

REALITY CONTACT #4

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WE TAKE A LOOK AT PR:ARMA

"a lot has happened in the past few days"



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E-DRAMA

"What makes conflicts bad, are misunderstandings"

COMICS!
AND MORE!

EDITORIAL

First up

Well, here we are at the fourth issue of the Reality contact magazine, and we're still running smoothly. As you may have noticed I am not Herbiie. I'm Hobbnob, deal with it.

Herbiie has now left, which I hope can be worked out, since Wicca's articles are enough to drive me insane, it's like he has some sort of prejudice towards punctuation.

We're in the process of again moving to a new forum, and all our writers are still producing some quality articles. Foxy's 'Life of a PR wife' and Wicca's 'Words of Wisdom' are looking to become established in every issue of Reality Contact, as well as Wh33lman's brilliant comics. I myself am still writing articles in between other things, and I plan to continue.

Right, enough arselicking. This is mainly just a quick establishing article, as I may end up as the Editor of Reality Contact for a while to come. I've done editing for articles before, but this is certainly a lot more challenging than a few mate's articles on the local happenings. There are times when I have trouble making sense of whole paragraphs, and I have to read everything that goes into the magazine. Even the stuff I'm not even interested in.

However, it's either that or Issue 4 of RC stayed in Limbo forever. We had all our articles written, as well as our comic. But then disaster hit. Herbiie left, and everything ground to a halt. We were at a standstill for almost a week before I realised noone else was stepping up.

So here I am, trying to figure out how to pad out this article a little more, yearning for a go of the 128 server, which I still haven't been able to try yet. I've also got college work to do, as well as making a sig for a forum member. Enough of my rambling though, we're always looking for more writers, graphic designers, and now there seems to be an editorial spot open as well!#

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PR'S NEXT INSTALLMENT!

Fresh from the wire!

Disclaimer: This article was produced in a hurry, and therefore may contain errors.

Now I admit it. I am falling head over heels for the PR:Arma 2 hype. I latch onto every titbit of information and have a fit whenever I find out something new.

So you can guess what happened when the PR team released the fifth instalment of the PRA highlights reel, containing detailed information on what will be included in the mod, as well as screenshots for many of the assets and terrain included.



Expectations have varied within the community as to what should be included in this first build, but the team has announced that it will be starting off with a lot more than a mini mod. It will include a substantial amount of British equipment, a new terrain to play around with, as well as retextured Vanilla models and a lot of gameplay additions. It has also specified a vague release date being July and is showing a high standard in the work we've seen so far.

Although there is still a lot to speculate, it is clear that this isn't going to be a small file. With the new island, vehicles, and all those textures it is possible the download will exceed 1GB on it's first release, which would make a pre-load release quite likely. However, despite the possible huge file size on the mod, it is clear that there is still a lot left to work on, it's only 0.1 after all. Not present is the Mastiff, Scimitar and the Challenger 2, with a few more vehicles that aren't being worked on that we know of, such as the Desert Hawk/ Reaper/Watchkeeper UAVs, as well as many others such as the coyote and Heavy Equipment Transporter(HET).

It has been mentioned however that they plan to make the

" it is clear that there is still a lot left to work on,"

Urgent Operational Requirement(UOR) programs in the future, possibly including the Quad Bike and the Husky Protected Patrol Vehicle, as well as the coyote mentioned earlier.



It is also quite important to mention that nothing has been said on the development of an opfor faction. It is probable that the PR team will be using the Takistani Militia as an enemy force for the moment, possibly the Takistani Army posing as an equivalent to the Afghan National army currently serving alongside ISAF in Afghanistan.

As well as this wealth of information provided in the news post, there have been things happening on the sidelines as well. BIS announced a day after the highlight that it had Arma 3 in the pipeline, with a new storyline and various improvements to the engine and gameplay, with release set for summer 2012. After asking UKF directly, it seems as though PRA will probably not be porting to the new engine once it's released, but gave nothing concrete as it's so far in the future.

So as you can see, a lot has happened in the past few days, to see the highlight in full head over to the PR forums front page, or for more speculation take a look at the dedicated PR:Arma discussion section of the forums.#



THE LIFE OF A PR WIFE

I feel like a headless chicken!

Prepare for shock and awe! I'm currently learning how to play Battlefield 2 and PR. Not sure if I'm going to be a regular player yet, but I'm willing to give it a try. Kudos to Wicca, who has the patience and hardcore willpower to teach a newbie like me, because I suck.

