



DS9FX Manual

by USS Sovereign & Wowbagger

DS9FX v3.0: In Service of the Prophets

Instruction Manual

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Kira: I suppose you want the office.

Sisko: Well, I thought I'd say hello first and then take the office, but we can do it in any order you like.

Kira: Hello!

--Star Trek: Deep Space Nine, "Emissary"

Foreword

The idea of DS9FX was born somewhere in August 2005. I wanted to do something never done before in BC's history. BCS : TNG wasn't even formed back then, and I was a modder just returning to the community.

The original idea was never to make such a large scale mod, but only a small add-on to the already-existing NanoFX coding, to allow a simulation of a wormhole. The team and I have put our souls into this mod and we are happy with the final result of the modification.

A lot of our free time, especially mine, went into this. The feeling now is like sending our own child to college. We are so proud.

We are pleased to finally announce and present DS9FX to you! We hope you will enjoy playing it as much as we enjoyed making it!

Good hunting!

*USS Sovereign, Project Lead
and the Development Team of DS9FX*

Introduction

DS9FX is a mod which adds a playable and usable wormhole in BC with many new features and innovations such as:

- playable missions (yay!)
- the ability of the Dominion ships to detect cloaked ships
- the famous comet with a path around the Bajoran Sun
- full customizability (I do believe that's a word)
- retextured ships
- as-canon-as-possible weapon textures
- dockable DS9 Station
- a 30-page instruction manual
- ... and much, much more.

DS9FX's internal structure is very complex, counting over 30,000 lines of code. Many of you will wonder: is the mod stable? The answer is *yes*.

Also, some of you may wonder what happened to v1.0, or v2.0. These babies were beta builds *never* available to general public. This baby is the first *public* release!

Quark: What makes you think she wants to spend eternity in Sto-Vo-Kor? I know I wouldn't. Imagine what it must be like. Hoards of rampaging Klingons - fighting and singing, sweating and belching.

Miles O'Brien: Sound like this place on a Saturday night.

Quark: Exactly! Would you want to spend eternity here?

--"Image in the Sand"

Burning DS9FX onto a CD

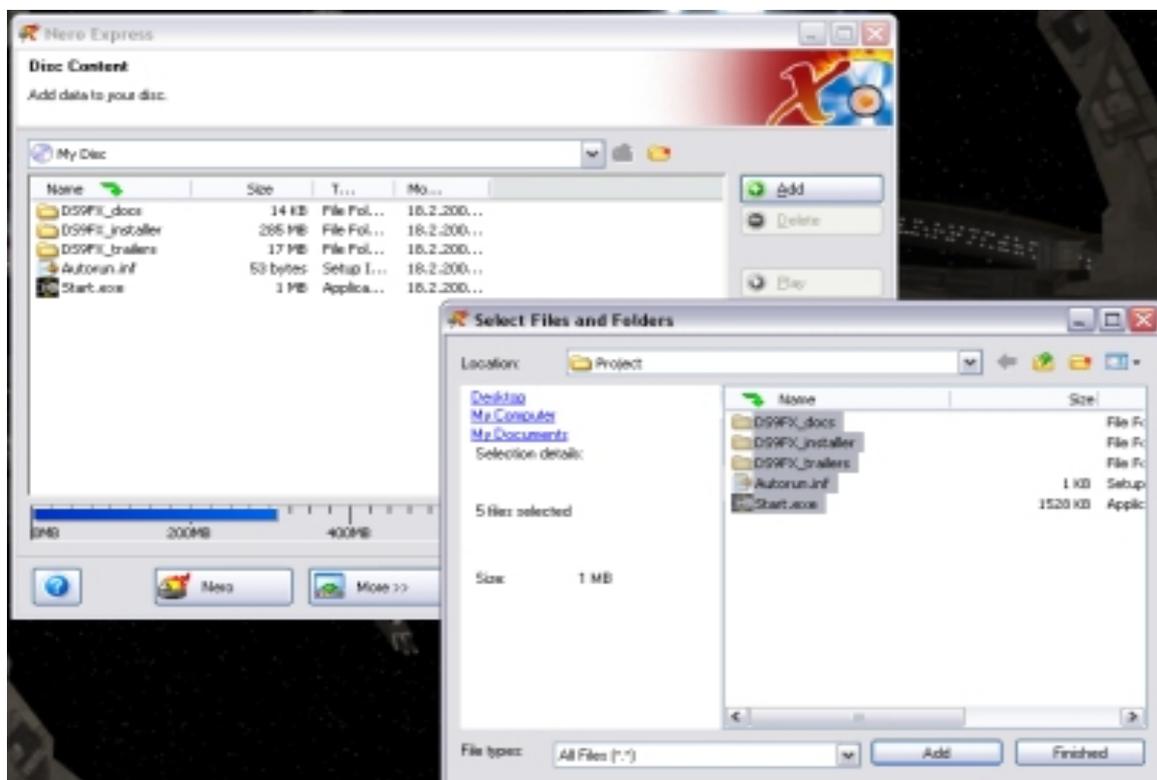
Installing DS9FX is easy, although in this section I'd like to point out that DS9FX has been prepared to be burned onto a CD. It comes with autorun.ini and Start.exe, so when burned and played a cool looking menu will start automatically.

I will now show you how to burn DS9FX onto a CD using Nero.

First you will have to startup Nero and in Nero StartSmart select **Make Data disc**, preferably use a CD project.

Nero Express wizard should open up and you should click on the **Add** button.

You will then need to navigate to the location of DS9FX files and make a selection of files like this:



After you've done that just click on the 'next' button and do the usual burning procedure!

Installation Instructions

Installing DS9FX should be easy enough. We've done our best to ensure that.

All that you have to do is click on the Start.exe then select the 'Install DS9FX' option and follow the onscreen instructions.

Once DS9FX has been installed, you will have to activate the DS9FX mutator (in-game), as well as the DS9FX UMM's (Unified Main Menu's) Submenu. Pick your default settings. You will then have to restart BC in order for all of your settings to take effect.

That is all; DS9FX has been successfully installed on your computer.

Congratulations!

Very easy, isn't it? *Isn't it?!*

System Requirements

We've done our best to make DS9FX playable on all computers, and it is playable but we have drawn a line on these specs.

NOTE: If your computer is below the minimum requirements refer the 'Customization Options' and 'Getting the most out of DS9FX in BC' sections to see how you can improve and customize DS9FX to play it.

Minimum Requirements:

- 1.8 GHz Processor
- 256 MB RAM
- 128 MB Graphics Card (GeForce 5200 or ATI Radeon equivalent)

Recommended Requirements:

- 2.8 GHz Processor or higher
- 512 MB RAM or higher
- 128 MB Graphics Card (GeForce 6600 or ATI Radeon equivalent) or higher

People who tested the mod sometimes used weaker graphic cards then the ones listed.

This is what the DS9FX team recommends.

Wowbagger notes: Listen to the Sovvinator here, folks. DS9FX is a bit of a system gobbler. Trust me.

Wowbagger's Specs:

- 1.3 GHz Processor
- 256 MB RAM
- Intel Media Accelerator 900 (Equivalent to... well, nothing. It's integrated. Blech.)

Needless to say, I struggled with DS9FX. But, then, I also struggle with Windows XP. And iTunes. And Microsoft Word. Really, it kinda sucks to be me. Point is... actually, I've lost track of my point. I think I was just griping. But, in any case, you really should see about upgrading your computer to at *least* the minimums. It's worth it. DS9FX is the bomb, even when it *does* take ten minutes to pre-load the wormhole opening sequence.

Bashir: They broke seven of your transverse ribs and fractured your clavicle!

Elim Garak: Ah, but I got off several cutting remarks which no doubt did serious damage to their egos.

--"The Way of the Warrior"

Mod Requirements

DS9FX's requirements are as follows:

■ Foundation (Required)

Supplied by BCMI and BCMP programs.

