Shattered Paradise Frequently Asked Questions

Installation

Its straightforward, you download either the installer and install it or winportable version (extract the files somewhere) and then run the game using ShatteredParadise.exe

All the installers can be found here:

https://github.com/ABrandau/Shattered-Paradise-SDK/releases

Installation issues (In case the installer or win portable version doesnt run)

- All versions: The game requires a valid sound output to function, or else the game crash before starting.
- Windows 7: If the win portable version doesn't run, try copying the file called OpenRA.Game.exe.config and rename into ShatteredParadise.exe.config, then try to run again.
- Windows 10: There are chances that windows will block the excecutable https://stackoverflow.com/questions/15238714/net-local-assembly-load-failed-with-cas-policy/15238782#15238782
- To be able to play, linux users must update their mono version to the latest stable version, being it atleast 4.6 , see, https://www.mono-project.com/download/stable/ (Thanks to Graion Dilach and FuNK!)

How to compile a build in case the links provided do not work:

You need to download two .zip archives from github, the engine to be used and the mod itself. After downloading, if you are on windows, both follow the following steps, if not, follow this guide:

https://github.com/OpenRA/OpenRA/wiki/Compiling

Mod repository link: https://github.com/ABrandau/Shattered-Paradise-SDK

1. Extract the engine build somewhere.
2. Run make.cmd and type all (you need internet connection for this)
3. If the cmd file compiles the build successfully, use launch-game.cmd and type sp
4. The game should launch now.

Linux and mac users depend on the SDK builds, if something goes wrong, you should ask for help.

Will there ever be a time when builds don't have bugs?

It's our best hope but we cannot ensure it. As the engine is being constantly updated, many traits change in behaviour and we have to compensate. Sometimes we do it right, sometimes we don't. In the end, the only way to be completely certain is through testing, and the mod has so much content that checking if every single feature works before posting each patch is too much work, instead we decided to go for a reactive strategy.

To solve this issue, we will always have two versions of the mod available to play. If the newest version doesn't work properly, fall back to the earlier one and report all the issues you find.

What features did you decide to cut from Shattered Paradise?

Even though many of these features are not supported by OpenRA yet, we already decided these will not be used even if they are supported, for various reasons:

- Hunter Seekers
- Harvester resource discarding.
- Vein Harvesting for chemical missiles (This system is too different in contrast to the other superweapons, the feature could be used for a neutral structure, but we won't do anything for now).
- Map-wide Ion Storms (Its effect is too strong for a game where aircraft makes up a big part of the overall balance).
- Vehicle tilting (I sacrificed voxel data for the benefit of optimized sprites, sorry about that).
- Deployable artillery.
- Terrain Deformation.

What Features are still missing on the OpenRA Tiberian Sun mod?

- Ice.
- Veinhole mechanics.
- Hunter Seekers.
- Map-wide Ion Storms.
- Gas cloud spawning (Shattered Paradise does this in a way the devs would not call correct).
- Destructible high bridges.
- Terrain Deformation.
- Voxel vehicle tilting and 3 axis rotation.
- Firestorm Generator.
- Trains (Locomotive logic is the only piece missing).

Present bugs to date (2018, July, 24th)

- Turreted vehicles carried by carryalls lose visuals of their turret (visual bug).
- Units that transform lose experience when doing so (Jumpjet and Glider when landing).

- Units can get stuck on bridges sometimes.
- Bridges are not destroyable.
- Veins do not vanish when veinhole is killed (traits are missing).
- Weapon minimum ranges are not affected by range multipliers.
- Heli return to base bug.
- Aircraft units will land on the same cell.
- With Wall sprite body skips make animations.
- Game crashes when trying to give veterancy to a heroic unit.