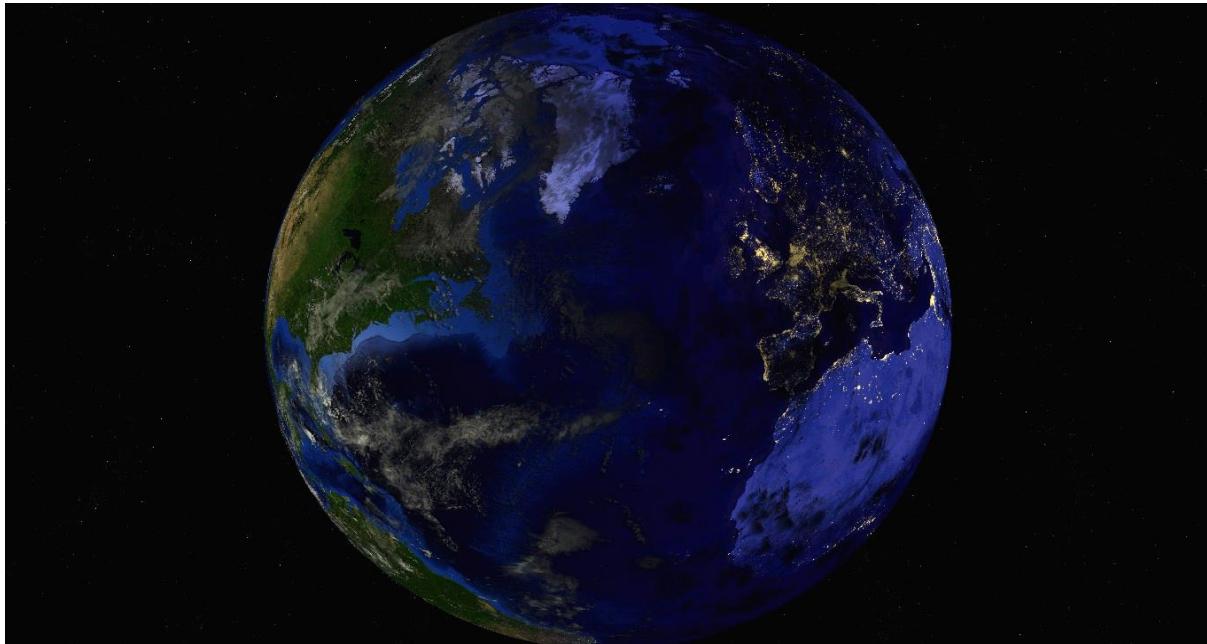


Redux Guide

Not just a mod, but an experience

Last updated 25 November 2020(V7A)

ZDisket



If you're reading this, it seems that you've decided to download and install SuperPower 2 Redux mod.

Time to take a look at the main features:

1. OBM textures by Gotagetgoing
 - a. Resolution depends on quality setting
 - b. Aside from the normal textures, Redux has some additional features, including but not limited to:
 - i. Night (city-lights) textures don't fade on zooming in
 - ii. Clouds have a more realistic speed
 - iii. "Cloud shadow" texture to make them prettier
2. Signed & Secure support for server and client:
Allows only Redux clients to connect with the latest hashing security that makes sure hackers can't get in. Can be turned on and off, depending on server mod. Current S&S support:
 - Human Development Mod V9X: **Ongoing**
 - Human Development Mod V10 and +: **Canceled**
 - Uncle Sam & HDM 5.4: **Canceled**
 - Servers with "Signed & Secure" will have an (S) in their name.
To turn it off for server hosts, use the configurator, documentation can be found in page 3 (**Guide to the Configurator**)
4. Automatic password and username storage and fill out every time the login screen appears
5. New sound effects to replace the ancient 2004 default sounds:
More than 15 new sounds for nuclear explosions

New chat sounds that are different depending on public and private messages.
... and more

6. Integrated, easy to use interactive map editor with exporting feature to make scenario modding a breeze!
7. Integrated configurator to change settings to your liking from a few clicks on the desktop!
8. (V5) New port forwarding tool to make server hosting a breeze!

Game Lobby: What colors mean what?

Since V5, Redux comes with a modified multiplayer chat window, coloring players and messages based on factors:

Each role has a unique color:

Server Admin

Enemy

Neutral

Ally

Yourself

Messages colored **gold** are private messages.