BCMI: http://bridgecommander.filefront.com/file/BCMI_final;10490

BCMP: http://bridgecommander.filefront.com/file/BCMP_full_version;4171

■ Unified Main Menu (Optional, but highly recommended)

If you don't have it installed then you won't be able to use those nice in game customization features. Also, everyone uses UMM these days.

UMM: http://bridgecommander.filefront.com/file/Unified_Main_Menu;56343

UMM Config Panel Fix: <http://bc-central.com/forums/index.php/topic,28.0.html>

■ NanoFX 2.0 Beta (Optional, but recommended.)

To be able to use Atmospheres and Ship blinkers for ships which require blinkers.

Note: DS9FX has a safety feature for atmospheres if it doesn't detect that NanoFX is installed, so you won't have any problems. You will, however, be lacking in awesome features. And l33t h4xx0rz will egg your house. Yes, BCS:TNG has a secret squad of l33t h4xx0rz for special missions. I think Mustang is their leader. What, you thought his act of foolishness and stupidty was *authentic*? All a façade, my friends, all a façade.

NanoFX 2.0 Beta: <http://bridgecommander.filefront.com/file/NanoFX;23469>

■ MLeo's Submenu Mod (Optional)

Any version will suffice but we recommend the most recent one. It's needed for ship submenus.

SubMenu: <http://bridgecommander.filefront.com/file/;68668>

Release/Support Notes

There's no such thing out there as a piece of software that is absolutely perfect. DS9FX may still have a few issues, so if you find any please report them at the following link:

<http://forums.bcscripters.us.to/>

Before reporting a problem, please refer the manual to make sure that you are not reporting an already-existing problem that's been fixed.

Also, make sure that your computer meets the requirements: mod and system requirements.

When reporting a bug you will need to provide the following information: Your computer specs with a console report and a detailed description of the problem.

Console report is mandatory and all reports without it will be ignored.

Important release DS9FX Notes:

DS9FX may sometimes require Bridge Commander to be restarted; you will be notified about that by the program. Also, it's usually best to restart QB before playing a new mission.

If you install DS9FX and you already have Bridge Plugin installed, you may get a BSOD (Black Screen of Death). If that happens, quit and reinstall BP. It will fix the problem.

And, finally, I need to stress that some DS9FX missions can cause large lags, as a bunch of ships are used. There's nothing that we can do about it except tell you to upgrade your graphics card. That's what we told Wowbagger, anyhow.

Getting the most out of DS9FX in BC

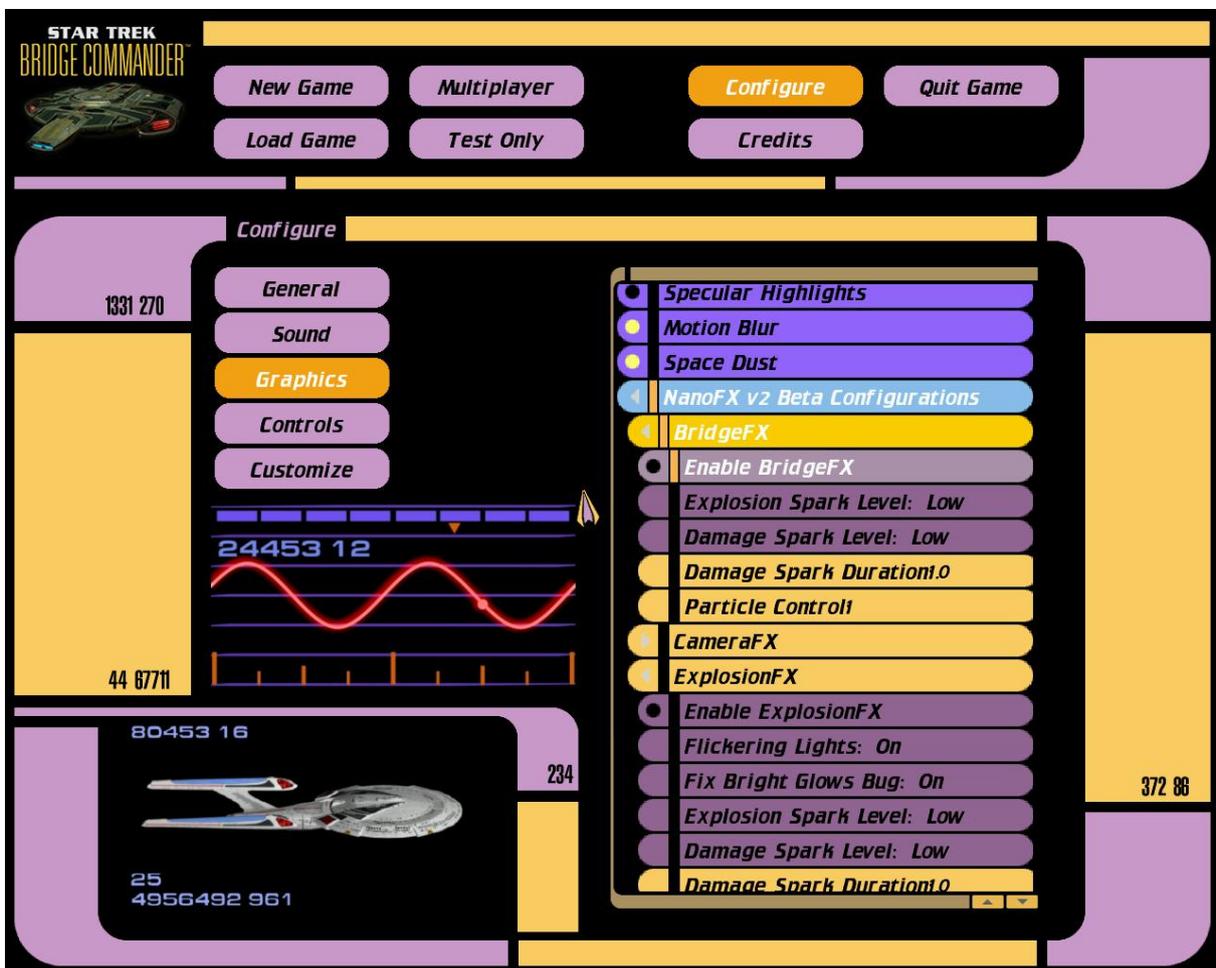
Basically there are 3 things which slow down BC: Color Depth, NanoFX and Visible Damage graphical option.

This section is useful when you play missions that use a lot of ships.

