. Also not a minor change, but problematic to transport squads.

But what shows the most is that the games feel much more like a real war. I always have a feeling that two PR teams going at each other feels a bit like a special forces engagement. Small elements with some supporting elements duking out in small fights. With 128 players in the server it feels much more like a major battle. The air is filled with battle sounds almost constantly and there's much more people at objectives. People on transport duty are much more busy and supplies are almost constantly requested. There's things

going on all the time!

Fights with another infantry squad seems to last longer as well with four more players in the fight. I remember a fight on Fools Road that seemed a lot harder than it would of been before the changes. It does not seem much, two more soldiers to fight; but it is! The area you are using in your fight is larger as well since both elements fighting are bigger - and don't get me started on being suppressed by eight guys!

### **Ammo?**

You'd think that with such a change there's is going to be a few bugs. So far there is only one known bug that is creeping up tho is the name tag one. There's a lot of players that have no name tag above them in 128 player server. Not only makes it more tricky to distinguish friend from foe. Its also hard to see who is calling for ammo or for a medic. It is yet unclear what causes this issue or how it can be fixed.

Having double the guys on your team feels like a huge improvement, although there is some balancing and work to be done until we can see this on all servers. Questions like: Do we need more supply/transport trucks? Or is this the moment to actually add a loader to a tank-crew? Do we need eight men squads or do we need more six men squads? Or a combination of both? Personally I would love to do a test with more squads so we can spread the team out more. With 9 eight man squads I imagine the spreading of a team will be more or less like it is now.

### **COVERING FIRE!**

Once it becomes a part of Project Reality I do imagine the player base itself needs to adjust. As a squad leader you have two more guys that are cluttering VOIP or taking kits. Some people will have a hard time guiding seven, instead of five guys. Mumble almost seems a requirement to let eight people communicate without cluttering VOIP. There are people that request more special kits for a squad. Giving a squad two LMG's for example. Fireteams and Mechanized Infantry squads will be MUCH more useful with eight man squads. And these are just some things to get you started!

In the near future there will be a more people to hold your hand in a PR game. No more empty cities, no more empty fields and just think about the kills you'll get when you down a fully loaded Chinook. That is, if the dev's work out the kinks in the cable like upping the number of passengers in a vehicle. Yes, the future of PR is bright and crowded! #

# THE LIFE OF A PR WIFE

Squeeze my boobs together and smile

**What is it like to be a PR wife? I actually get asked that question a lot. “Do you think he plays too much?”, “Aren’t you tired of him yelling all the time?” and so on. Well, it’s not that bad. I occasionally enjoy playing Battlefield Vietnam now and then my self. I’m not exactly a girly-girl, who wants to talk about pink unicorns and rainbows.**

Anyway, PR is his thing, I want to support it and it’s an intellectual turn on to hear Wicca handle languages and dialects like a rockstar! He is good at what he does, makes you laugh, encourages you, leads, fights, screams and laughs like a dolphin.

So being the good wife that I am; I’ve lately made an effort to be more interested in PR and what he does all over the great, big, freaky internet. I sort of understand half of what he tells me. I nod a lot, squeeze my boobs together and smile - hope it helps a bit, but I’m getting there. I think.

Wicca persuaded me to try TS a few days a go. It was late, my voice all murky, my brain turned off and there was Gaz. Lovely guy. He reminded me of an old guy at the city pool, who wants to touch my boobs, but tuck my cheek instead and say; “Aren’t you a lovely young lady!”. I didn’t respond to his weird questions or stories about his prostate exams, (cool story bro), so I ended up getting banned. Thanks by the way, Gaz. #





## DO YOU THINK:

You want your writings to be published in reality contact?

You want your screenshots to be featured in this magazine?

You have written some nice after action reports that you want to see in here?

You have written some how to's or even full blown tactical guides?

You can do better than this or just want to help out?

## LET US KNOW!

We can always use cool or fresh content for next months issue.

Leave a reply in the thread or contact Wicca

# MAGICIANS STILL EXIST

## Interviewing the man behind the magic

**As we said earlier there has been a recent breakthrough in the world of Project Reality. Thanks to a the secret projects of a few developpers and an outside man, we can look forward to playing with 128 people in a server. We spoke to that man.**

Tema told us that his task was difficult but doable. He went to the R-DEV team a year ago with his plans but was not heard at that time.

**Why did they say yes this time? You tried one year ago but they did not listen. What changed?**

One year ago I had absolutely nothing to show to the developers. Most likely they do not believe in the possibility of creating a server with so many players, it didnt seem possible after a number of different tests involving other people. When I had some working developments ready, a friend of mine, persuaded one of the developers. We discussed the build, then held the first indoor test using only the resized squad. Then i talked about that I had a patch to change the maximum number of players, which was in the experimental stage. It was then tested and revealed to the public.

