

Release Notes – Away 0 Version 2

Changes since V1 Release, Nov 2021. By Geep, March, 2021

This document may be of interest to dev collaborators and V1 testers, and will be distributed through the forum. It will not be included in the .pk4

Contains Spoilers

General Changes for V2

Overview

V2 is a primarily a post-2.10 maintenance release, cleaning up problems without substantially changing the storyline. While built under 2.10, it is still compatible with 2.09.

There are a few changes that will be obvious to someone doing a replay. But most changes are visually minor, or only affect behavior at the margins.

Patches/Fixes by StGatilov

A Dec 16, 2021 patch, already applied to the V1 distribution (and all other FMs) and incorporated in V2, uses a new 2.10 mechanism to show a custom background applied to the main menu. This is largely backward compatible with 2.09.

The previously-seen problem of cutscenes not restarting properly was reported, using a simplified case [bug tracker #5758]. StGatilov diagnosed and found corrections. Geep adapted & applied these to V2.

DarkRadiant Groups and Layers No Longer Available

Unfortunately, the away0.darkradiant file was accidentally corrupted and, being out of sync, is no longer useful with V2. Consequently, it is not included with this release. This has no effect on game play.

Distributed Supplemental Documents

New Doc: The Making of Away 0's Video Cutscenes

For Existing Docs Generally

Titles and first-page dates were changed to reflect the V2 version. The Maintenance Guide, Acknowledgements/Credits (& this doc & Making of...) now have Word Headings outlines, & upgrades for accessibility.

In Maintenance Guide, under Section...

List of Teleport Targets for Debug/Test

Added “x_tree_steps”.

Objectives...

Hidden objective DR number 13 is now disabled (and replaced as described there), due to re-implementation of Hornsby door trigger, for reason given further below.

In 2.10, the word-wrap in the Objectives menu is slightly different (due to font change?), so for aesthetics the text for two Objectives (DR numbers 3 and 7) were slightly shortened to minimize wrapping. And a third (DR number 10) was reworded to avoid repetition. You’ll see:

~~Get~~ Into Four Flags, and by ~~morning~~ dawn have loot worth over 1500
Optional: Get ~~the~~ 3 friends their Papers, before going to Emily
~~Leave~~ Be gone from Four Flags before ~~dawn~~ sunrise

Testing/Debugging the Objectives

Comments and test function names have been updated, to reflect that Objective 3 is really “over 1500” loot instead of “over 1000”. Corresponding changes were made in debug.script and its mechanisms.

Suppressing Alerting of Some AIs...

A separate section “AI Sleeping at Outset, or in Must-Stay-Fixed Locations” was broken out. Content was altered to reflect AI changes.

Emily Notes – Contents, Actions, and Locations

A phrase in the final note, Note 6, has been changed; more further below.

Guidance for DR Layers

This section is removed. DR Layers are no longer available.

In Acknowledgements & Credits

Credits for V1 bug fixers and feedback reporters, added to listing of earlier beta testers.

V1 Feedback Reporters

[an] AndrosTheOxen

[da] datiswous (major contributor)

[gr] grodenglaive

[mi] michael_a

[ro] roygato

[su] summer

[ta] Tapewolf

[tb] TheBigh

[th] Thiefette

As mentioned above, fixes also includes Dec 16 Patch by StGatilov for TDM 2.10.

Changes for V2 in Specific Locations

These are predominantly in response to V1 bug reports. In what follows, **datiswous** is the source of all bug reports unless otherwise indicated by a [2-letter ref code]. Fixes by Geep unrelated or loosely related by indicated by:

[ge] Geep

Lower Town

Near Start, Westmost Direction

You could walk out of the map. The west city wall was made higher to prevent this.

Moving Street Guard's Purse can be Pickpocketed from Further Away [ge]

To be consistent with frobbing items from moving guards later in game.

Roof-Accessible Alley Pit between Dude Building and Clock Tower

The clock building exterior is expanded to block unimportant crevices where the player could get stuck and/or walk through walls.

Water Guild Project Office, Interior

The trunk contents are now consistently frobable when re-opened (not every other time).

Water Guild Project Office, Exterior Environs

The narrow gap to the west of the building, behind the crates, is now walled off. This hides a lighting anomaly.

Part of an earlier problem, a portion of the walkway wall in front of the building could be penetrated from the street if the player crouched. "Fixed" with more playerclip.

Bare Tree near Curved Steps

To reduce the likelihood that you get stuck if climbing or passing this tree, it's made nosolid, and enrobed with hidden simplified climb ledges (of wood no-draw).