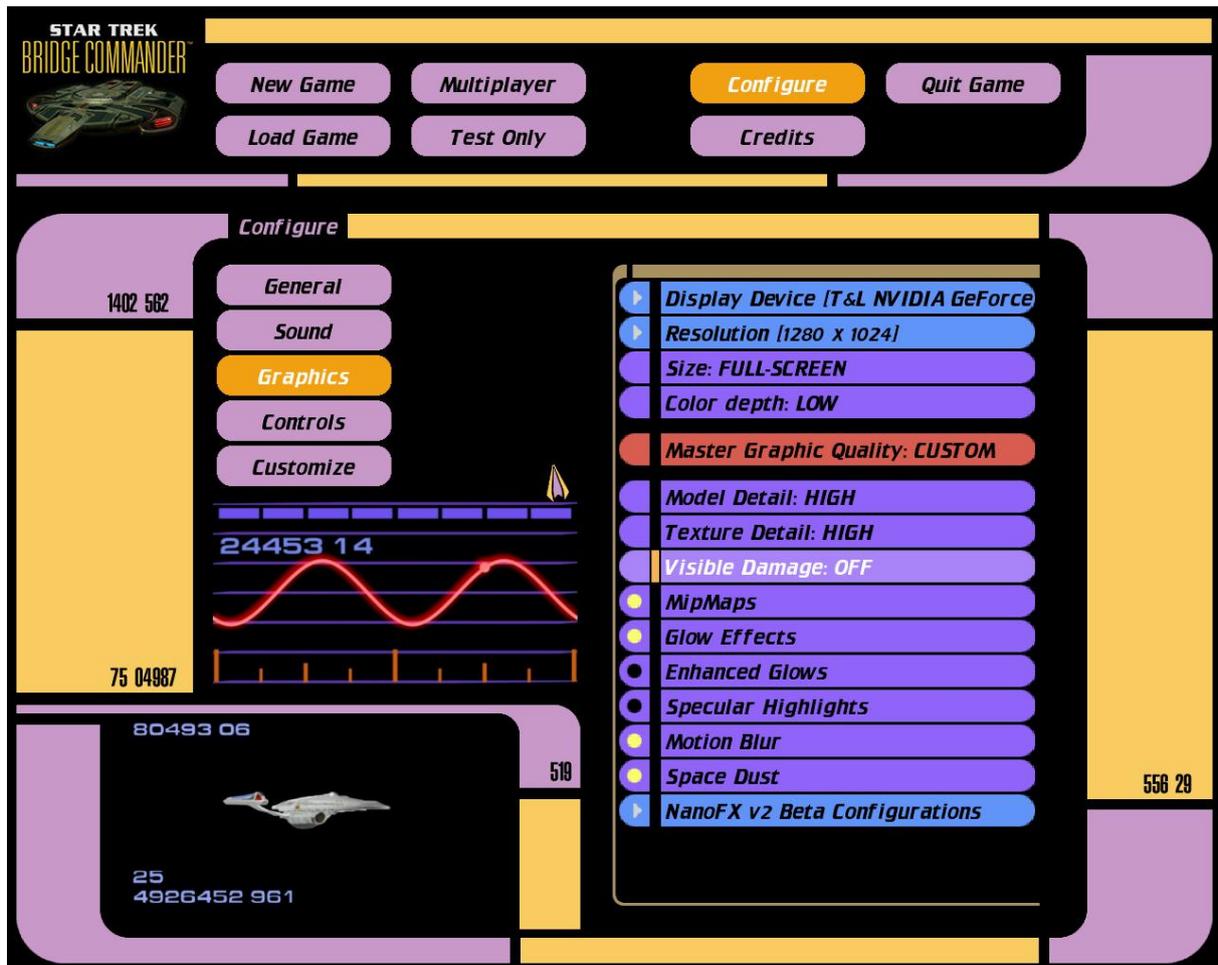
So you've guessed it!

To get the best out of DS9FX in BC it's advised to turn off ExplosionFX and BridgeFX in NanoFX and Visible Damage option found in the graphics section under the Configure pane and to switch to Low Color Depth.

Example NanoFX settings:



Example Color depth settings and Visible Damage settings:



Ships in DS9FX

All ships which are used in DS9FX are needed for the DS9FX to operate. They are controlled by the core of DS9FX. DS9FX will install the ships, but, if something goes wrong with installation, you're going to have problems without every one these ships. Plus, they're cool. You want them anyway.

Ship List:

Cardassian

Galor

Hideki

Keldon

Dominion

Fighter (aka bugship)

Warship

Federation

Akira

Centaur

Danube Mk I and II

Defiant

Excalibur

Excelsior

Galaxy

Lakota

Miranda

Nebula

Peregrine Fighter

Klingon

Bird of prey

Ktinga

Neghvar

Vorcha

Romulan

Warbird

Customization Options

IMPORTANT NOTE: When you make all desired changes in the UMM customization menu be sure to save the configuration & exit to Windows, then restart BC for the changes to take effect. Please don't report this issue as a bug, as it isn't!

You will notice many menus, but don't be afraid. It's all easily understandable and it's pretty self explanatory.

Options:

DS9FX Sides > Federation Ships: Under this option, you choose if you'll make Federation ships on the map friendly or enemy. That is all. Really, simple as hell. We've added this option to allow more flexibility to the mod so you won't get easily tired of it.

DS9FX Sides > Dominion Ships: This option is pretty much the same as the Federation ships option. By choosing Dominion as friendly you turn Dominion attack forces to friendlies. Explained further under the Random Dominion Attack Force option.

Planet Options > Planets in DS9 Map: If you select this option you will populate the DS9 Map with Bajoran system planets and its sun. If you experience any difficulties while playing with so many objects in the map I suggest that you turn off this feature. With this feature turned off, you can increase your games speed if your computer is of a lower end.

Planet Options > NanoFX Atm.-DS9 Map: If you select this feature and have NanoFX installed, then all planets in DS9 maps will be enhanced by NanoFX atmospheres. Of course, for this option to have any effect, the Planets in DS9 Map option has to be turned on. If you get low FPS, then this feature is not recommended. It's not recommended on lower end computers (There are many planets in the DS9 Map – fourteen, to be precise). Also, if you don't have NanoFX installed, do not worry, as this option simply won't initialize, 'cause of DS9FX's safety feature ;).

Planet Options > DS9-Planet Detail: With this option, you choose the planet detail in the DS9 Map. Of course, this will only work if you previously enabled planets in the DS9 Map. Duh. High Maps are 2048 x 1024 pixels in size, Standard is 1024 x 512 and Low be 512 x 256. We recommend that you set them to Standard resolution unless you really have a low-end computer. High Resolution maps are for high-end computers. Use this option wisely. Remember that the DS9 Map counts 14 planets crammed into a single map.

Planet Options > Planets in Gamma Map: Unlike the DS9 Map, the Gamma Map has only 1 planet and 3 suns, so this option shouldn't affect your gameplay. If you experience any problems, then turn this feature off for your own sake.

Planets > Use NanoFX Atm.-Gamma Map: As stated above, the Gamma Map has only 1 planet, so it shouldn't affect your game play as the Bajoran does. I believe that this feature is safe even on lower end computers. Otherwise, it acts as the NanoFX Atm. option above.

Planet Options > Gamma-Planet Detail: As above, except that the lighter load in the Gamma system should allow high settings even for low-end computers.

DS9 Map Ships > USS Excalibur, USS Defiant, USS Lakota, USS Oregon : You can pick which ships are present in the Bajoran system. When activated, they will fly around and engage any enemy ships in range. This and the following options are highly recommended!

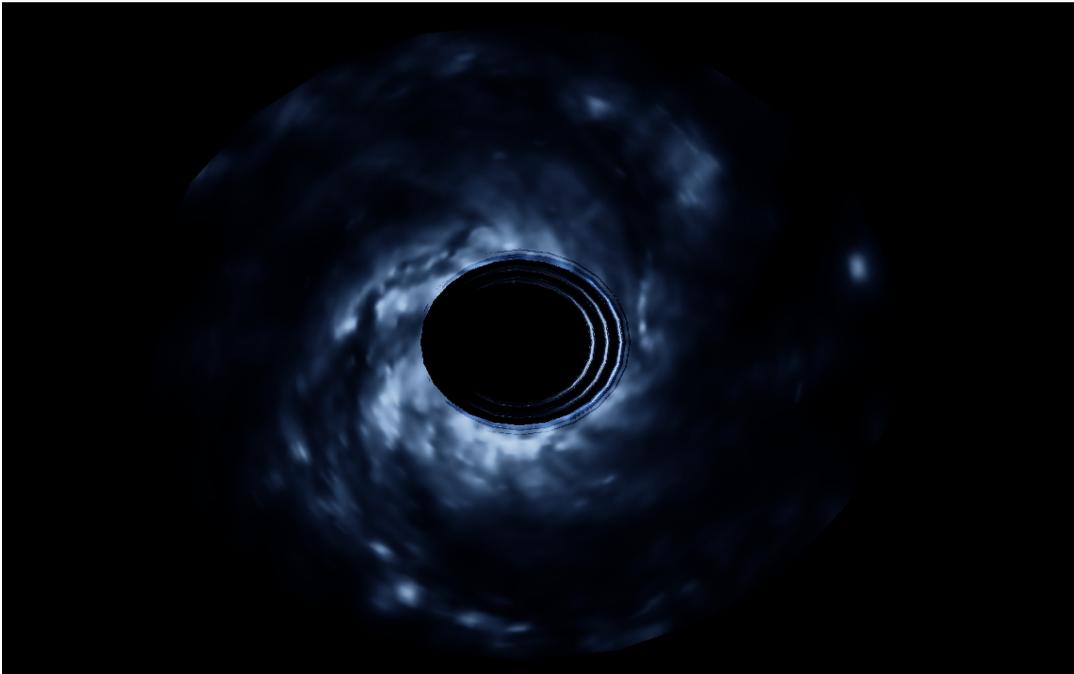
DS9 Map Stations\Objects > Deep Space 9 : This option toggles Deep Space Nine. Bear in mind that the station is required to play missions. Plus, if you don't have it on, honestly, what's the point. I mean, look at the name of the freaking mod, yo.

