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## BATTLECRUISER GENERATIONS COMPENDIUM

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In celebration of the 25 yr anniversary of the first release, this compendium contains all 4 games in the Battlecruiser 3000AD series which was first released in 1996.

Each game is based on the last patch released for it, and is preserved in its original format. Every model, world, feature and bug, are all meticulously preserved in their original state to bring you the true experience of what it was like back in the day.

### WHAT'S IN THE COMPENDIUM

- Battlecruiser 3000AD (1996) - DOS (patched to 1.01D7C)
- Battlecruiser 3000AD v2 (1998) - DOS (patched to 2.09)
- Battlecruiser Millennium (2001) - WIN (patched to 1.0.03)
- Battlecruiser Millennium Gold (2003) - WIN (patched to 1.01.07)

Steam installs Battlecruiser Millennium Gold by default.

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### EXTRAS

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Run INSTALL\_EXTRAS.EXE located in the Steam game install folder. This will create a BATTLECRUISER GENERATIONS EXTRAS folder in START menu with links to the other 3 games.

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### NOTES

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- 1) To ensure that you have the required DirectX9 files installed, run DXSETUP.EXE located in the \_CommonRedist\DirectX\Jun2010\ folder where the game is installed. e.g.  
  
C:\Program Files (x86)\Steam\steamapps\common\Battlecruiser Generations\  
  
You MUST do this especially if running under WIN10.
- 2) If you experience runtime issues under WIN10, create a new shortcut to BCM.EXE and run it in WIN 98 SP3 compatibility mode. You can also edit the default Steam shortcut to run in WIN 98 SP3 compat mode.
- 3) Install legacy DirectX x86 drivers from dgVoodoo to fix visual issues in WIN 10  
  
<http://dege.freeweb.hu/dgVoodoo2/dgVoodoo2/>  
  
- Download dgVoodoo v2.75.1

- Extract contents to a temp folder
- Copy all 4 files in .\MX\x86 into the game install folder
- Read the QuickGuide for more info (e.g. how to disable the dgVoodoo watermark)

#### 4) Install Intel Indeo codecs to fix video animation playback issues in WIN 10

In WIN10, the Indeo codec is present but NOT enabled. To enable it, run CMD (command prompt) as admin, then type these commands depending on the 32-Bit or 64-Bit version of WIN10. Press ENTER after each line.

For WIN10 x32 :

```
regsvr32 ir50_32.dll
```

For WIN10 x64 :

```
CD c:\Windows\SysWOW64
regsvr32 ir50_32.dll
```

To disable the codec, enter this command from an admin mode CMD

```
regsvr32 /u ir50_32.dll
```

#### 5) When run from the Steam client, the game runs with /n /x0

You can use the commandline options (below) by creating a new shortcut to the BCM.EXE file.

- cheat : enables various real-time cheats
- i : invincibility (cheat) mode
- j : ignore joystick rudder/twist axis and permit use of CTRL+J axis toggle
- n : disable intro animation
- w1 : window mode using resolution setting from BCCONFIG.INI
- w2 : window mode using desktop resolution
- lt : low terrain textures
- ng : disable terrain ground plane
- nm : disable terrain multitexturing
- nd1 : disable terrain detail level 1 texturing
- nd2 : disable terrain detail level 2 texturing
- x? : 3D sound processing. Where ? is one of the following:
  - x0 : no 3d processing. All sounds are mono without distance attenuation
  - x1 : no virtualization. Only basic positioning effects
  - x2 : light HRTF\*
  - x3 : full HRTF\*

\*Head Related Transform Function

WARNING! 1-3 seem to affect only software 3D processing. i.e. if sound card supports 3D in HW, then every option from 1-3 will sound the same.

