CARRACK CLASS LIGHT CRUISER

Carrack Class User Guide
CARRACK CLASS VERSION 1.0
CREATED BY Merrick
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Contents

The Bridge

Introduction

The contents of this .zip file should include the following files:-

Carrack.pk3
Droid Vehicles.pk3
Carrackguide.pdf
Readme.txt
Virquin Promo Screenshots
Screenshots Folder

This is my greatest map yet for Jedi Knight: Jedi Academy, it is designed for Role-playing and role-playing only, hence the weapon entities are often located in the same place and are not spread out throughout the map.

This map suffered a lot of set backs in the final stages of completion, I originally designed functions like a deactivable power core which would also shut down hyperdrive and disable bridge consoles, and a turbolaser conduit that had the same effect on the turbolaser batteries However, when I added all sections of the map together, the game simply couldn't handle it, and they had to be removed to get the map working properlly

The map is dedicated to the Elite Role-playing community for encouraging me to keep mapping, and also Daniel Carley, who started me off over 2 years ago.
Also a thanks to RPG World, who provided some of the feedback on the dreadnaught that led to improved functions on the carrack

The Original Power Core Deactivated

Installation Instructions

Open your base folder in the Jedi Knight: Jedi Academy Directory
Eg. C:/Program Files/Lucas Arts/Jedi Knight Jedi Academy/Game Data/Base

Then drag and drop the .pk3 files into the base folder

If you cannot follow these simple instructions successfully, I strongly suggest you disconnect your computer from the Internet before you harm somebody.

Recommended Operational Requirements

1+ Ghz Pentium or AMD processor
512 MB RAM
64MB DirectX9 Compatible Graphics Card
50mb Hard Disk Space

I apologise that this is somewhat larger than that displayed on the Jedi Knight Jedi Academy Box, however when operating on multiplayer servers, your PC may experience Frames per second difficulties due to the size of the map, if your specifications are below what is recommended here you will still be able to run the map, however you may experience very jerky graphics.

The bacta tank
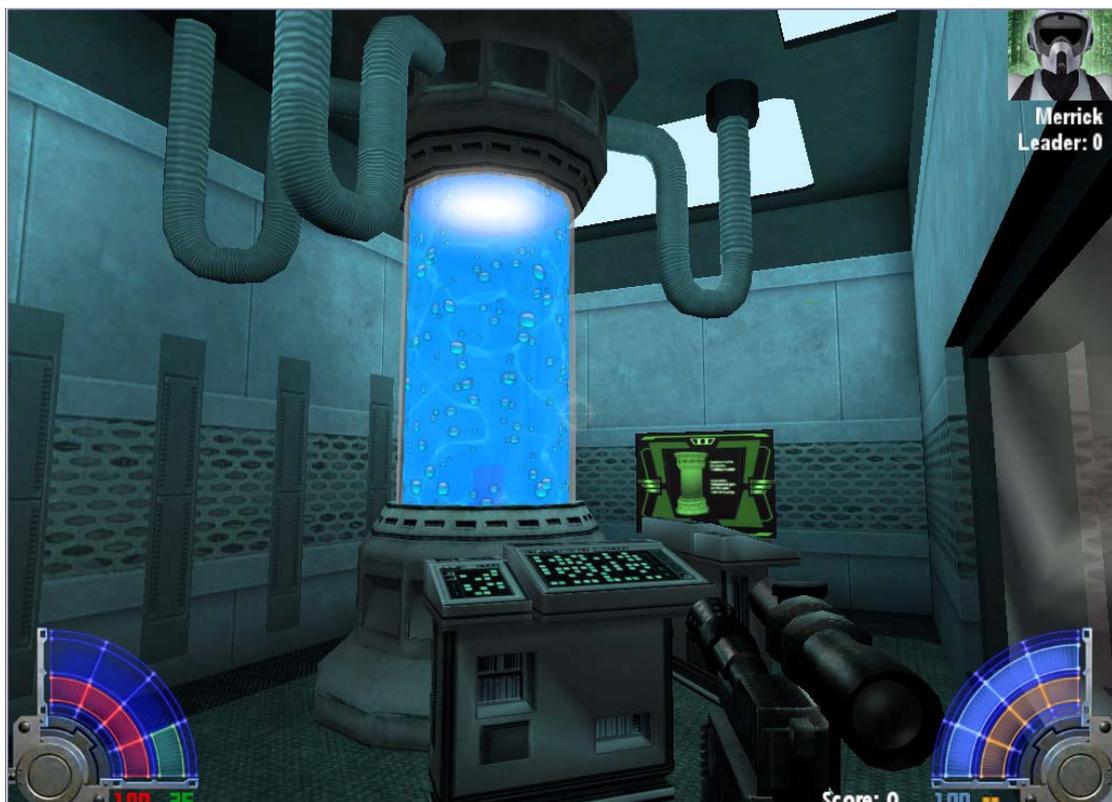
Software and Resources Used