Honestly, I feel like a headless chicken. Always running in the wrong direction, getting lost, team killing, pulling the knife instead of the medic bag, falling down from buildings and dying, pressing the wrong buttons until the computer says; "BIIP", weird people talking to me and I'm like: "whaaaaat? Are they talking to me?" And when I shoot, I can't hear anything, because it's so quiet. Sometimes I just stare at the keyboard, wondering what buttons I was supposed to press. Yes, I am pathetic.

First time I played, Wicca and I drove around on a bike, suddenly we crashed into a tree and died. He screamed really loud and laughed awkwardly. I was convinced he drove into the tree on purpose (I always think he does stupid things on purpose), but he didn't! Later in another map, Wicca wanted to teach me how to fly a helicopter. Bad idea. First two times I crashed and died on the spot and the third time I crashed into the ocean. I gave up, so Wicca wanted to fly with me, and after flying around and shooting enemies and some friends, he wanted to show off and said; "honey, honey. Look at this!" We crashed and died. I don't think that's what he wanted to show me, I die perfectly well on my own. I believe he's just enjoying looking at himself from a different point of view, because he is looking more at my screen than his own. Probably why we keep dying.

My few gaming experiences have been frustrating, mostly because I suck so hard and Wicca is not the greatest explainer in the world. Sometimes he tries to guide me over TS, "you click the box to the left in the other thing" and so on, it does not make any sense, and I'll get mad; "Naaaah! JUST SHOW ME, DAMMIT!" It does not make it better that when I fail in the most stupid ways, Wicca laughs at me and says: "aaaaw, you are sooo cute!" I hope I'll be good enough to kick his ass soon.

I've noticed that there are some words Wicca always say in game or even in real life, like: "wobedi, wobedi", "my wife is so awesome/hot". Or: "I'm touching my penis right now", "I'm looking at my wife's ass", and "stop touching me!". You may have heard, Wicca makes a lot of crying sounds. I know this frustrates people, because there are always someone asking me if I can slap him in the face, hit him with a frying pan, kick him, ban him from TS and show him my boobs just to get him to shut up. Stupid people who ask me stupid things get trolled, Agemman have learned that the hard way. Sorry! *wink wink*

XX Foxy



MUMBLING ABOUT MUMBLE

A gaze in to the future!

Most of the PR community knows about Mumble, but not all of us use it. Some people don't use it because of technical glitches and issues, and some just don't like Mumble.

To help me write this article I acquired the help of my crystal ball. You see, I want to cast a glance in to the future to see what Mumble shaped up to become. So Haters, what you know 'bout Mumble! Let me take you on a journey... to the future!

People in the future have even less time than we do. They also have less of a brain because of all the smart phones that are out there. Thinking for yourself is considered something of the past. Realising that, the Mumble developers made Mumble easier to install and use.

All a user has to do is start Project Reality and Mumble launches with it. Mumble then waits in the background until the player joins a server. Now let's take a step back to 2011. These days you need to find the server channel, find out what team channel to join and then join the Squad-leader or squad-member channel. Most people don't even do that properly.

"ALL A USER HAS TO DO IS START PROJECT REALITY."

In the future, Mumble does this all by itself. And it takes this further. You remember that the current Mumble has 2 schools of thought? A one channel set-up or a two channel set-up? In the future, Mumble makes channels for squads. That's right, in theory servers can disable VOIP altogether.

So what you will get is normal speech for people around you, and also a proper squad-radio. Your squad-leader will have automatic whispers to other squadleaders. Server owners can set up whether they want enemies to be able to hear each other or not. Whether everyone can radio to the Commander or only Squad-leaders can. It will have a lot more options and bring a more solid set-up.

The downside of this is that Squad-leaders will have more buttons to remember. On the other hand, if you decide to go squad-leader then chances are that you know it will be more of a job than being a squad-member. The keypad acts as a

radio panel, with different buttons going to different channels. So if someone is playing on a laptop he'd have to remap his buttons. These are not things that can't be overcome. It will just put more strain on the first time squad-leaders.

A good thing about the future is that, like I mentioned earlier, Mumble launches automatically. But it also has a standard set of buttons configured along with audio settings. So a person only has to click on the installer for Project Reality and the rest is done for you. Of course you can still change the buttons to your liking. But for people who just discovered Project Reality they don't have to do anything to be playing with the veterans on Mumble. Everything is done for them.

