Mutation Beta 1

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Build: Mutation_8_1_2010_Alpha

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Welcome to the Beta

Welcome to the Mutation Beta 1! In this beta you will be testing the core features of mutation for the halo 2 xbox platform. You will be asked to perform a series of tasks and report any errors or bugs you encounter while performing these tasks. While using this beta please leave constructive criticism so that I may improve your experience with mutation. Please be aware that this is the first official mutation beta, it has many bugs and errors. Please report any bugs or errors you encounter while using this beta. Most important, have fun!

Objectives

In this version of the beta you will be asked to test the functionality of the map compiler and tag editor. The map compiler needs to be tested to make sure it can recompile all multiplayer maps. Some maps may have small "glitches" where the game may freeze from walking on a certain part of the map. This is due to a small bug in the physics_model tag definition. I have reversed the code that crashes due to this bug, although I am still unable to find the source of the bug. Please post any details you have on these map "glitches" to further help me isolate the problem.

The tag editor is still in its early stages. The ui has not been finalized yet, as I would like to change the appearance of the tag block control in the near future. The tag editor for the most part has full functionality. You are able to add/insert/remove blocks from tag blocks, and change tag references. You are NOT able to add new tags to the maps by referencing a tag that is not already in the map.

Please test the following and report all results:

- Compiling all multiplayer maps.
- Copying blocks from tag block, and pasting them into the same tag block in a different tag/map.
- Finding any errors or bugs on maps that are a result of being recompiled with mutation.
- Finding any ui errors or bugs that are in mutation.
- Report any broken tags or maps that will not compile.

Notes

While exploring the mutation beta there are some things you need to note. This is an early beta, the functionality of the map compiler and tag editor are not guaranteed. You cannot add or remove tags from a map at this point. The tag reference control can only reference tags that are in the current project. Copying tag blocks that reference tags that are not present in the project can and will cause havoc. If you are going to copy tag blocks that reference tags that are

not in the current project, please set them to "Null Reference" or relink them to tags that are in the current project. I am not responsible for any damage caused by fires, explosions, decapitations, deaths due to exploding animals, strange portals that appear, anything that comes out of said portals, diseases or abnormalities as a result of using this app, prolonged drug use, nor am I responsible for the safety of your computer and xbox. Please note that Mutation is a y2k compliant app. If your computer should die and never turn on again due to y2k errors, please set your computer to wumbo and reinstall windows.

Bug Reporting

When reporting bugs it is important you include as many details as you possibly can. Things to include are:

- Map you are working on
- Tag you are editing
- Steps you took to get the error
- Steps to reproduce the error
- Exception details

Bugs can be reported by using the built in bug reporting system.

Quick Start Guide

This quick start guide will walk you through the setup process to prepare mutation for use. This guide assumes you have downloaded the latest release of mutation and have extracted it to a folder on your hard drive.

The first step in setting up mutation is to configure your settings. This can be done by pressing the Settings button located to the right in the Main tab. You are going to want to set your map paths, as well as set your beta alias. This is the name I will see when looking through your comments and bug reports.

Once you have configured your settings, you are ready to use mutation.

User Interface

Knowing your way around the mutation user interface is the key to successfully creating working maps. This section covers all the buttons and menus you will encounter while using mutation and their function.

Mutation Interface

Project

The project image represents a project action, the action could be opening, closing, saving, or creating a new project.

Open

The open image is used for buttons that open tags, scripts, or projects.

Close

The close image is used for buttons that close tags, scripts, or projects.

Compile Map

The compile map button will start the building process for the project that you have open.

Settings

The settings button is used to configure your settings for mutation.

Comment

The comment button allows you to submit feedback on mutation to the mutation testing server.

Bug Report

The bug report buttons allows you to report a bug to the mutation testing server.

Tag Editor Interface

Link Tag

The link tag button is used for swapping tag references. Currently mutation can only swap a tag reference to another tag in the project.

Jump To

The jump to button is used to open a tag reference in a new tag editor tab page.

Add Block

The add block button is used to add a new empty block to a tag block.

Insert Block(s)

The insert block(s) button is used to insert a single block, or an entire tag block that was copied to the clip board.

Copy Block

The copy block button is used to copy a single block from a tag block control to the clip board.

Copy All

The copy all button is used to copy all of the blocks from a tag block control to the clip board.

Delete Block

The delete block button is used to delete the selected block from the tag block control.

Delete All

The delete all button is used to delete all the blocks from the tag block control.

Expand

The expand button is used to change the expanded state of the tag block control.

Tutorial 1: Compiling a Map

In this tutorial you will be walked through the process of creating a new project and building your first map.

1. Start by launching the new project wizard. You can do this by clicking on the "Decompile", or "New Project" buttons located in the main menu.

2. Proceed by clicking "Next" and selecting your project type. For this tutorial we will select the "Decompile" project type.

3. The next window will prompt you for a few things. "Map" is the path of the map you want to decompile for this project. "Project Directory" is the folder the map will be decompiled to.

4. Proceed to click "Finish" and the wizard will begin to decompile your map and create your new project.

5. Once the map is done decompiling you will be prompted to open the project, click "Yes".

6. Now that you have your project open you may begin to explore the tags and edit them as you desire. Please refer to Tutorial 2: Tag Editing Basics to learn more about the tag editor.

7. To build a cache map from your project, click the "Compile Map" button located in the Main tab panel. This will begin the building process and compile your project into a working map. You can now transfer this map to your xbox console and play it.

Tutorial 2: Tag Editor Basics

In this tutorial we will cover the basics of the tag editor and its controls. This tutorial assumes you have already created a project by decompiling a map. Please refer to Tutorial 1: Compiling a Map if you have not.

1. Start by opening your project, and opening the tag you wish to edit. A good tag for this tutorial should have some tag references and tag blocks that you would like to edit.

2. Start by finding a tag reference that you would like to edit. For this example I am going to change the projectile of the battle rifle to the rocket projectile for the rocket launcher.

3. Click the "Link Tag" button, and browse for the tag you want to link to. In this case I am going to link the projectile to:
"\objects\weapons\support_high\rocket_launcher\projectiles\rocket.projectile".

4. You have now linked the tag definition to a new tag. To open the referenced tag in a new tag editor page, click the "Jump To" button. This will open the tag in a new tag editor page where you can edit it.

5. Next find a tag block you wish you manipulate. For this example I will be editing the attachments block for the masterchief_mp.biped.

6. Start by clicking "Add Block", this will add an empty block to the tag block to work with. Now you can relink the tag reference and set the attachment marker string ids.

7. You can also copy all the attachment blocks from this biped by clicking "Copy All", and inserting the into the attachment block of another biped by clicking "Insert".