DS9 Map Stations\Objects > Comet Alpha: Remember the comet from DS9 Intro?! The famous comet alpha is in DS9FX. It has a designated path around the sun and you might enjoy the view. Also, this comet has that famous comet trail you can see in DS9 Intro. You might want to try to destroy it, but it's protected and indestructible. Just a small gift to some wise guys out there.

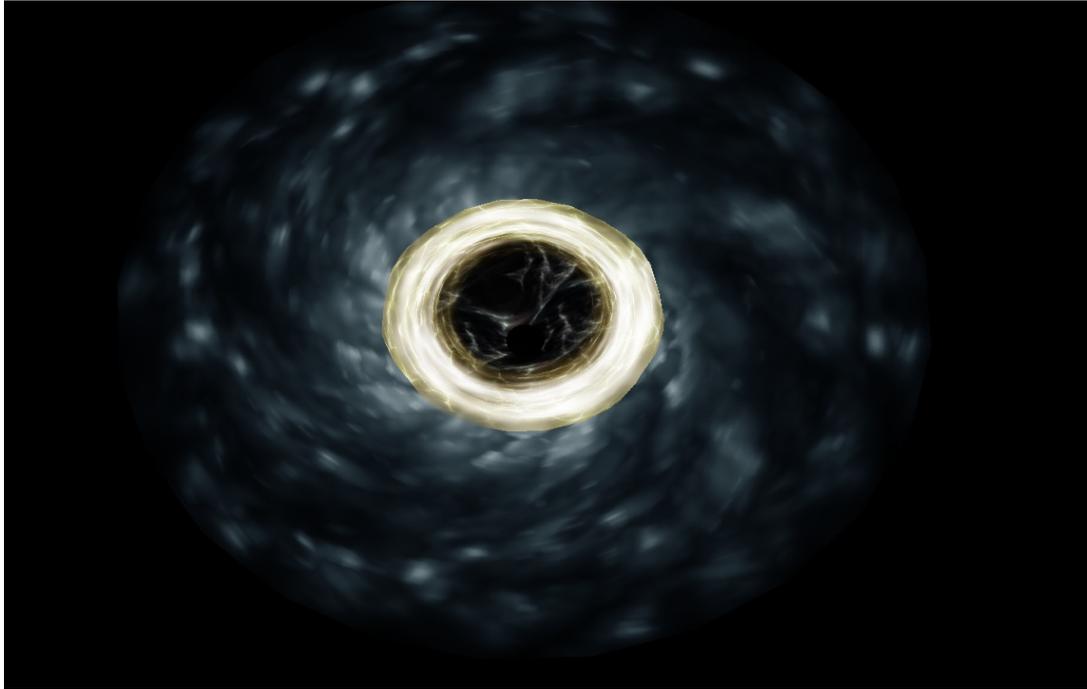
Gamma Quadrant Map Ships > Bugship 1, 2, 3: Toggles bugships in the Gamma map. These bugships, if enabled with the option, have the ability to scan for cloaked ships, so be careful! (Their Intensive Scan capabilities are worthless if the bugships are friendly.)

Wormhole Options > Wormhole : DS9FX offers 6 wormhole models! You can change a model from the (exceedingly) simple menu! This sentence is an excuse for another exclamation point! Yay!