So as an avid mumbler I think these changes are really what would make Mumble more widely accepted. It's less of a hassle when everything is done automatically. The Reality Contact has sources who stated these changes may actually happen. Small tests have been held proving it can work like that.#



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

E-DRAMA

We all love and hate it!

Internet drama is quite common in the PR Community. We choose to play PR, but not all of us like to be told what to do. It can be very common, like the desire to win a match, or even just play as a team. There is bound to be friction in a game where the sole purpose is to kill your adversary together with your team.

A lot can go wrong, and a lot goes wrong everyday. But usually those small things don't have a major effect on the mod, or the community. I want to talk about when things can go really wrong.

One of the things that I really like about e-drama, is that it's just so interesting. It's like looking at men's asses, you know you're not supposed to, but you just can't stop. It spreads like wildfire and as you all know, it's interesting. You feel a tingling sensation when you hear of it, or get to tell others.

But what causes it? Usually it's when two people's intentions about one thing get mixed up, such as winning for example. They both want to win, they both have the same goal, but they have not communicated how they want to go about doing it. They disagree, and if not resolved it turns into a conflict. Conflicts usually have very short life, and are easily resolved by talking to the person about your ideas, what the goal is and how they both can cooperate best to reach it on a voice program.



What makes conflicts bad, are misunderstandings and the swapping of words, or when one person has become agitated and states something offensive or immature towards the other person or group.

People have different ways of dealing with conflicts, some avoid them and bottle them up, some get tired and work less and others gets very annoyed instantly. I usually handle conflicts as such:

I have a conflict. Usually it leads me to become very upset and annoyed and generally pissed off. I then spend time thinking about what to say, what to do and I try to avoid any contact with the other person. I also do not wish to speak to anyone about it, which might have unforeseen consequences.



When I then come to the point where I confront the person, I try to be as calm as possible and leave as many bad feelings behind me as possible. This will make it easier for me to communicate, because instead of thinking of how much I want to kill the person in front of me, I can actually hear what he is saying.

I often find it amusing to see how much of a imaginary social structure people have built up around them. Their minds follow certain rules of conversation, codes of conduct or certain ideologies or phrases that dictate how they react to people. It can be the belief that they are better than everyone else, the strong faith in another person, a detest for a certain way of doing things, or they can become proud, naive, narrowminded or even downright power hungry.

"IT CAN BE THE BELIEF THAT THEY ARE BETTER THAN EVERYONE ELSE."

When dealing with people who have built up a net of ideas in their mind on how to do things, you have a hard time relating to it. Be very careful, it is very easy to become agitated, step wrong and then have a shitstorm flying in your direction. People skills and endless patience are very important. Its also important to say the right things to make things go in the right direction. I will give an example.:

Person A) Is angry with me for making a decision without conferring with him. I have already put things into motion. This causes not only a conflict, but a problem. Because if I wish to come to terms with the conflict, i need to have the ability to stop the process which angers the other person. >>

E-DRAMA

We all love and hate it!

To show respect to the person, you then stop the project, or allow it to run more "silently" depending on the situation you are in. Make sure you keep your cards close to your chest, and reveal as little as possible. Then you speak to the person about what is going on, and assure him that its alright, whatever it is.

The whole idea here, is that you need to clarify if there is an issue with the project, or if he is just mad over the fact that you did not confer with him. If it is because you didn't confer with him, then apologize and remember not to do it again. Please try also to explain to him, if you are under pressure or similar, so he also feels compassion towards you, this way you form a bridge of common ground in which you can stand.



If however this person doesnt like the project in the current state, then you must find a way to please this person, and continue the project at the same time. That is tricky. The reason I want the project to keep running, is because I believe in progress, moving forward and compromises, just so you all know.

Make sure you find something fair, that gains yourself and said person, and make sure you dont offend him during the process. If you do that you'll have to sacrifice the things you need to please him.

The core way to ensure you "win" on these conflicts is to be humble. In everything, that means being silent when you want to scream, and be polite when you wish to offend. Always make sure you keep a cold facade.

In the PR community, a lot of problems usually just occur because people dont talk to each other about their issues with each other, and when they do meet each other, their conflict has built up so much in their mind that they cant reconcile. Talking behind someones back, or even conspiring against someone does not help this community. Quite the opposite, it is very hurtfull, and shows the lack of respect people have towards each other, aswell as their immature nature.