For Server Hosts: Why you should use HDMV9X in your servers

The Egyptians should keep building pyramids, you should host with the latest and best mod. Redux's modification of the Human Development Mod by BlasterMillenia includes many features to make playing on servers more enjoyable:

Some changes were inspired by Uberfox

1. Economy changes
 - a. All resources now grow, and some depend on factors like arable land (for food and agriculture)
 - b. Inflation now grows over 10% and can become dangerous if left unchecked, with a whole new growth mechanism that takes into account things like stability. For those who don't want to constantly pay attention to it, setting your economy to "Automatic" will have the AI manage it for you.
 - c. Resource demand growth is now based on several factors.
 - d. Poverty rate goes down faster depending on how well the economy is doing

- e. Spending has a higher impact on resource growth.

2. Military changes

- a. Increased amount of military production capacity, depending on economic health of country

3. Other server changes

- a. Nukes will not launch if speed is not set to T2 or less
- b. Host can refresh HDM config mid-game if they want to.
- c. Increased amount of server commands for host to do many things

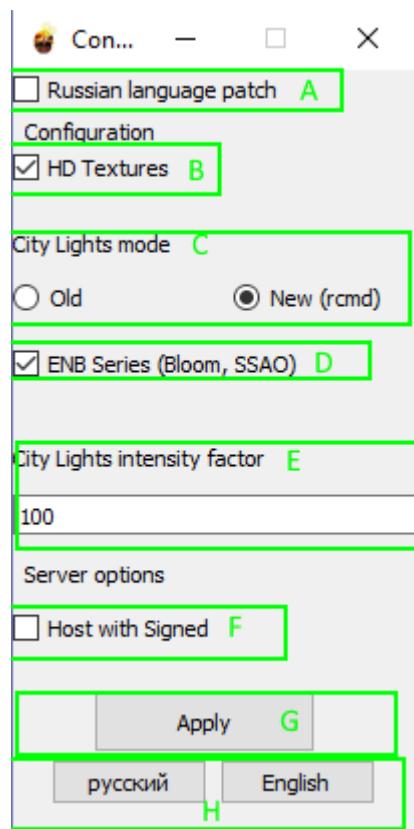
4. **Full** support of Signed & Secure, the technology that allows only Redux clients to join, filtering out hackers. If this feature is turned on, additional features will be available due to client and server cooperation unique to Redux:

- a. Automatic ping checking and kicking those who go over the limit, which can be changed in the SP2 HDM config.

Your players deserve the best, host with HDMv9X. For in-depth information including, check **INFO-SERVER.txt**

Guide to the Configurator

Redux comes with a configurator program with a desktop shortcut so the user can easily change settings. In this section, you will learn what each option means.



- A. This forces the game language to Russian
- B. The checkbox toggles the high quality OBM textures that come with Redux
- C. The City Lights mode switch has two options:
 - a. **New(default)**: Texture based that fades out on sunlight.
 - b. **Old**: Only those who got the original City-Lights mod will remember. This one is procedurally generated, not as detailed and gives a 15% FPS hit, and does not fade when shined on. It's still kept there for legacy purposes, just in case somebody prefers it.
- D. ENB Series post processing effects that can be turned off and on depending on this checkbox. It might lower FPS a little bit, but that shouldn't be a problem since SP2 is easy to

run

E. This setting only matters if **C** is set to the old mode. If that is true, this will affect the generation multiplier. 100 is default, higher than that is more power.

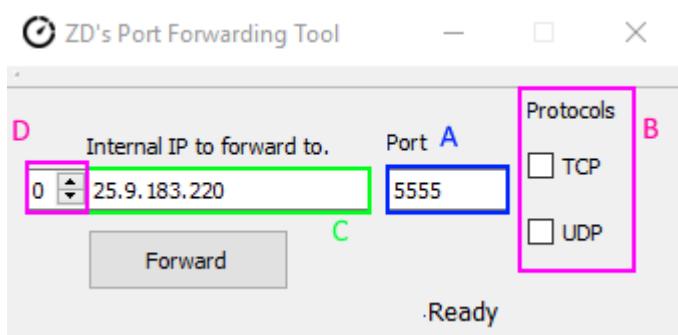
F. If this is checked, then when hosting, S&S technology will be turned on and anyone who wants to play will have to get the Redux client. You can still disable it mid-game with the server console command "dsigned".

G. This button applies changes. It's necessary to click this after making changes so that they are applied

H. Changes language of the Configurator and Redux.

How to use the Port Forwarding Tool

The port forwarding tool is designed to be very simple to use.



It opens the ports on your internet device using UPnP and adds firewall exceptions.