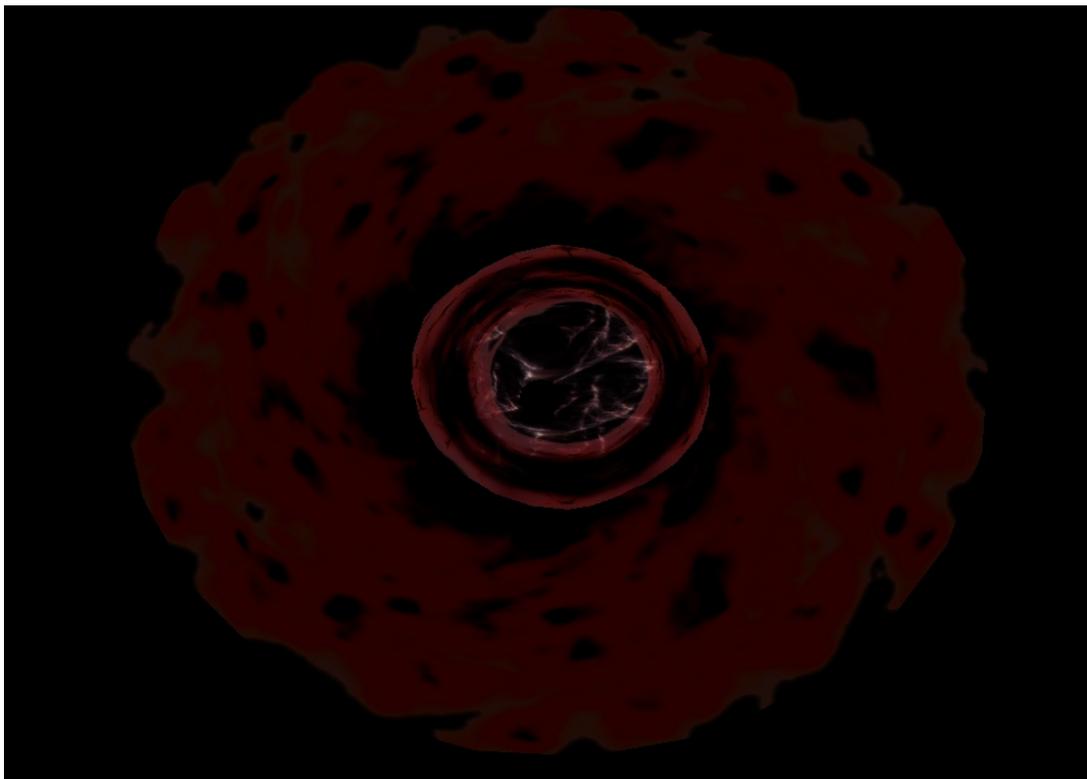
Model 1



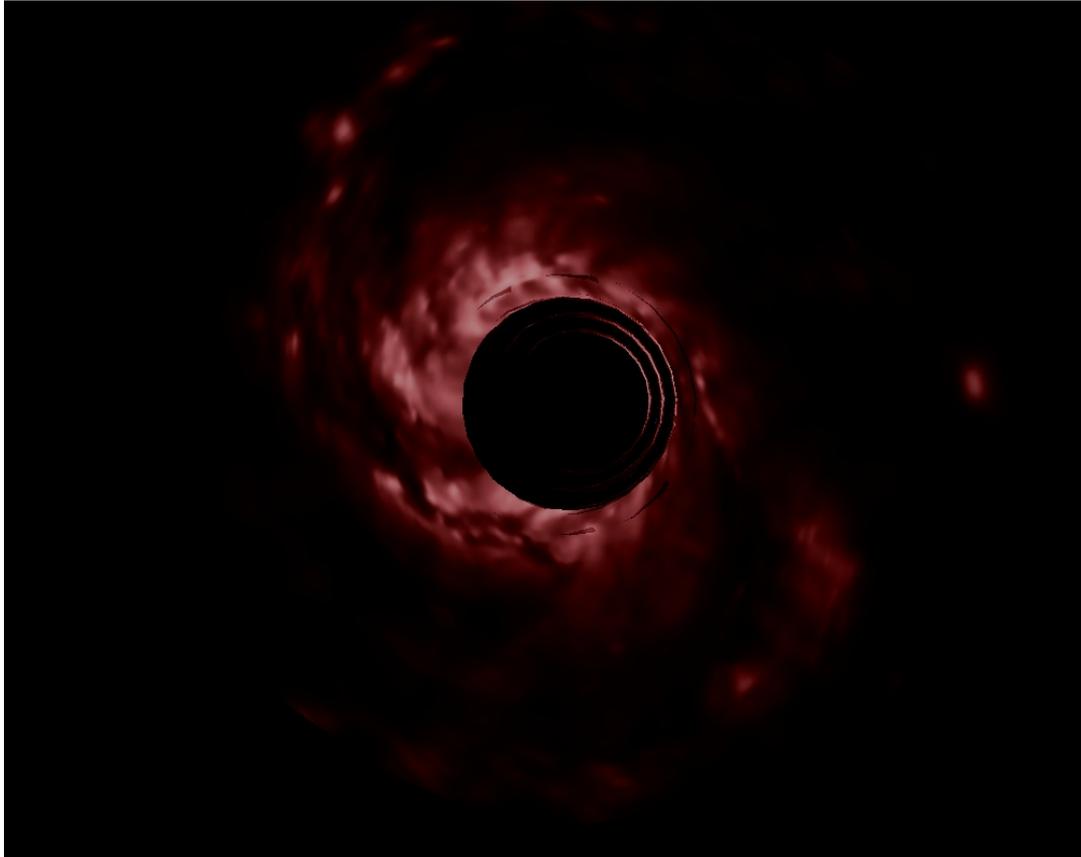
Model 2



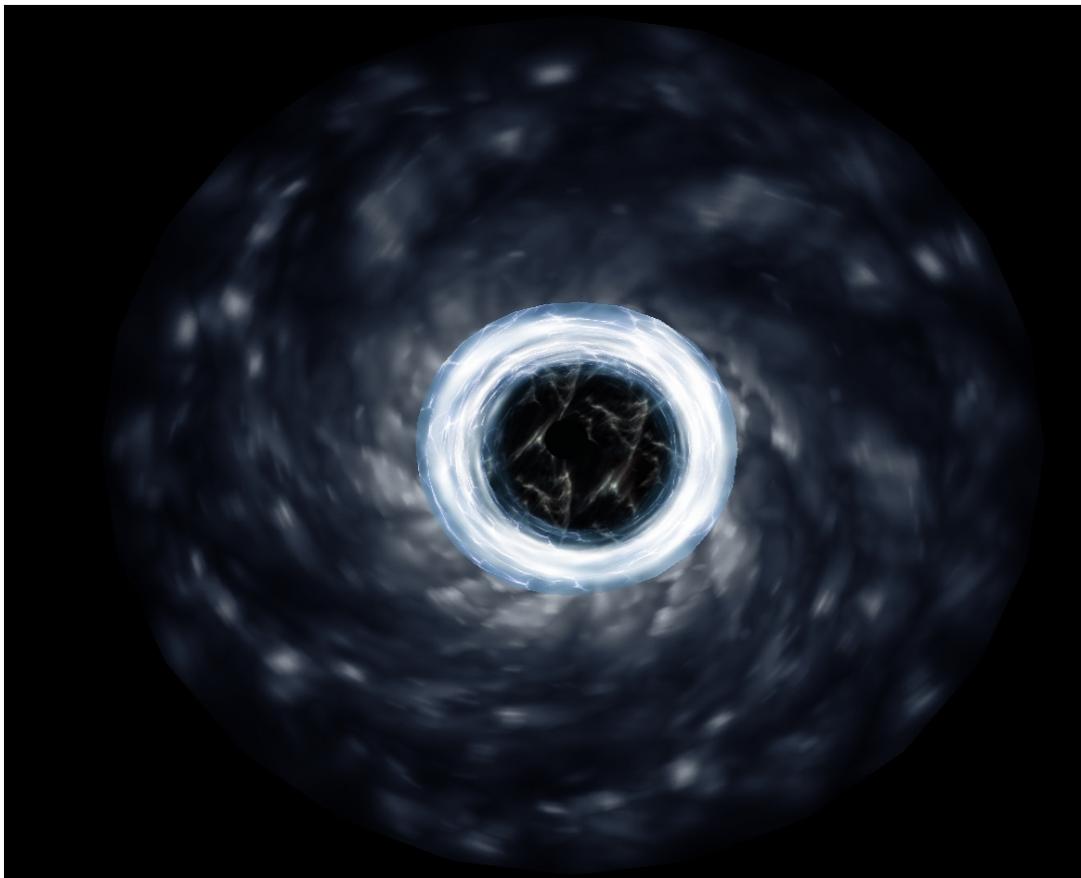
Model 3



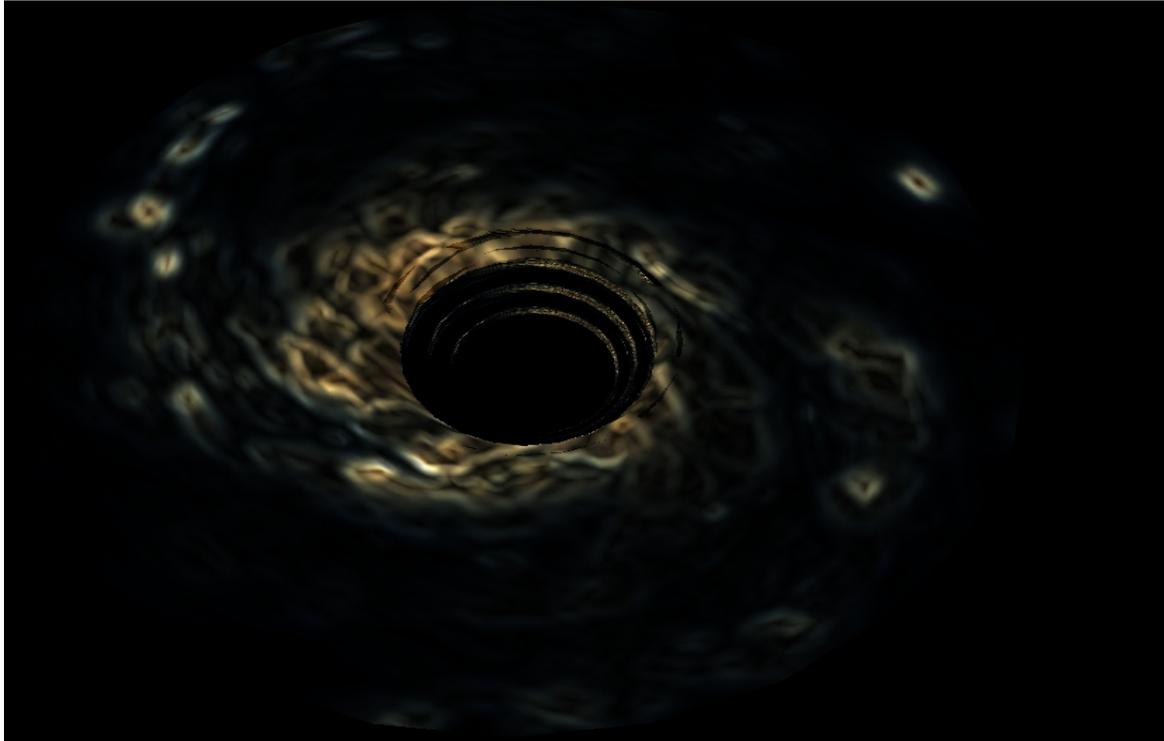
Model 4



Model 5



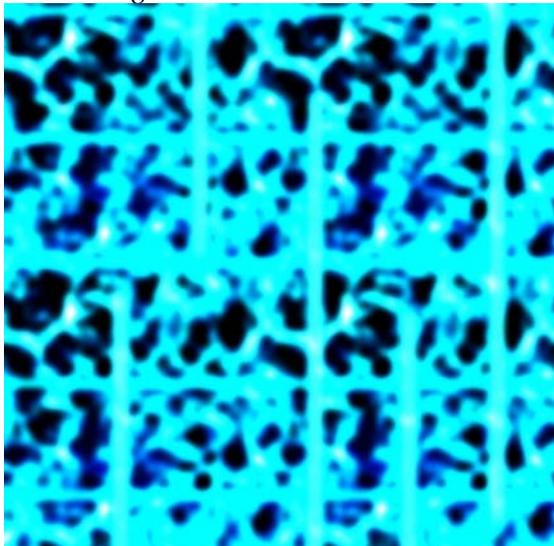
Model 6



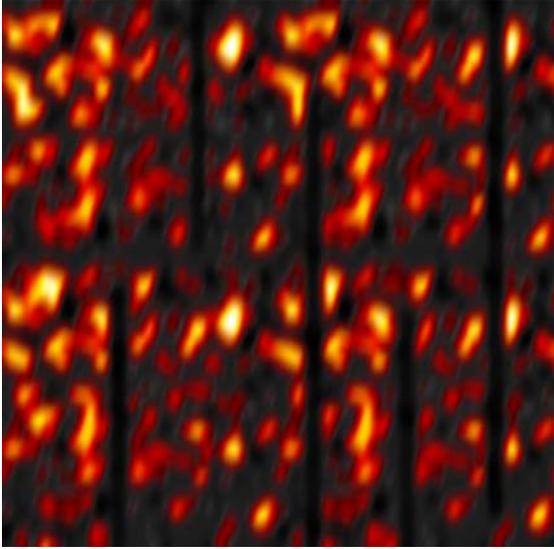
Wormhole Related Options > Video Sequence: This feature is not recommended on lower end computers. This feature, if turned on, triggers a video sequence when you exit the wormhole to give a cool effect. Just to repeat myself, seriously do not use this feature on lower end computers. (Wowbagger notes: he's not kidding! This wasn't an option in v2.0, and my computer wept in agony.)

Inside Wormhole Options > Backgrounds: You have six background options available for the Wormhole Map: Blue, Red, Chrome, Dark Blue, Water Blue, and, for lack of a better term, "Weird."

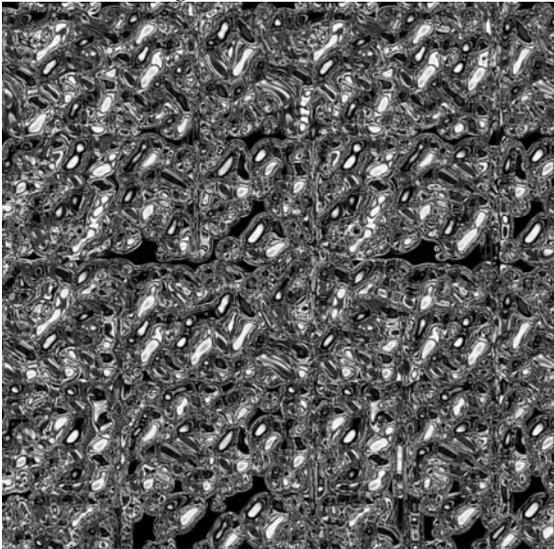
Blue background



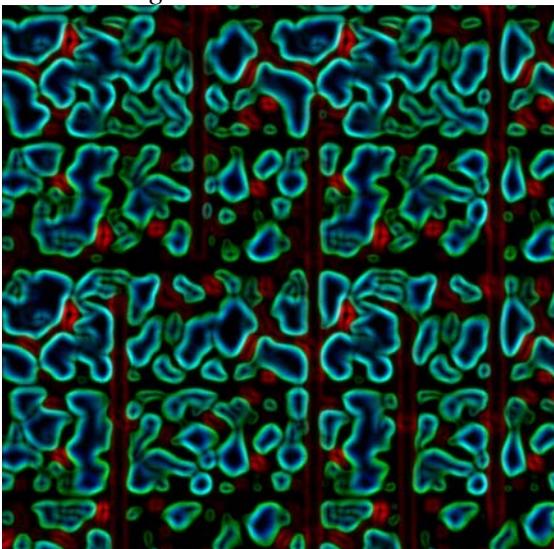
Red background



Chrome background



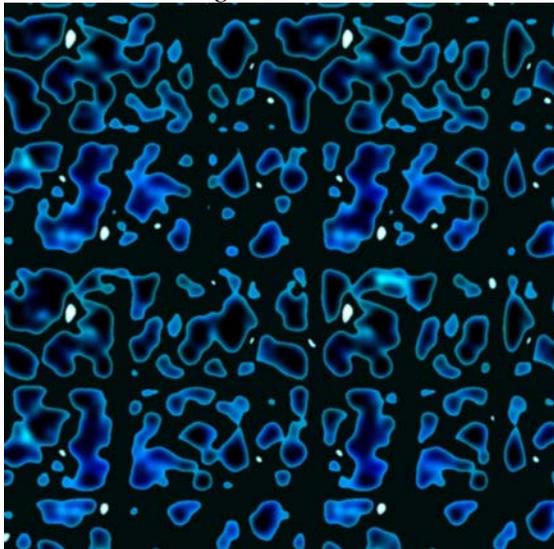
Weird background



Dark blue background



Water blue background



Inside Wormhole Options > Model Variants: In addition to backgrounds, you get a number of model variants within the wormhole, allowing you to play out all manner of fanboyish fantasies. Are are incredible. They are: Original DS9 Series Variant, Yellowish Variant, Red Dawn Variant, Slipstream Variant and Blackhole Variant.