**You even said you think you can get to 256 players. This was tested last weekend but did not seem to work. Is 256 players off the table?**

256 was really impossible for this weekend, but it is fixable, i know another way to bypass restrictions



**Can you explain where the change is? I've read that modifying the .exe is illegal. So how did you got passed the 64 player limit without breaking any rules?**

In any case we do not modify any files either, and thus do not violate the terms of EULA. The whole point is that i wrote a special program that loads and executes the "target process" and modify it's code in memory, i don't think that this is a violation. Otherwise, we will stop all development and they do not get public (or any other) distribution.

**Do you think you can change the limit if 9 squads as well?**  
I think it is quite possible, but unfortunately so far, I did not try. There will Probably be a lot of problems, (for example, with the management of squads from commander post, with icons, etc)



**What other things would you like to try and mod for PR that are "hardcoded" as well? What do you miss? Either in PR or your own mod that you can or want to make? In other words, what can we expect from you?**

I must say that the engine is known to me for its problems, for example, You can not invite more than 6 people in the squad. We all know the impossible fastropes for choppers. This is really only possible if we write our own native code for the game. And i must say it's not simple.

Basically I make unblocking functions, as well as check for hidden features in the engine.

**Do you play PR a lot?**

I saw the Project Reality Mini-Mod for the first time a long time ago, i don't even remember it's version..I really began playing it with version v0.613, where i saw a very strong teamwork-based game and enjoyed it. It was very cool!! Though actually I dont play the mod a lot. I do not have enough time..

**What do you do in your private life (school/work wise) that got you interested in modding?**

I'm studying at university and have a job. Majoring in computer sciences, technologies. And also minoring in the physical and mathematical sciences. At work, I do network administration and maintenance of any office equipment. Sometimes i spend free time on the server BF2 (bf2.gaming.ru), which is also administered and promoted. Well, all the rest of the time i spend my personal life. >>



# MAGICIANS STILL EXIST

## Interviewing the man behind the magic

Modding is very interesting to do. Me and a friend (aka Uksus) have been doing this almost one and a half years in our spare time. The mod is dedicated to the partisan battles, and it's called Requiem For A Dream. We do everything ourselves - animation, models, code, flash menu, selection of voice acting, sounds, fx, music, and their treatment. And while the release is still far away(now the mod is alpha). I think it will be released some day. All of my achievements, including the expansion squad, and an increase in the number of players will be initially present in it. I think it will be truly unique, as the subject it covers are partisan battles.

### How does it feel to have a huge fanbase from one day to the next?

I honestly hard to say, this is totally new for me. First of all, i think it's a big responsibility and i would like to something i did only increase the fun of the game

### Thank you for your time!

Thank you for the support! #





# WICCA'S WORDS OF WISDOM

## I also like seeing other men

**Hello ladies and gentlemen, well mostly gentlemen. In fact, I bet your all men. So hello to all you men! You know, that's something I've always enjoyed, men. I mean being with them of course, and leading them.**

Leading men in Project Reality is something I really enjoy! And I also like seeing other men, with me, leading their men. In PR, there is a very rigid structure of men leading each other. You have to follow orders, or you have to stick with your squad leader. In my eyes, squad leading is something that should be part of a bigger growth program for leaders. So I've thought of a way to level it up, and tips that might get you to the next level.

In the first level of leading, you just run around in the map from flag to flag, with your squad behind you as sheep's. Usually the squad leader ends up dead first in a firefight, and doesn't get to lead a lot. He might want to just be in the front, and not be told what to do, and that's what puts you in that role. You feel that your way of doing things is right, or where you want to go is always the right way. In this level, you want to work on giving more respect towards experienced players, or humble towards them. And it is very important that you have patience, with yourself - and your



squad. Dying or being wrong all the time might feel frustrating, and second guessing yourself or yelling at people at this point wont lead anywhere. So take it easy, its just a game.

### Getting things done

On the second level of squad leading, you tell people what you want, and how you want it. During the briefing and selection of kits, where everyone is dead, and waiting to

spawn, you might find yourself saying "I want a medic, an AR, a grenadier, and a LAT". These wishes don't make you look like a leader, but more a child saying what he wants. And as a leader, you don't wish to be looked upon as an infant, or someone who shouldn't possess the role of leader. You want to have authority, and instill discipline into people. What also happens during this level of squad leading, is your ability to see what other squads are doing and then defend. You might not be in the best tactical position to defend, but your more aware of the team's efforts. This is good; but remember, work on telling each member exactly what



to do, "Gonzales get on top of the building now!". This gives you authority, because people like being told what to do, and not what your wishes are. Also, not complaining about your team to your squad, might help them feel a bit better. When you reach the third level of squad leading, you reach the position I usually refer to as the line, you start working more with your team. You have a standard way of setting your squad up, and standard tactics and map strategies you use. You act as a leader, and you talk as one when conferring with your men. You just stuck on your old habits, because they work. The best thing to do here is to try to work closer with your team, follow APC squads, or link up with another squads and hunt for enemies together. This will make you deal with tactical problems and strategic problems in your mind differently, but it will be for the good. Not doing what you are so used to doing might make you bring the team closer, and in those spearhead attacks with a large force you can win the battle for them. I can't stress this enough, this is what separates good games from bad games in PR. >>