A. The port to open. For hosting SP2 servers it's 5555, which is the default value.
B. The protocols to forward to. SP2 uses both, so check them

C. The IP of the device (your computer) as seen by your internet device. Most of them start with 192.168. The forwarding tool automatically loads a list of internal IPs it detects, use the scroll box next (**D**) to it to auto-fill the IP field. In 99.99% of cases, you won't and shouldn't be typing it out manually.

Important note: For adding exceptions to the firewall, the tool requires administrator privileges. Restart the configurator with admin permissions (right click->Run as admin) and try again if you get a firewall error.

Also, do **not** use an online port checker tool. Even if they're opened, the firewall will block ports **until** it detects an application on your computer listening on those (which means they're being used). Use a port test tool that you download on your computer since those bind to the ports, otherwise you might get a false negative. I recommend Simple Port Tester Tool by PcWinTech.

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Music Player

Since V7, Redux contains a music player that you can easily load your own songs into. If you

played Euro Truck Simulator 2 or any GTA game with a custom radio station feature, you should be familiar with this kind of stuff.

First, you need to put in some songs. Redux automatically creates a folder in your user Music folder called *Redux* when it launches. For example, for me it is

C:\Users\ZDisket\Music\Redux

Simply replace your username and you should find it.

Alternatively, if you didn't launch it yet you can create it yourself.

Just place all your .mp3 files in it. However, do note that due to the engine being based on DirectShow, which is not as universally compatible as something like VLC, it might have trouble playing some files.

Once in-game, either on the main menu or when playing press **F6** to launch the music player – your game may freeze for a few seconds, and if it finds files it will appear, otherwise it will show an error message containing the directory where you're supposed to put your music.

Note: The game will only look for files placed into the *Redux* directory itself, it will not analyze stuff in subfolders.

The Music Window



3. Open the **Track List**
4. Playing controls (Previous, Pause/Play, Next)

1. The title of the currently playing song
2. The time remaining and total of the currently playing song

If you start playing a song, the game's regular music will automatically shut down, you can drag the window clicking from anywhere. **You can close the music window while playing and it will continue to play in the background.** In technical terms, this is because the music window is not the player, but simply a tool to interact with the underlying Redux music module, which is always there.

You may ask, where is the volume control? The music volume is determined by the game's regular music volume, in the normal game options window:

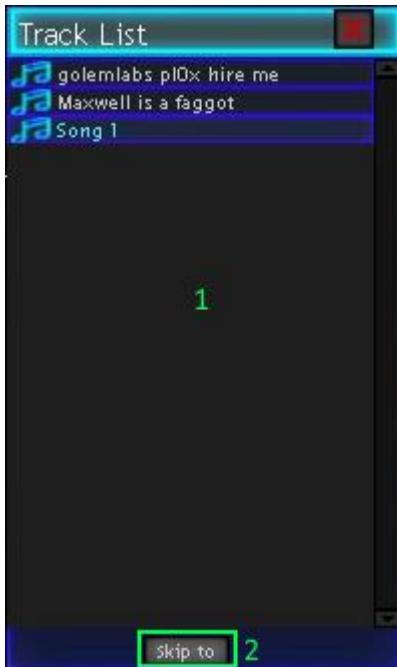


However, there is something to note. Due to differences between the game's native and Redux's implementation, you should keep the volume setting inside the green square.

Otherwise, if you set it lower than that you may not hear the music at all.

If you open the music window, play a song then pause and close it again without a song playing, the game's native music engine will be restarted.

Track List Window



The Track List window can be opened with the button 3 of the music window as explained before, and as the name may suggest, is to show the songs that are currently loaded, with something more.

1. **The list of tracks:** You can select, and the song that is currently playing will be highlighted in cyan.
2. **Skip to:** Select any song from the list and click that button to start playing that song.

It can be dragged by the title bar, and closing it will not do anything. There is no hard limit on the amount of songs you can play or show

Charts

When using the right-click menu in-game, you may notice this. These options can be used to spawn line or bar charts of the contents:



Top Military Power: Bar chart demonstrating the top 11 strongest countries militarily. The formula is based on cost multiplied by training

Top Military power (exclude naval): Same as above, but removing Naval from

the equation

Economy sectors: Shows the resource production and consumption of market sectors of the selected country's economy.

GDP per capita: Shows your country's GDP per capita over time, data is updated every 30 in-game days. This is a "floating chart", meaning that it is refreshed every update.

GDP per capita per sector: Shows your country's GDP per capita over time, per economic sector. (exclude services) is self-explanatory.

GDP data is cleared every 120 30-day intervals (about 10 years)

You can drag any chart area and close them using the Delete button on your keyboard. All charts work well in multi and singleplayer.

How to use the Map Editor

Redux includes a revolutionary map editor, designed to be powerful and easy to use.