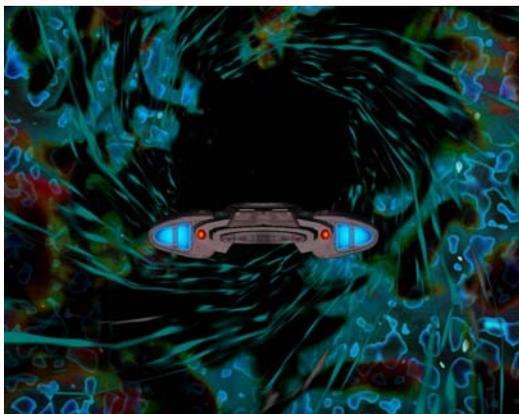
DS9 Series



Red Dawn



Blackhole



Slipstream



Yellow



Comet Alpha Options > Comet Trail Style: If you have previously selected Comet Alpha in the map, this option is a cool one. You can pick the style of the Comet you want: Plasma style or Comet Style, it's my personal opinion that the Plasma Style with white trails best resembles DS9 Comet Trail.

Comet Alpha Options > Comet Trail Color: This option just adds on the Trail Style, you have 2 variants of Comet Trail Colors to choose from; Blue and White. I already stated that it's my personal opinion that the Plasma Style and White Trail Color best resemble the Comet Alpha trail as seen in DS9 show.

Miscellaneous Options > Debug Mode: With this option turned on you can get a console dump by pressing the 'Shift + P' key on your keyboard. All credit for this option goes to Mleo for originally creating this code; I just adapted it so you can do this by pressing a single button. It is useful to get a full console report if something goes wrong with your game or to be more precise with the mod. Console Dump is saved in 'scripts\Custom\DS9FX', filename is ConsoleDump.txt.

Miscellaneous Options > Stabilize BC: This option gives you 10%-15% percent better FPS during gameplay and it seems to prevent most of NanoFX crashes when a ship explodes. What it does is delete ships which were destroyed from the set.