"IN THE PR COMMUNITY, A LOT OF PROBLEMS USUALLY JUST OCCUR BECAUSE PEOPLE DONT TALK TO EACH OTHER."

I like making lists so I will make one now, to summarize what i have said.

Never approach a person in which you are in conflict with, in anger or under a emotional state that questions your judgment.

Always be humble, but you do not have to be tolerant. If you have a problem with someone, be patient and find a solution, instead of letting it bother you.

Create a common ground, and make sure you get along.

Do not intently create a cloud of judgment or build a image in your mind about someone, and share it to others.

It is one thing to warn, it is another to discriminate and talk trash about others.

In PR E-Drama, conflicts have caused many problems, and hurt the mod. I hate to see this, and I want us all to help each other create a better community together.#



COMIC BY WH33LMAN

Project Reality Comics: Build .003



THE DRAGON HAS EATEN THE FLY

Another battle report from the tournament!

Once again I was told that I would command shortly before the battle. Originally I was suspended for BC9. This changed however as there was no man that could command one of CATAs armies. Instead my suspension was pushed forward for BC10.

This time I had prepared better. I had led the team on our team training, and actively engaged in the planning. The game started with a layout of Train Depot, Industrial Center and City Center. Our plan included to let NATO cap Industrial Center and capping it back, thus earning us a few tickets. This was because they could easily blast our defences with armour.

As we deployed everything went smooth. I had reports that all bridges were blown quickly. We had FOBs built up and people in the right places. As had been suspected I got reports that two Warriors moved north. As I was informing my guys about this I got a second report: "One APC down.". Shortly after that I got a report that a second APC was down. NATOs assault on industrial had been neutralised.

This led me to order a unit to cap Industrial, as I in the end wanted to cap Train Depot to induce a bleed. This also lead to a ruckus and slight confusion as people screamed that our guys shouldn't cap it. They did cap it though so we just had to play along anyway. We moved our defensive platoon up to secure Industrial, and we moved the others away to hunt enemies.



After this we had sporadic assaults from NATO. They crossed

the bridge in G4 and we had infantry fights in the north parts of the city. What went on there I don't really know. I had reports of NATO entering there quite a few times as well as a support bridge over the blown bridge.

Overall the attacks were dealt with pretty quickly.

We also had NATO units operating more towards the southern parts. They attacked our mortars and silenced them, these



guys were dispatched by me and the Gods of Disconnects.

During this time I had a sneaky unit observing the Train Depot. They gave me valuable intel on what was there and what was going on. I ordered them to take out the tank and most of the defences surrounding that area, as a preparation for an attack. They told me they were on it. I went back to dealing with comms and building firebases here and there.

After about 20 minutes I had reports that our mortars were down. NATO was attacking Industrial from the south. Shortly after that we had reports of a big NATO attack from the north of Industrial as well. As I was screaming for people to get here and there and kill NATO off I got a report. The defenses at Train Depot were crippled. NATO were only focused on the east and we could move in from the west.

I saw a chance and I grabbed it. I quickly ordered all units, except for the 8 men defending Industrial and our mortar team, to go to Train Depot and attack from SW and W. It took us a few minutes to get in position. All the time I heard our defensive squads telling me they needed more help. They didn't get any because we rolled in on Train Depot. And we rolled in quickly and we took control of it. NATO attacking us back did slow the progress and it took a while for us to turn in neutral. But we did so in the last second because our defenses at Industrial were severely crippled by this time. >>

THE DRAGON HAS EATEN THE FLY

Another battle report from the tournament!

We dug in and finally managed to cap Train Depot. That was the endgame. We all knew that we had this as a victory. NATO were losing tickets fast and they were constantly attacking. I participated in some intense firefights in the woods west of Train Depot. Real fun fighting with Warriors roaming about, infantry plopping up here and there. At some point we even had an area attack on our heads. We survived though and got reinforcements in, much thanks to a FOB by our mortar crew.

It took us longer than expected, but in the end NATO bled out. It was a good fight and if we'd failed to cap Train it would've been even harder as NATO would most likely have capped Industrial. Good fighting! #



COMIC BY MAXCOOKIES

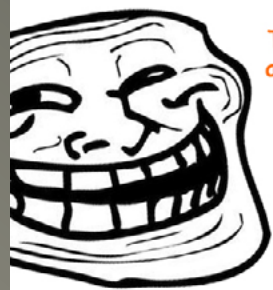
Do not try this at home ;)

MAX's guide to Trolling*

in



1. MORTARS



The mortar is an amazing asset, useful not only for killing enemies, but for pissing off your fellow players as well.