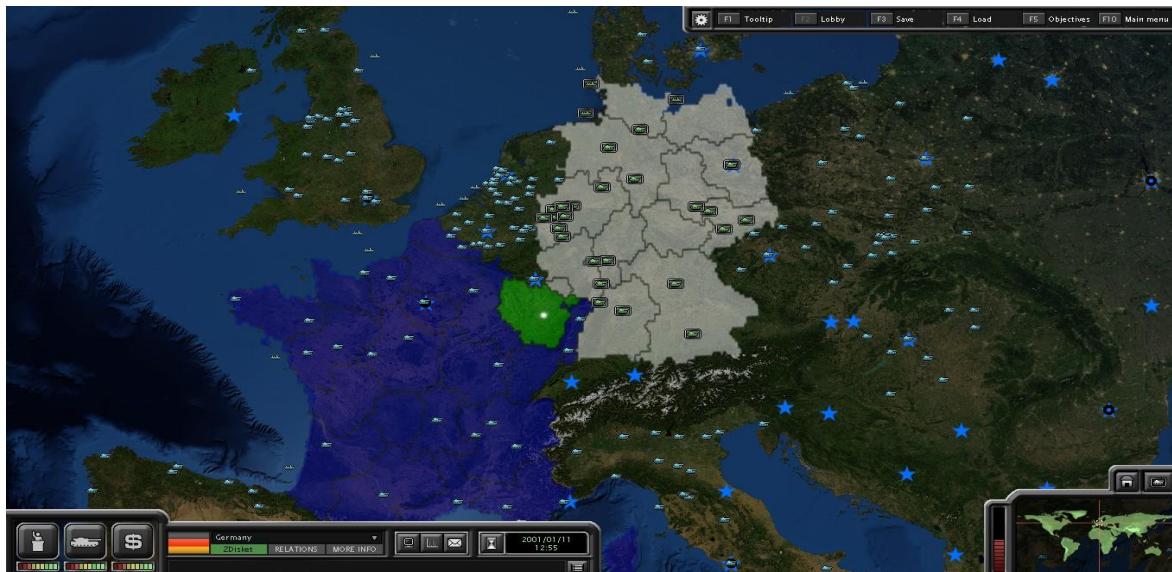
Say goodbye to editing region owner values in the GL Editor manually and/or hosting a multiplayer game and having to reconnect every time you want to switch countries and tediously trading regions. In this section, we will go over the features and how to use it.

1. Starting the map editor:

- a. The map editor can be turned on and off at any time with the console command "mapmd" without quotes (press F9 to open the console), as long as the following factors are present:
 - i. In a server hosted by you, either multiplayer or singleplayer. This is to avoid abuse OR
 - ii. In the whitelist that allows one to use it anywhere, including other multiplayer games hosted by other people. Membership in this list is limited to the main contributors and those trusted, so don't even ask to be let in.
 - iii. In-game. Cannot be used in the main menu.
- b. Considering all those conditions are met, as stated earlier one can turn it on with "mapmd" in the F9 console.

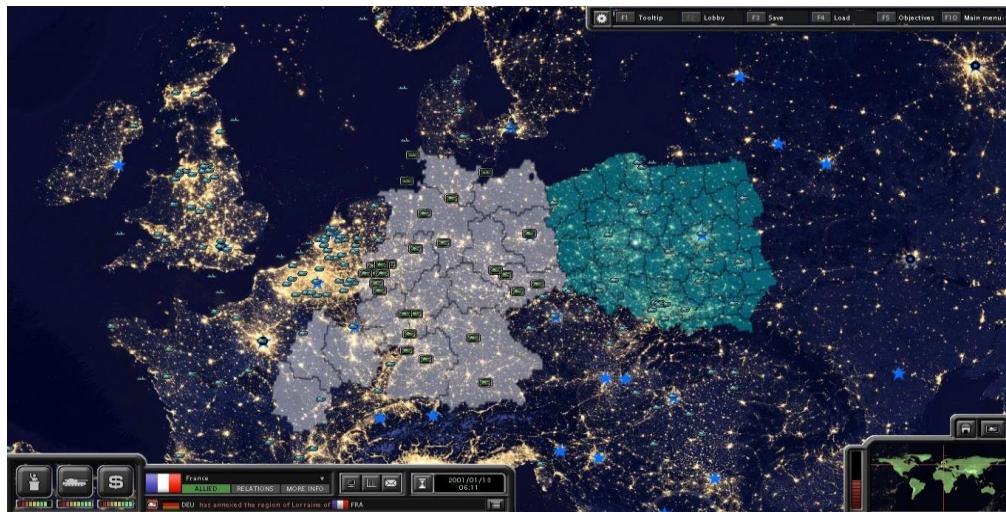
The map editor is simple to use, almost like painting the map.