Pump House

The interior water trench has been deepened enough that the "breathe meter" takes effect. The pump paddles have been correspondingly enlarged, and [ge] texture changed from grates to solid rusted steel.

Water Trench below Sloped Grate

A length of water line pipe now fills the "entrance" nearest the pump house, to make it obvious why you can't enter/exit this way. When inside the trench, and walking towards the new pipe, restrictions also better reflect the effect of the overhead grate.

Lower Wall of Corner Building against Inn

[ge] Now extended with a grid-aligned block to hide yet another lighting anomaly.

Overhang above Inn Door

[ge] Z-fighting on the underside of the leading edge, visible when rope climbing, is fixed.

Hornsby at the Inn

Hornsby's door knocker only worked if you reached the door by the central route along the landing at the top of stairs, not by certain alternatives [da]. The trigger/objective mechanism was replaced by a less picky method. Also, once you've successfully finished business with Hornsby, the door knocker no longer can be frobbed [ge].

The overhead cage light was dimmed, so that black smoke and frob highlights (of door knocker, items on plate [ro]) are more obvious, and inside-door black vanity panel [tb] less so.

To address a possible difficulty in frobbing all plate items and resulting Objective stall [ro][maybe su], the script now provides a backup system. Once the player frobs the lockpick (the first item highlighted), if no further frob of remaining items succeeds, the map is auto-frobbed after 10 seconds and the loot purse after 20 seconds. These are minimum nominal times, actually slightly longer. The rest of the scripted behavior then completes as normal, including update of Objectives.

Front Campus Grounds

Incinerator Building

Dousing the fire now prevents subsequent hurt to player [an][da], and it's easier for player to walk over bonfire and rubbish without getting stuck [ge]. Black stains were added under the bonfire [ge], and the black stains surrounding the building visually improved [da].

Guards Hut

Texture on high metal shelf less smeared.

Lighting Anomalies on Grass, involving Hedges

When standing on the hedge across from pantry windows, several trapezoidal glares were visible in different directions. They were seemingly on the grass, but reshaped themselves in odd ways as player moved. Vaguely thought to be associated with worldspawn problems. Not really fixed, but made manageable (reduced in visibility or partially hidden). All hedges were gridded, then converted from worldspawn to func_static. Large grass patch covering north side of lawn, and intersecting flat ground plate, was redone, and underlying plate dropped to not intersect in mid-patch. Some simplification of ground plates was done (which improved ground texture borders inside front main gatehouse). 3 short hedges were added outside the pantry windows; 1 in particular partially hides an anomaly (also seen from ground level), and is angled to do this better. AI path was tweaked to accommodate.

Exterior of Four Flags

West Roof & Upper Northwest Wall

Badly aligned textures were noted on the rooftop. This was yet another manifestation of a long running problem with twisted alignments, due to a poor early choice of roof slope. The slope has now been slightly changed to be more grid-friendly. A major redo of the roof (affecting Floors 2 & 3) and the adjoining northwest wall (with its two windows of women's kitchen/laundry) was completed.

Hallway Wall besides Niteclub Privy

[ge] When on backside roof above privy, exterior of wall was z-fighting. Fixed.

Light Beams Cast from Four Flags Windows

The existing yellow light beams were perceived as fake, due to a texture with abrupt border. They were replaced with a smoother gradient (the standard spotlight texture, but customized to yellow) in a parallelogram that extends further from the building. The height and width of given parallelograms now better match the window shapes. Also, the brightness appearance was adjusted to match the initial interior room lighting:

Building floor (Ground = 0)	Exterior wall	Room	Window count	Pane texture	Local outside light source	Beam brightness
1	West	Map room (pool table)	2	lit	yes	bright
1	Corner NW	Map room	1	lit	no	dim
1	Center NW	Map room	1	unlit	no	none
1	Center NW	Art studio	1	lit	no	dim
1	Corner NW	Art studio	1	lit	yes	bright
2	NW	Women's kitchen / laundry	2	lit	no	dim

Note: this change does not use the new volumetric lighting introduced with 2.10. Consequently, 2.09 compatible is maintained.

Southside Roof Plankwalk – Now with Columns

When approaching the building edge, near a jutting plank, player “gets stuck”. This may have been either getting stuck by the plank or invisibly but intentionally blocked (to keep player out of southside dummy house area). The plankwalk surface is now better covered to prevent getting a stuck, and 4 tall columns added to make clear why you can't proceed.

Beam around Elevator

Z-fighting fixed at eastmost right angle.