Miscellaneous Options > Ship Model Preloading > This option improves loading times of ships in maps. My recommendation is to turn on that feature. But the choice is yours.

Miscellaneous Options > Random Fleet Attacks\Assists: This option varies: it really depends on how you declared dominion ships; friendly or enemy. So if you declared Dominion as enemy, they will come on the DS9 Map through the wormhole and attack everybody. Possibilities are endless...

Miscellaneous Options > Dom. Intensive Scan: Ships in Gamma Quadrant Map have a cool new weapon. An ability to detect friendly cloaked ships even you. If you selected Dominion ships as friendly, the scan capabilities go inactive.

Miscellaneous Options > Random Fleet Strength: You have 3 options and you pick the strength of the Dominion fleet. Strong can consist of max 5 ships: 2 Battle cruisers and 3 bugships. Medium of 1 battle cruiser and 4 bugships and weak is consisted of 5 bugships. Of course this option varies on how you declared Dominion in DS9FX Sides option menu.

Miscellaneous Options > Random Fleet Timespan: This option dictates when will the enemy fleet arrive, that is if you declared Dominion as enemy. They will come in waves in a designated time span so be prepared for an endless fight. And the best thing is it that their strength in numbers is completely random.

Miscellaneous Options > Mission Intro Vid: Toggles mission intro video

Miscellaneous Options > Campaign Completion Vid: Toggles campaign completion video.

Music Options > DS9 Map Music, Wormhole Map Music, Gamma Map Music: All maps have their own custom music. This feature allows you to select which music should be played when you go to the specified set. If you don't like the custom music you can always turn it off in the menu or you can select the random option, and the music selection is totally random for the maps.

Foundation Mutator Fix > Save Foundation Settings: This option saves a backup copy of currently selected Mutators which you can later use to restore proper Foundation Settings in case some of them get deactivated.

Foundation Mutator Fix > Restore Foundation Settings: This option restores backup Foundation settings you previously made.

Extras: This option allows you to play all movies which come with DS9FX from the main menu, including the tutorial! It's strongly recommended to look at the in-game short tutorial which covers the basics of DS9FX.

DS9FX Configuration > Apply new DS9FX Config: This option saves your current config as the default one after you've done that you need to restart BC to allow the changes to take effect.

DS9FX Configuration > Refresh DS9FX Config Settings: This menu throws away any changes made to DS9FX UMM Menu and loads in the default saved settings. Basically it refreshes the configuration as the name says.

DS9FX Credits: opens up a window in which you can see Beta Testers of DS9FX and DS9FX Production Team! Oh, you *know* you want it!

FAQ

Q: I get a BSOD once I install DS9FX and try to run QuickBattle. Can you help me?

A: Reinstall Bridge Plugin, this will fix the problem.

Q: My crew is in weird positions once I install DS9FX. Can you help me?

A: Reinstall the Bridge Plugin.

Q: How do I enter the wormhole?

A: Check the in-game tutorial for all the basics.

Q: How do I use DS9FX?

A: Start quickbattle and warp to DS9 Set or start in the DS9 set. Also for any basics check the in-game tutorial video.

Q: How do I select a mission?

A: Check the tutorial for more info.

Q: My game lags when I play certain missions.

A: That's not a question.

Q: What do I do if my game lags when I play certain missions?

A: Your computer is of a lower end probably, refer the manual to see how can you help your computer handle DS9FX better!

Q: I want to release a modification of DS9FX, can I do it?

A: You need my permission to do any kind of modifications to DS9FX. I only want to keep up with all alternative stuff out there. Mods without permission will be taken down.

Q: I get low FPS when I am in the DS9 Set, what can I do?

A: Refer the customization options and turn some options off, the ones which are causing a lag on your system.

Q: Is it possible to collapse a wormhole with a few torpedoes?

A: No. The Prophets would never allow such a thing.

Q: Is the mod KM Compatible?

A: The mod is KM Compatible and KM: Pimped Compatible. Although it will kill MP compatibility, wait for DS9FX KM 1.0 edition to have MP playability also.

Credits

Project Lead/XO/Programming Credits:

-Project Lead: USS Sovereign

-Project XO: Psycho

-Programming: USS Sovereign, Wowbagger, Lost_Jedi, MLeo and Cackad

Ships/Models Credits:

-Wormhole Models

Model: LC Amaral

Textures: LC Amaral

Hardpointing: USS Sovereign

**Contributed by LC Amaral. No original readme for the file as it was never released to public.*

-Inside Wormhole Model

Model: Blaxxer

Textures: Blaxxer

Conversion: LC Amaral

Hardpoints: USS Sovereign

**Contributed by Blaxxer. No original readme, made just for DS9FX.*

-Excalibur

Model design : Steven Davis

Textures : Cpt. LC Amaral

Mesh : Cpt. LC Amaral

Porting : Cpt. LC Amaral

HP : Durandal

Packing : Jeedai Joe!

Beta Testing : DYs

**Credits have been quoted from the original readme.*

-Miranda

Meshes: Zambie Zan (alexandre.marques@gmail.com)

Textures: Zambie Zan

Conversion: Zambie Zan

SFX: Zambie Zan

Hardpoints: Zambie Zan

**Credits have been quoted from the original readme.*

-Defiant

Original Defiant Model/ Mesh: 9 of 9

Reworked Mesh/ Textures and Ship Icon: Mark

Hardpoints/ NanoFX2b (Running Lights)/ Common Weapons Pack v.3 /Sub Menu: Elminster

- Who never says "No" to a cool HP ideal ;-)

*DCMP v2 .exe Display Page: c2x/ Blackrook32 * Big Thanks to c2x for that one! **

Modified Micro-Quantums/ PPhasers.wave/ BlackElm_SoundPack: c2x

Maquis Raider Pulse Phasers: Zorg/ Morpheus

Ship Registries/ Conversion Scripting/ Sub menu edited.py/ .exe Mod Pack Assembly:

Blackrook32

**Credits have been quoted from the original readme.*

-Dominion Fighter (Bugship)

Mesh and texture by Nine of Nine

Hardpoints and scripting by Laurelin

Weapon sounds, graphic and scripting by Laurelin

Beta testing by Lorik, Hermes, Outlaw_99

**Credits have been quoted from the original readme.*

-Dominion Battlecruiser

Model and textures: Smiley

Spec maps: Adonis

Conversion and hp: Starforce2

Weapons FX: From the FTB mod

**Credits have been quoted from the original readme.*

-DS9 Station

Textures / Model: Totally Games

Modified: c2x

Hardpoints: c2x

Sounds: Totally Games / c2x

Beta Testing: Blackrook32

Special Thanks to Blackrook for helping me along with this and testing it to the fullest.

**Credits have been quoted from the original readme.*

-Lakota

Original model author: P81

Retexture: Psycho

**Ship from P\$YCHO's Excelsior pack*

-Centaur

Model design : paramount

Textures : Cpt. LC Amaral

Mesh : Cpt. LC Amaral

Porting : Cpt. LC Amaral

HP : Durandal & Executioner_de

Packing : Executioner_de

Beta Testing : BrandonJ, Peter, Executioner_de

**Credits have been quoted from the original readme.*

DS9FX Credits:

New speculars: P\$YCHO

New HP: P\$YCHO & Elminster

-Excelsior

Original model author: P81

Retexture: Psycho

**Ship from P\$YCHO's Excelsior pack*

-Galaxy

Textures : Scotchy

Mesh : Scotchy

Hardpoints : Durandal

Scripts : MLeoDaalder and Dasher42

**Credits have been quoted from the original readme.*

-Nebula

Author: CaptainRussell

SPECIAL THANKS TO SCOTCHY

SPECIAL THANKS TO MLEODAADLER

SPECIAL THANKS TO DURANDAL

**Credits have been quoted from the original readme.*

-Akira

Author: CaptainRussell

SPECIAL THANKS TO RICK KNOX

SPECIAL THANKS TO SCOTCHY

SPECIAL THANKS TO JASON COLBERT

SPECIAL THANKS TO MLEO

SPECIAL THANKS TO DURANDAL

**Credits have been quoted from the original readme.*

-Danube

Models, ship textures & sound FX: Sean Kennedy

Hardpoints, torpedoes & additional weapon textures: Durandal

**Credits have been quoted from the original readme.*

-Bird of Prey

Mesh and texture by P81

Hardpoints and scripting by Lord Apophis AKA Book

Weapon sounds, graphic and scripting by stock/Lord Apophis AKA Book

Beta testing by starforce2

**Credits have been quoted from the original readme.*

-Ktinga

Pre TOS ships

D-2, D-3, D-4, D-5, D-6

Model/Textures by Jeff Wallace (111wallace111@msn.com)

TOS ships

D-7, D-7A, D-7R

Model/Textures by ATRA-HASIS (atrahasis1@hotmail.com) -

<http://www.geocities.com/atrahasis1/index.html>

Credits: Some mesh components borrowed from Moonraker's Ktinga model.