2. Usage:



→ While in **SINGLE ANNEX** mode, use the left click to annex the selected region.

- ◆ **Green** region is the currently selected one
- ◆ **Blue** regions are the available regions of the selected country
- ◆ When a region is annexed, it will flash **red**



- To switch between **SINGLE ANNEX** and **ANNEX ALL** modes, press the left shift button.
 - ◆ While in this mode, the right click context menu is disabled
 - ◆ When hovering over a country, all of its regions will be colored **light blue**
 - ◆ To annex the whole country, press the left click button
 - ◆ To switch to that country, press the right click button
 - ◆ To switch back to **SINGLE ANNEX** mode, press the left shift button.
- To turn off the map editor, type the "mapmd" command in the F9 console again.

And that's all for the main editing functions. In no time, you will easily get the map you need by using the tools provided to shape it to your imagination.

Now, that's all fine and dandy, but you may want to take these changes to a proper scenario mod. Thankfully, a feature was made for this.

Exporting to GL Editor.

In the following section, you will learn how to export the map (region control) to a file that can be imported into the GL Editor, for making scenario mods.

If you have no idea what "scenario modding" and "GL Editor" mean, it is recommended to skip this part and read up on a scenario modding guide first.

This section assumes you have basic knowledge of the GolemLabs editor for SP2 scenarios.

1. Open the database of your mod
2. Navigate to the "REGION" table
3. On the top left, click the "Table" menu
4. In the drop down menu, click "Export CSV"
5. In the export, navigate to the core SuperPower 2 directory, where "joshua.exe" is located
6. Save the CSV there with the name REGION.csv (the name and directory are very important!)

- a. You might have to start the editor with admin permissions if you're on Windows Vista or newer.
7. Open SuperPower 2, or restore it if you've already got it running.
8. Open up the save game where you've got your wished changes, or whatever.
9. Press F9 to open the console and type **ereg** in the console. The game will take the REGIONS.csv you put there and modify it according to the current map.
10. If you did everything correctly, you should be seeing a bunch of scrolling text. Wait until it's finished, which should be a few minutes.
 - a. Keep the console open!
11. Once no more fast scrolling text appears (there will also be a message saying it's done), a file will be output in the same directory named REGIONS_NEW.csv, which has all the changes applied to it.
12. Go back to the GL Editor window
13. Go to the REGION table
14. In the top left, click "Edit"
15. In the context menu, select "Select All"
16. Once everything is selected (wait a few seconds just to be sure), press the Delete button on your keyboard to delete everything.
17. Click "Table" and then "Import CSV"
18. Navigate to the REGIONS_NEW.csv and import that.
19. You might have to wait some minutes, depending on your computer specs while it imports everything.
20. Done! Make any changes if you want and save the mod.

The developer of this mod looks forward to seeing what creations are made with this.

Other Features

1. "Chat sounds" that are triggered when the following things are said in the chat. Note that to trigger these, the exact things in quotes should be said and nothing else.
 - a. "china": 5 different clips of Donald J Trump saying "China", selected randomly.
 - b. "bark": Dog barking
 - c. "meow": Cat meowing

Credits

If it weren't for these awesome people, Redux wouldn't be possible:
(*Order of these items is random*)

- **Gotagetgoing**, also known as **Gotaa**: Textures (earth, clouds and more in OBM) and recommendations.
- **BlasterMillenia**: Creating and sharing Human Development Mod, the base of HDMV9X.
- **SP2 Community Discord Staff**: Being the main hub and uniting the community.
- **GolemLabs**: Creating SuperPower 2 and being awesome enough to release SDKs ... and most importantly:
- **You**: For downloading and using this, helping support the Redux

Questions you may ask:

- ❖ Can I host a with server mod other than the one included in Redux?
 - Yes you can, just replace the Server.dll and turn off "Host with signed" in the configurator.
- ❖ Can non-Redux clients join my server or vice versa?
 - Yes.

Support

Have you found a bug? Would you like to provide feedback and/or constructive criticism? Got questions?

If you've got a question, make sure you have looked at all the relevant documentation(for example, INFO-SERVER.txt for server hosts) where you might find your answer before asking.

Contact **ZDisket#1875** in Discord, or simply say it in the SP2 Discord and join if you haven't already.

If it's specifically about OBM (the textures), contact **Gotaa#8317** in Discord.