



Main Menu

Top level menu in Starsiege. From this menu, you may join or start a multiplayer game, adjust gameplay preferences, or visit the Starsiege website.

Multi Player (button)

Web Site (button)

Options (button)

Recorder (button) –Not active in demo

Quit (button)

Multi Player

Brings you to the main Multi Player menu where you may join or create a multi player game.

Web Site

Launches your default Internet browser and takes you to the Starsiege website. (

<http://www.starsiege.com>)

Options

From this menu you may adjust detail settings, video options, gamma, etc. Most of these options are available while playing the game as well.

Recorder

Allows you to view mission recordings.

Quit

Exits Starsiege and returns you to the Windows desktop.



Multi Player

From the Multi Player menu, you can create a game, join a game, or create and save your own customized vehicle configurations.

Create Game (button)

Join Game (button)

Vehicle Lab (button)

Main Menu (button)

Create Game

Choose this button to create a server. If an Internet connection is established, your game will be broadcasted on Dynamix's master game server, and others will be able to join. If you are "offline" or have password protected your server, no one will be able to join your game (great for practicing alone before battling with others!)

Join Game

If an Internet connection has been established, the Join Game button will take you to a list of available game servers.

Vehicle Lab

Use the Vehicle Lab to browse, customize, and save custom vehicle configurations.

Main Menu

Returns you to the Main Starsiege menu.



Host Menu

From this menu, you may adjust server preferences, specify allowed connection types (TCP/IP, IPX, modem, etc.) and start an on-line game server.

Server Name (Text Box)
 Max Players (Text Box)
 Password (Text Box)
 Mission (List Box)
 Game Type (List Box)
 Basic, Advanced, Vehicles (Tabs)
 Allow Connections On (List Box)
 Time Limit (Text Box)
 Frag Limit (Text Box)
 Spawn Limit (Text Box)
 Drop In Progress (YES/NO Buttons)
 Cancel (Button)
 Create Server (Button)

Server Name

The text name of your server. This name will appear on the Master Server list (assuming an Internet connection was established prior to clicking "Create Server").

Max Players

The maximum number of players (including yourself) allowed to join your server.

Password

If a password is entered, no one will be able to enter your server without knowing the password. If left blank, anyone may join.

Mission

Select the mission you would like to run on your server. If your server is set up to cycle missions (**note:** see Frag, Spawn, and Time limit help), this specifies the *initial* mission to run on your server. As each mission is selected, some default preferences may be set. These can in most cases be overridden.

Game Type

Selects between "Team Play" or "DeathMatch". Some missions may be played as either Team Play **or** DeathMatch. Other missions will only work as one or the other; in this case, the Game Type list box will be grayed out.

Basic & Advanced

See each section below for a detailed explanation.

BASIC:

Allow Connections On

Specifies which connection types are to be accepted into your game.

Time Limit

Amount of time (in minutes) before your mission ends.

Note: If your server has a Time, Frag, or Spawn limit, when that limit is met, the mission will cycle. The list of cyclable missions is contained in the text file, "autoserver.cs" in the "Mission Rotation List" section.

Eg. `$MissionCycling::Stage0 = "missions\\temperate2_ctf";`
 `$MissionCycling::Stage1 = "missions\\titan2_ctf";`
 `$MissionCycling::Stage2 = "missions\\temperate1_tag";`

Leave this field blank for no time limits.

Frag Limit

Maximum number of kills or "frags" that a player is allowed to make on your server, before the mission ends or cycles.

Leave this field blank for no frag limits.

Spawn Limit

Determines the number of times a killed player may "respawn" to the battlefield.

Leave this field blank for no spawn limits.

Drop In Progress

This option determines whether or not players will be able to enter your mission after it has begun.

Generally, in DeathMatches, etc., it makes sense to allow people to "pop in and out" of your game, while on the other hand, some games such as "Capture the Flag", require that a game be organized in the Wait Room, and all players enter at the same time.

ADVANCED



Dedicated Server

Specifies whether or not the server is running as a dedicated server.

The server will generally run faster while in Dedicated mode, but will not be joinable by the person running the server. To end a Dedicated server, press the "Shutdown Server" after the server has started.

TCP/IP Port Number

The port to listen for TCP/IP connections on.

The default port number is 28001.

IPX Port Number

The port to listen for IPX connections on.

The default port number is 28001.

Allow Connections On

Similar to the menu of the same name in the Basic section, but allows combinations of connections to be made (One person connects to the Internet, starts a server. Another person connects to that machine via a serial cable, etc...)

Allow The Following Teams

Choose which teams may be played on your server.



Join Game

From this menu, you may query for available Starsiege servers and obtain detailed info about them. You may

also manage your “favorites”.

NOTE: Sortable Columns may be sorted in ascending or descending order. To sort, click on the column label header.

Connection Type (List Box)
Server Name (Sortable Column)
Favorite (Radio Button)
Ping (Sortable Column)
Status (Sortable Column)
Game Type (Sortable Column)
Mission (Sortable Column)
Players (Sortable Column)
CPU (Sortable Column)
Version (Sortable Column)
Address (Sortable Column)

Find New Servers (Button)
Refresh (Button)
Save (Button)
Delete (Button)
More Info (Button)

Cancel (Button)
Join Server (Button)

Connection Type

Selects which protocol to listen on (TCP/IP, IPX, etc.)

Server Name

Lists the text name of the server.