TMP & TNG ships

KTinga, KTingaR, Qonos One, KTingaTNG

Model/Textures by WickedZombie45 (wickedzombie45@aol.com) -

<http://www.nightsoftware.com/omega/drs/>

Script for the Romulan Torpedo by edtheborg

All conversions/hardpoints/sounds by Zambie Zan (alexandre.marques@gmail.com)

**Credits have been quoted from the original readme.*

-Neghvar

Author: DamoclesX

**No specific information is specified in the original readme.*

-Vorcha

Meshes: Redragon Vor'Cha, Beam Emitter by 9of9

Textures: NeoXarchNova (NeoXarchNova@sbcglobal.net)

Hardpoints: Zambie Zan (alexandre.marques@gmail.com)

**Credits have been quoted from the original readme*

-Warbird

Textures : LC Amaral (chrisholm@brturbo.com)

Meshes : LC Amaral

Port : LC Amaral

HPs : Zambie Zan (alexandre.marques@gmail.com)

Packing : Zambie Zan

**Credits have been quoted from the original readme.*

-Hideki

Author: Zorg / Morpheus

**No specific information is specified in the original readme.*

-Peregrine Fighter

Title : Peragrine Fighter

Filename : BC_Peragrine.zip

Version : 1.0 (not tested in Multiplayer)

Date : 5/2002

Author : Michael Frederick (A.K.A. - Zorg/Morpheus)

Email : mfrederick@columbus.rr.com

Credits : Daniel B. Houghton (aka Dasher42) who made it possible for everyone to use new Bridge Commander mods with the his 'Foundation Plugin System'!

NanoByte, who made the mod packager!

**Credits have been quoted from the original readme.*

-Galor

-Mesh and texture by Nine of Nine

-Hardpoints and scripting by USS Phoenix

-Beta testing by Starforce

**Credits have been quoted from the original readme.*

-Keldon

-Mesh and texture by Nine of Nine

-Hardpoints and scripting by USS Phoenix

-Beta testing by Starforce

**Credits have been quoted from the original readme.*

-Mine

Model, textures: Adonis

Scaling: Darkthunder

Port: Mark

**Contributed to the mod by Adonis.*

-Planet models and textures

Cube

Various uncredited Online resources

**Many resources don't have proper credits but permission was given to us to use them.*

Other Model/Retexture Related Credits:

-Major Kira

Date: 09/02/2002 (Revised) 03/20/2007

Mod Time: 3 Hours

Author: Blackrook32

Texture Modified: Stock Bridge Commander & the AGT Uniform TC v.1.0

**Credits have been quoted from the original readme.*

-Inside Wormhole Background

Author: Blaxxer

-Red, Chrome, Dark Blue, Water Blue, Weird Inside Wormhole Backgrounds

Author: Psycho

-Inside wormhole retextures (Red Dawn, Slipstream, Blackhole, Yellow Inside Wormhole retextures)

Model: Blaxxer

Textures: Blaxxer

Conversion: LC Amaral

Hardpoints: USS Sovereign

Retextures: Psycho

-Wormhole model retextures

Model: LC Amaral

Textures: LC Amaral

Hardpointing: USS Sovereign

Retextures: Psycho

-DS9 And Gamma set backgrounds

-Author: Rob Archer

Video/Music/SFX/Logo Credits:

-Music

Marcus Kleine

Russell Watson

BlackRook32

Bear McCreary (Wowbagger notes: best reason to watch Battlestar, Bear is)

-Character Dialogue

CaptainKeyes

USS Sovereign

-Wormhole SFX

Creative Inc

-Logo designs

Psycho

Mark

-DS9FX Intro video

Dante Leonhart

-Mission storylines

CaptainKeyes

Blaxxer

-DS9FX Video animation of the wormhole

CyberOps

-DS9FX Campaign Completed Video

USS Sovereign

Misc/Other Credits:

-Manual Credits

Author: USS Sovereign

Editing/Commentary: Wowbagger

-Misc Credits

MLeo (Unified Main Menu & Scripters Utilities)

Nanobyte (NanoFX 2 Beta)

Defiant

-Other Credits

New HP's: Elminster and P\$YCH0

Torpedoes: Dkealt (federation photons), Durandal(quantum on the Excalibur) and Elminster (Common weapons pack for DS9FX)

DS9 Federation Phaser texture: P\$YCH0

DS9 Federation Phaser sound: C2X

Klingon distruptor texture: Collective Alliance

Klingon distruptor sound: Zambie Zan (Wowbagger notes: This is a pointless comment. A demonstration of my commenting power, if you will.)

Romulan distruptor beams texture: Collective Alliance

Dominion beam texture: Collective Alliance
Dominion beam sound: FTB
Cardassian Beam texture: Collective Alliance

We apologize if we have missed anyone, although I believe that original readme's can't lie. We've done our best to cover all people involved in DS9FX itself and all original authors of the work used in the modification.

DS9FX Beta Testers:

| | |
|-----------------------|----------------|
| <i>1DeadlySAMURAI</i> | hellewellth |
| <i>Adonis</i> | Inuyasha |
| <i>AndrewJ</i> | jb06 |
| <i>Aragorn</i> | JimmyB76 |
| <i>Bens</i> | kai |
| <i>Blackrook32</i> | Legacy |
| <i>blaXXer</i> | lapvlb |
| <i>Bren</i> | Mateo |
| <i>Cackad</i> | Michael Mendez |
| <i>Capitan_Picard</i> | Mustang |
| <i>CaptGraham</i> | naf9sd |
| <i>cobie2</i> | Nebula |
| <i>Cpt.Eagleeye</i> | Nighthawk |
| <i>ctman</i> | Psycho |
| <i>Cube</i> | Rob Archer |
| <i>Dante Leonhart</i> | redmanmark86 |
| <i>DarkDragon</i> | Shinzon |
| <i>Darkwaddi</i> | SuperSmeg |
| <i>dazzharvey</i> | spanner |
| <i>Darkthorne</i> | Swift |
| <i>Dragoon123</i> | The Stig |
| <i>dshash</i> | trekie80 |
| <i>FekLeyr Targ</i> | treleth |
| <i>GanstaUK</i> | Weasel |
| <i>Gamesfunk</i> | |

We apologize if we have missed anyone from the beta squad.

Legal

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We do not take any responsibility for any kind of damage this does to your computer. Use it at your own risk.

Any kind of modification to DS9FX needs to be approved by me: including model, sound replacements etc. You name it. There are those within the community who have gotten totally mod-whacked by us and our aforementioned team of 133t h4xx0rz for stealing code. You don't want to join them. We expect that if you borrow the code from DS9FX you *will* give credit to us.

Good hunting.

" When I first took command of this post all I wanted was to be somewhere else... anywhere but here. But now, five years later, this has become my home, and you have become my family."

--Captain Benjamin Sisko