Troll-o-meter: 🤪🤪🤪
Difficulty: Beginner

STEP 1:

Put a marker on the enemy's main base and adjust your aim accordingly...



STEP 2:

Switch to smoke shells (EXTREMELY IMPORTANT) and fire at least 5 rounds!



QWAI RIVER, US MAIN...

Upon landing, they'll make the same explosion effect that Impact rounds do, but since they're smoke shells, they deal absolutely no damage.



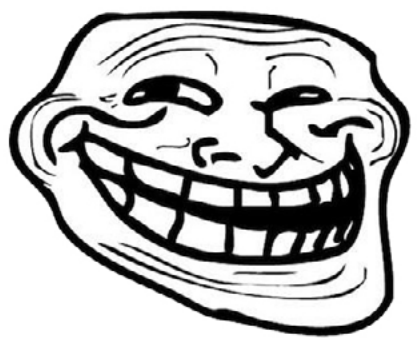
STEP 3:

Sit back and watch their reactions...

[STD]F4gi: LOL Y U BASERAPE
NUB



WillyWankerWonka: BAN THIS
RETARD



PROBLEM?

Achievements:



AZ GG!
Accidentally use IM instead of smoke.



BALLS OF STEEL
Do this on a tournament/world cup match.

COOP MODE

Crashing, training, and the infamous coop mode.

Last issue I ranted about the glories of being a heli transport pilot. This article stems from that, into how people get into flying in the first place. Crashing, training, and the infamous coop mode.

Coop wasn't originally part of PR up until 0.9. It was the job of a separate team of developers, that slaved to create PRSP around the existing mod, with a small minority of the PR community actually using it. PRSP was merged with PR in order to remove the online training mode, where new players roll choppers and shoot their teammates, whilst the MEC complain that they're getting raped by aircraft. Online training wasn't a nice place to learn, but it was definitely missed.

"Where new players roll choppers and shoot their teammates."

It was removed without warning by the devs in a standard game update, and for months later the forums were alight with players asking where the training mode has gone, and they were directed to the newly merged coop mode. The mode is essentially the same as PRSP once was, but advertised as a place where you can learn to play without annoying others with your noobishness. You play against bots on a portion of the available maps and you learn the basics. There's no fobs, no mortars and no teamwork.

This is another problem, the bots. They're stupid, and they look to be staying that way. They won't come and help you build your fob, or have a chat with you whilst you walk across the map. They have a habit of getting things wrong. One example of this is on Al Basrah standard, the BDRM's will attack the village, and then drive into the river where a deployable bridge could be placed. You are then left with a fish tank on steroids, with 3 heavily armed APC's stuck in a river.

Recently there has been another fundamental change to the coop mode, with the introduction of bot-only vehicles. They still crash, run their own team over and get stuck. But it stops bots stealing the player's assets and allows bots to one man tanks and use it properly, whilst the player still needs two people. This can become a problem on local servers, where you look for a bot heli to have a go at gunning in, and they've taken off already due to the fact they're usually hidden on the other side of the base.

From what we have seen so far there's really not much on offer to the more experienced players, but that's where people can make a difference. The lack of punkbuster on a local game means you can modify your own personal version of PR coop to suit your interests, whether it be practicing ar-



mour driving by evading a load of RPG armed bots or doing target practice in an invincible Apache. It only requires a small amount of coding knowledge and can be very rewarding. I personally have Muttrah set up so that the MEC has a few AA guys dotted around the city, with the hueys on fast respawn so I can practice evading the nasty little buggers.

More recently the devs have released a map pack featuring 14 coop maps on the 17th April, with it being announced on the front page of the PR forums on the 20th. The pack features Fallujah west, a map that has now been revived to the realms of coop after not making it through after the multiplayer build was upgraded. This has also prompted the release of a coop version of Korengal, which was also scrapped by the devs from the coop lineup within the past year due to lack of workforce. The pack begun work at least 6 months ago and is now just over 500Mb in size.



So to round up, coop isn't perfect. It isn't the perfect substitute for the kind of teamwork you can get on multiplayer, it isn't the perfect training tool for the ultimate noob and it isn't the perfect teamwork experience, but with a bit of coding magic it can be pretty damn good.#