Favorite

Specifies whether or not the server is a “favorite” (A server that is assumed to be on-line and running and does not automatically get queried for status).

Ping

Average send/return time in milliseconds to that server. Servers with pings above 300 may be noticeably choppy at times.

Status

Lists the current status of the server. For example, the “open/closed” status is displayed, as well as whether or not the game is “Drop in Progress”.

If a connection cannot be made to the server, its status will read “timed out”

Game Type

Specifies whether the game is Team Play or Death Match.

Mission

The text name of the mission being run.

Players

Displays the *current/maximum* players on the server.

CPU

The CPU speed (in megahertz) of the server machine.

Version

The version of Starsiege being run on the server.

Note: If an Internet connection is established when “Finding New Servers”, a dialog box will appear notifying if there is a newer version of Starsiege available.

Address

Lists the server’s IP and port number.

Find New Servers

Queries and lists new active servers.

Refresh

Queries and lists both new and “favorites” servers.

Add

Manually adds a new server to the Server List.

Delete

Removes a server from the Server List.

More Info

Queries the highlighted server and returns the number of players, the server’s version number, and other server information.

Cancel

Returns you to the Multi Player menu.

Join

Attempts to connect to the highlighted server.

Waiting Room

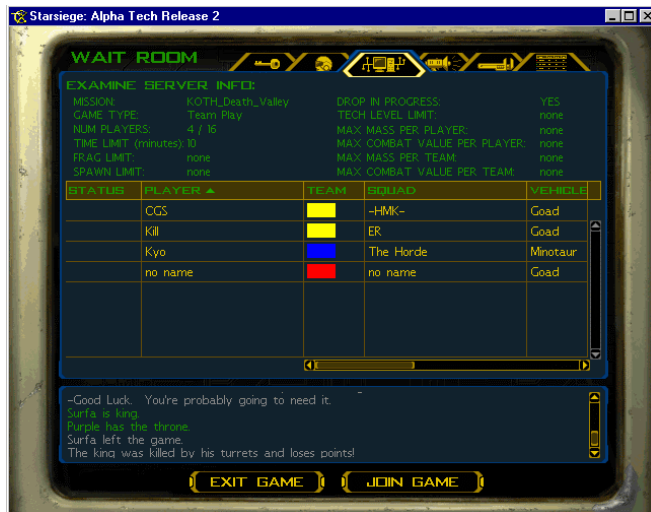
After you join or create a game, you will enter the waiting room. Usually you will enter at the pilot info screen. The tabs at the top of the screen will allow you to change your vehicle, input, and view other game options when clicked on. Listed from left to right the tabs are: Administer server (Key-not active in demo), Pilot info (Head), Server Info (Computer), Communications (Bullhorn), Vehicle Lab (wrench), and scoreboard (score box).

Player Info Screen



In this screen you can type your pilot name (handle), squad name, select your input configuration and set the team you wish to play for (only in team games). The Starsiege ATR 2 comes with several input configurations, however it is completely customizable. See the "input.txt" file for more information on creating your own keymaps.

Server Info Screen.



The server information screen provides detailed information about the status of the current game. Each player's name, status, team, vehicle, and squad are listed. All server specifications such as game type, time limit, and frag limits are listed as well.

Message Center.



You can send messages to the other players in the game before you enter the simulation in the message center. Click to select the players you wish to send your message to, then click on the text field in the middle of the screen to input your message. Press "return" to send your message to the selected player(s). Messages from other players and the server are displayed on the bottom half of the screen.

Vehicle Lab



You can customize your vehicle in the vehicle lab. Press the "load" button to choose a different vehicle. Press save to keep a "custom" variant so you can use it again later. The last herc you drove will be remembered. As you change components, your Herc's mass, speed, combat value, and energy requirements are update. Red text indicates a problem.

The following options are configurable on most hercs:

Engine: Determines the top speed (up to the chassis limit) and acceleration

Reactor: Provides the power to run a herc's weapons and systems

Computer: Provides the targeting and HUD systems

Shields:* An energy shield which protects you from some damage (not on tank)

Sensors: Determines the active and passive scanning ranges of your herc

Cloak: Provides a vehicle the ability to camoflauge itself.

Mount Points: Weapon mount points, a herc has between 1 and 4 of these.

Firing Chains: Weapon grouping

To select a component, left click on the name of the item you wish to change. A detailed pop-up menu will appear. Items that cannot be mounted on the current location are grayed out. Press the "install" button to mount the selected component.



Scoreboard

Starsiege: Alpha Tech Release 2

WAIT ROOM

VIEW SCOREBOARD:

TEAM	FLAGS	SCORE	CARRIERS
Blue	0	0	0
Purple	0	0	0
Red	0	0	0
Yellow	0	10	2

Horizontal scroll bar

PLAYER	TEAM	FLAGS	SCORE	CARRIERS	KILLS
CGS	Purple	0	0	0	
Kyo	Blue	0	0	0	
no name	Yellow	0	10	2	
no name	Red	0	0	0	

Horizontal scroll bar

- Your flag must be at home for a capture!
- Captures are worth 25 points
- Flag carriers are worth 5 points
- Generic kills are worth ZERO points
- First team to get 5 flags wins.

EXIT GAME **JOIN GAME**

The scoreboard displays the player and team scores (in team games) for the current game type. The horizontal scroll bars can be moved to display additional fields.