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GAME SCENARIOS

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[CAREERS LEGEND]

MCMDR/FCMDR - Commander (Male/Female)  
EFP - Elite Force Pilot  
PSP - Planetary Support Pilot  
EFM - Elite Force Marine  
MIM - Mobile Infantry Marine  
SFM - Space Force Marine

[SCENARIO LISTING FORMAT]

NAME, SCENARIO FILE, CAREER, ASSET (IF ANY), LOCATION (SPACE|PLANET MZONE, SCENE, TIME)

[SANDBOX ROAM]

|              |                |                 |
|--------------|----------------|-----------------|
| SANDBOX ROAM | - CMDR_BCR0000 | - TER/MIL/MCMDR |
|              | - MEF_BCR0000  | - TER/MIL/EFM   |
|              | - MMI_BCR0000  | - TER/MIL/MIM   |
|              | - MSF_BCR0000  | - TER/MIL/SFM   |
|              | - PEF_BCR0000  | - TER/MIL/EFP   |
|              | - PPS_BCR0000  | - TER/MIL/PSP   |

[ADVANCED CAMPAIGN MODE]

|                   |                |                |
|-------------------|----------------|----------------|
| THE FUTURE IS NOW | - CMDR_BCC0000 | - TER/MIL/CMDR |
| RENDITION         | - CMDR_BCC0001 | - TER/INS/CMDR |
| FEATHER DUSTER    | - CMDR_BCC0002 | - TER/MIL/CMDR |
| BROKEN ARROW      | - CMDR_BCC0003 | - TER/MIL/CMDR |

[INSTANT ACTION]

|          |         |         |               |                                           |
|----------|---------|---------|---------------|-------------------------------------------|
| BCIA0101 | - EFP   | TER/MIL | - STARDRONE   | - FARSTARZ                                |
| BCIA0102 | - EFP   | TER/MIL | - TEMPLON     | - FARSTARZ                                |
| BCIA0103 | - EFP   | TER/MIL | - SFIGHTER    | - TRIONZ                                  |
| BCIA0104 | - EFP   | TER/MIL | - ZENSTAR     | - TRIONZ                                  |
| BCIA0105 | - EFP   | TER/MIL | - SENTINEL    | - HELLSEYEZ                               |
| BCIA0106 | - PSP   | TER/MIL | - HAG         | - TRION, TRION01[SBASE], BASE_SBASE04     |
| BCIA0107 | - EFM   | TER/MIL | - ATV         | - FARSTAR, FARSTAR01[SBASE], BASE_SBASE03 |
| BCIA0108 | - MIM   | TER/MIL | - HAV         | - FARSTAR, FARSTAR01[SBASE], BASE_SBASE03 |
| BCIA0109 | - EFM   | TER/INS | - HAV         | - TRION, TRION01[SBASE], BASE_SBASE04     |
| BCIA0110 | - EFP   | TER/INS | - SFIGHTER    | - SATINI, SATINI01[SBASE], BASE_SBASE06   |
| BCIA0111 | - SFM   | TER/INS | - PAS TYPE1   | - FARSTARZ                                |
| BCIA0112 | - MCMDR | TER/MIL | - FIRESTORM   | - FARSTARZ                                |
| BCIA0113 | - MCMDR | TER/MIL | - STARCARRIER | - FARSTARZ                                |
| BCIA0114 | - FCMDR | TER/MIL | - WARMONGER   | - FARSTARZ                                |
| BCIA0115 | - MCMDR | GAM/MIL | - NIGHTSTAR   | - HELLSYEYEZ                              |