Hardware Specification -
1.7 Ghz AMD Athlon XP Processor
512MB SDRAM
nVIDIA FX5200 128 AGP Graphics Card

Software Used -
GTK Radiant v 1.4.0
Adobe Photoshop CS
Adobe Image Ready CS
Acrobat 7.0
EasyGen Terrain Generator
Windows Media Player
Sound Recorder

Other sources –
Map-Center Forums
www.map-center.com

The lava Planet

The Functions Guide

The carrack initially had many more functions than this, but they had to be removed, because they were killing the map.

Hyperspace

Hyperspace can be triggered from the bridge, the effect will be visible from every window and opening on the entire ship. I realise you can still see the planet from hyperspace, originally you couldn't, but the brushes I used to block the skybox out had to be removed in the function cleansing stage I was forced to perform at the end

The Turbolasers

There are 6 turbolasers on board the carrack; they can be fired automatically from the bridge, or manually from the turbolasers themselves towards the bottom of the ship. Each one fires individually, and they trigger global sounds that can be heard throughout the ship,

The Escape Pods

The escape pods are a system of 3 teleporters, to launch them, walk inside and press the console, you will hear a launching noise and you will see the pod 'drop' out of the ship. When you stand in the middle of the pod you will then be transported to an identical pod in the middle of space, you can either remain here for story purposes, or press the console again to activate the teleporter, which will take you to the crash site on the planet.

=WARNING= The pods don't stay launched forever, they do automatically 'recover' themselves over time so other people can use them. If you remain in the second stage for a long amount of time you risk being tele fragged by someone else.

The Tie Fighters

The Carrack has 6 role-play tie fighters, you cannot physically fly them, however you can enter the cockpit and play certain sound effects to give the feeling that you are actually a tie fighter pilot, and you can also type at the same time.
To enter a fighter, go to the launch bay, and pick a fighter, press the console next to the fighter, if you hear a beep you can now walk over the fighter, this will transport you inside the cockpit.
To leave the fighter, press the control panel behind the pilot seat.

=WARNING= Its best if the people playing as tie pilots are organised so more than 1 person doesn't try and use the same fighter, or you will tele frag anyone already inside.

The are several other features scattered around the ship, keep an eye out for them, a few of them include, holographic characters in the briefing room, bacta tanks you can stand inside, and an airlock allowing you to walk on the upper hull of the ship, there was also a battle alarm sound that worked originally, but didn't work after the combining of the .map files that made up the ship, I may make a version two where functions such as this work again, because I feel it was a really nice touch.

The Turbolaser Power Conduits

Credits *(will do fine)*

Merrick – Mapping, Texture Creation and Modification, Shaders
His Evil Greatness Jacam Betri – Beta Tester
Helios – Sound Archivist
[WP]Maniac – Music Archivist
Daron Kel – Digital Artist
Scott Peeples – Mechwarrior 2 Mercenaries Mecharok OC Remix
Berle – Technical Assistant, Beta Tester
Simmo – Shader Assistant
Hyrax – Creative Assistant, Beta Tester
BabySpinach – Shader Assistance (map-center forums)
Darth G – Technical Assistance (map-center forums)
Zertz – Beta Tester
Welli Ton - Beta Tester
Alamy Canew – Beta Tester
Torvan Raiker - Beta Tester
Enzo Aquarius –Beta Tester
Magus Vosh – Beta Tester
Savage (erp) – Input
Germoc Badron (erp) – Input, Official Sound Stealer
Watcher (erp) – Input
Sam Bickley – Input
Set Harth (rpg-world) – Input
Jack D (erp) – Input
Ryuu Hi (erp) – Input
Helios (erp) – Input
Arron Dominion (erp) – Input
Iris Kalamyr (erp) – Input
Gmoney (erp) - Input
Arron Wesson (erp) – Input
Travis North (erp) – Input
Zac Doeza (erp) – Input
His Canon'ness Scooter (erp) – Input
Black Peter Sortengard (erp) – Input, legal advisor: p
Millen Rouge (erp) – Input
Talon (erp) – Input
Jay Ledford (erp) – Input
Janet Flare (rpg-world) – Input
Blamj (rpg-world) – Input
Gojna (rpg-world) – Input
Jack Keller (rpg-world) – Input

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