Rear Campus Grounds

Dog Cages

“Getting stuck” was reported at or above the vertical curtain of the dog cage enclosure. A classic “getting stuck” was not reproducible. But the player can’t penetrate the curtain, because it’s part of the canopy model, whose overall solid treatment is desirable. So 4 vertical beams with angled supports were added, giving a reason why it’s impenetrable.

Hounds & Hare Arena Wall

The street curb on the east side wall was adjusted to fix z-fighting.

Hostel Entrance

Stone texture sizing and alignment improved.

Inside Four Flags

Final Note from Emily

A phrase in the final note, has been changed from “our late-night lockup is nigh” to “curfew has me in our late-night lockup”, to make it clearer that the player should seek Emily in the lockup, not out and about.

The Vault

Frobbing loot through the wood/metal walls of the safe deposit banks [mi][th] is now prevented.

The coloring delineating each safe deposit box [ta][gr] has been made more obvious. It now uses a metal texture instead of wood, but, for fun, retains the funky specular detailing, inherited from wood drawers.

Topmost crate lid was hinged on wrong surface, so would float when open [ge]. Fixed.

Stone column in SE corner ended in mid-air [ge]. Fixed. Added beam resting on it to east wall.

Bank

A brick texture was missing on the column with the double-sphere lights. Had to delete column to fix this.

Stairway Lightswitch Lock Box

The control buttons are now consistently frobable when the lock box door is re-opened (not every other time). The switch in the full-down position no longer intersects the unlocked slide bars. The moving sounds of the slide bars are more plausible.

Pantry Ice Block

The nature of this material was not clear from sight, and it sounded like metal when jumped upon. To address this, the texture was tweaked (although not obviously different unless player’s light is on). The

ice pick on top was moved, so that its metal sound was not dominant. And the overall sound was changed from default ice to snow... arguably there's some shaved ice atop the block.

Female Kitchen Staffer

Made a deeper sleeper, to discourage her awakening, standing up, and embedding herself in wall.

Zelda

Made more resistant to alerting, to discourage her standing up and attempting to leave booth.

Chip Room Safe

The safe loot is now consistently probable when re-opened (not every other time).

Casino and Rear Entrance Chandeliers

When doused with a water arrow, not just the cast light of the 6-candle chandeliers goes out, but all the candles as well. (The 3-candle chandeliers were already doing this). Bug report of patch filed.

Art Studio

One of the NSFW paintings, woman in orange dress, was falling through its shelf. Raised up a tad to fix.

Music Hall Balcony Lobby – Stairs to Box Seats

The player and AI were sometimes obstructed, due to a tiny floating patch near the base of stairs. Removed.

As part of remediation of this problem, the boxseat stairs and handrail were substantially rebuilt [ge], with better grid alignment, step sizing (for consistent texture rendering), and more-plausible AI stair behavior.

Printer

Made a deeper sleeper, to discourage his awakening, standing up, and treadmilling or embedding himself in wall.

Guards HQ Bunkbeds

Anomalous "open edge" pillows [da] were replaced by standard "closed edge" pillows. And sleeping guard position [ge] improved when arising.

Boiler Room Entrance from Duct

[ge] Part of the approach duct now has a westside wooden wall. This hides a render anomaly new to V2.

Boiler Room Entrance from Bar

[ge] The sliding grate, when open, did an unsightly merge with lumber. To fix, the slide distance was reduced and a wood frame added to hide remaining merge, and provide a plausible guide for sliding. Wall textures around grate opening were better aligned.

Boiler Room Duct Hatch

The westside ductwork mid-height duct hatch, when pivoted open, seemed to pass through the adjoining doorknob[da]. Fixed by limiting opening to 80 degrees, and moving door opening (which also fixed z-fighting there [ge]). Also, z-fighting of duct hatch against its frame [ge] hidden with new façade piece.

Locked Grate between Boiler Room and Laundry Mezzanine

This should be openable with the womens' lockup key, from both above and below, but was not [th]. The cause of this failure wasn't entirely clear, but changes were made (of which making the grate itself unfrobable and extending the frob range of the lockbox were probably most apt) and it seems to be working now.

Niteclub Bar

Movable items would not stay on shelves, but fall part way or all the way through. Fixed by installing invisible thicker, wider worldspawn shelves. Similar problem seen with a few movable bottles on floor [ge] fixed by changing floor under bar back to worldspawn.

[ge] Patrolling guard pathing could occasionally fail inside the hallway, so that the guard would walk into a wall forever. Three path nodes were added, and, to provide less obstruction to guard, red doors to telescope area now open outward. Chair in the way of latter, by privy door, was removed. Hope all this fixes it.