|          |         |         |                     |                                            |
|----------|---------|---------|---------------------|--------------------------------------------|
| BCIA0116 | - FCMDR | TER/MIL | - BATTLECRUISER MK2 | - FARSTARZ                                 |
| BCIA0117 | - EFP   | TER/MIL | - DEFENDER          | - FARSTAR, FARSTAR02, SCENE_NBASE02        |
| BCIA0118 | - EFP   | TER/MIL | - ZENSTAR           | - FARSTAR, FARSTAR10[SBASE], BASE_SBASE01  |
| BCIA0119 | - EFM   | TER/MIL | - ATV               | - SORAX, SORAX07[SBASE], BASE_SBASE07      |
| BCIA0120 | - PSP   | TER/MIL | - HAG               | - SORAX, SORAX07[SBASE], BASE_SBASE07      |
| BCIA0121 | - MIM   | TER/MIL | - SC MK3            | - FARSTAR, FARSTAR20, SCENE_MBASE03        |
| BCIA0122 | - MIM   | TER/MIL | - HAV               | - SORAX, SORAX09[SBASE], BASE_SBASE08      |
| BCIA0123 | - EFM   | TER/MIL | -                   | - FARSTAR, FARSTAR21, SCENE_MBASE04        |
| BCIA0124 | - MIM   | TER/MIL | - ATV               | - FARSTAR, FARSTAR22, SCENE_MBASE04        |
| BCIA0125 | - EFM   | TER/MIL | -                   | - FARSTAR, FARSTAR08[SBASE], SCENE_MBASE03 |

|          |         |         |                     |              |
|----------|---------|---------|---------------------|--------------|
| BCIA0126 | - MCMDR | TER/MIL | - STARCARRIER       | - PROCONZ    |
| BCIA0127 | - MCMDR | TER/MIL | - WARMONGER         | - SOMARISZ   |
| BCIA0128 | - FCMDR | TER/MIL | - BATTLECRUISER MK1 | - SOMARISZ   |
| BCIA0129 | - FCMDR | TER/MIL | - BATTLECRUISER MK2 | - PROCONZ    |
| BCIA0130 | - MCMDR | TER/INS | - NIGHTSTAR         | - TAPESTRANZ |
| BCIA0131 | - MCMDR | TER/INS | - VIOLON            | - GAULANZ    |
| BCIA0132 | - MCMDR | EMP/MIL | - FIRESTORM         | - JUNAEZ     |
| BCIA0133 | - MCMDR | EMP/MIL | - BATTLECRUISER MK3 | - RALEANZ    |
| BCIA0134 | - MCMDR | TER/MIL | - MEGARON           | - PROCONZ    |
| BCIA0135 | - MCMDR | TER/MIL | - BATTLECRUISER MK1 | - SOMARISZ   |
| BCIA0136 | - MCMDR | TER/INS | - FIRESTORM         | - GAULANZ    |
| BCIA0137 | - MCMDR | TER/RAI | - CANLON            | - ROVARIXZ   |
| BCIA0138 | - MCMDR | TER/RAI | - GARID             | - ROVARIXZ   |
| BCIA0139 | - MCMDR | TER/RAI | - GENERIS           | - ROVARIXZ   |
| BCIA0140 | - EFP   | INS/MIL | - SFIGHTER          | - PROCONZ    |
| BCIA0141 | - EFP   | TER/MIL | - ZENSTAR           | - SOMARISZ   |
| BCIA0142 | - EFP   | TER/MIL | - INTERCEPTOR MK2   | - SOMARISZ   |
| BCIA0143 | - EFP   | TER/MIL | - SENTINEL          | - PROCONZ    |
| BCIA0144 | - EFP   | TER/INS | - ALINIX            | - TAPESTRANZ |
| BCIA0145 | - EFP   | TER/INS | - STARDRONE         | - GAULANZ    |

[TRAINING ACADEMY]

|          |         |         |                     |                                             |
|----------|---------|---------|---------------------|---------------------------------------------|
| BCTA0001 | - MCMDR | TER/MIL | - BATTLECRUISER MK2 | - TRIONZ                                    |
| BCTA0002 | - EFP   | TER/MIL | - INTERCEPTOR MK2   | - FARSTARZ                                  |
| BCTA0003 | - EFP   | TER/MIL | - VANDAL            | - TRION, TRION01[SBASE], BASE_SBASE04       |
| BCTA0004 | - EFM   | TER/MIL | - ATV               | - FARSTAR, FARSTAR10[SBASE], BASE_FARSTAR01 |
| BCTA0005 | - MIM   | TER/MIL | - CAV               | - TRION, TRION01[SBASE], BASE_SBASE04       |
| BCTA0006 | - SFM   | TER/MIL | -                   | - FARSTARZ                                  |