# WICCA'S WORDS OF WISDOM

## I also like seeing other men

### Killing more people

The fourth and final level of squad leading is where you've adapted the ability to unite your team, with strategies and tactics that take into account people who aren't directly under your command. You communicate a lot more on this level, as you want the whole team to win. You use your team chat key, or squad leader radio to relay messages to your team. In this level you want to consider finding another man who can squad lead and teach him up, work on making the game more interesting by killing people with more firepower. Sometimes having an APC working so close to you, this might bring you more success, than relying on random pubbies. What you want to do to advance to the next level, which is commanding, is to give other squads orders using teamchat. Figure out what the chances of success is for a squad attacking, and then act accordingly. Usually a single squad attacking a flag is bound to fail, but if you see 2 squads working together, you could order assets or more infantry in to push through.

**"I BELIEVE THERE ARE AS MANY LEADERSHIP STYLES AS LEADERS"**

Now you men, I know some of this might sound quite squared, but it is not meant to. I believe there are as many leadership styles

as leaders - I also believe we all have different ways of learning things. Whilst something might be right for the others, its not right for you. This is my perception of squad leading. I usually find it more interesting forming platoons and ordering other squads what to do, not because I am the commander but simply cause I feel like I know better - if you feel that you know better, you might want to take on the next role.#

// Wicca out





# GET SOME!

## Project Reality: Vietnam

Ah yes, who could forget the simply fantastic April fools joke, in which the Devs tricked everyone into thinking, that Project Reality: Vietnam, was an April fools joke, possibly one of the best double bluffs in Internet history. As we approach the anniversary of the announcement of Project Reality: Vietnam, I felt the need to explore this new, exciting, and important era of the history of modern warfare.

Official sources on the forums are a bit scarce, with only two News updates and no highlights that I could find, and neither of the updates being much more than a paragraph or two. So, I had to go on a search for more information, a quick PM to Gaz told me that the R-Devs Trahn Lee and Afterdune were leading the new modification, and so I talked to the latter in an effort to get more information about this merge of Eve of Destruction and Project Reality.



### New maps

Well, one of the most obvious questions about Project Reality: Vietnam is how much new content will there be, well, when presented with this question, R-DEV Afterdune said, "The only new things you will see in PR:V" that are not in EoD, "are maps. Many assets from EoD are being ported over to PR, or 'PR-ified' as I like to call it! EoD's maps are rather small. We're still looking into whether any of them can be used in PR:V." though he did go on to mention that many EoD Assets will be optimised to be at Project Reality's high standard of graphical quality. The main new content being added will be "larger maps, deployables, rallypoints, etc.". Afterdune also hinted that we may be seeing the return of some of the Jungle maps, previously removed from Project Reality!

**"Vietnam forums now being open to R-CONS and R-COMs, so they can help develop PR:V as well."**

If new vehicles and factions aren't the main focus, then, perhaps, gameplay is. Yet will this gameplay be the exact same as Project Reality, or will it be individual? Well, "At this moment, you can expect the same gamemodes as are featured in PR. So, AAS (v3, v4, etc.) and Insurgency are most likely



to be featured in the initial release. We are thinking about a new gamemode, but there's little talk of that at this point. So PR:V itself doesn't really introduce other gamemodes, but the lack of scopes and such will make the game different.". Game modes however, aren't the only things that make Project Reality what it is, fire bases and rally points will also be included in Project Reality: Vietnam, which will be mostly the same as they are in Project Reality, "right now you're able to build" most things in Project Reality "Don't expect to see bad-ass deployable TOW or anything though!". Also, as long as 128 player Servers work out in Project Reality, then Afterdune sees no reason why it will not be added into Project Reality: Vietnam.

### Behind the scenes discussions

This is all very well, but, you're wondering, we haven't seen an official update since April last year! Well, though the hype from the community may have died down, Afterdune assures me that "PR:V is running at the moment.". He admits that, "The development of PR:V was going at a lower pace, mostly due to most of us working on getting v0.95 out the door, which (of course) turned out to be a way bigger release than initially planned. Progress is hard though, many people have a lot of other "obligations". Inside and outside PR.". While discussion may have died down on the public forums, >>



# GET SOME!

## Project Reality: Vietnam

the private forums are heaving under the amount of talk going on about the future of Project Reality: Vietnam because the private "Vietnam forums now being open to R-CONs and R-COMs, so they can help develop PR:V as well. It was only available for R-DEVs before.". Afterdune finished this by saying that "Expect a more official post soon though."

Afterdune summarised this article quite well, when he said that he's "Looking forward to playing PR:V online with lots and lots of other players. Can't wait to see Hueys flying over Vietnam, unloading rockets and what not.". Hopefully we will be able to play what is looking to be a brilliant addition to the Project Reality range, though, we must all remember that Project Reality: Vietnam is still in development, so don't hold your breath.

Take care! #

