



KickAss Duke is a gameplay modification, enriching the great classic Duke Nukem 3D with dozens of new weapons and inventory items, split between brand new and refurbished old ones, and a revamp of the gore system with physics, more particles and new graphic effects, plus various fixes and small modifications, giving a new and different way to play Duke, a bit slower and more tactical-oriented.

KADuke definitely gives DN3D quite some modern rethinking, due to many games, mods and TCs in previous decades which served as inspiration; at the same time, it proposes to bring back some scrapped ideas from Lameduke and beta versions.

This mod is in continuous development, and it will be gradually enriched of new features, like enemy types, other gore features, weapons, items, levels and special game objects.

The 1.1 version added "KickAss Tour", a long episode made of +35 maps from many authors. Duke has to wipe out the rest of aliens on earth, after killing their Queen. The maps come from a pretty time-consuming selection and are put in a specific order to give the idea of a continuous journey, a "tour" – therefore, a "KickAss Tour".

Various environments will be visited for the purpose: urban areas, deserts, factories, secret bases, even alien zones.

- Copyright note: some maps received very small modifications or fixes in order to work properly in this mod; the original maps and "Readme" files are found within */maps* folder inside *KADuke_Data.zip* archive.

INDEX OF CONTENTS

- 3) **INSTALLATION AND RUNNING**
- 4) **GAMEPLAY GUIDE – CONTROL**
- 4) ■ **KickAss HUB**
- 6) **GAMEPLAY GUIDE - FEATURES**
- 7) ■ **Weapons**
- 8) ■ **Inventory**
- 9) **UPCOMING FEATURES**
- 10) **CREDITS & AUTHOR NOTES**
- 11) **KNOWN BUGS**
- 11) **CONSTRUCTION**
- 11) **MISC INFOS**
- 12) **CHANGELOG**

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* INSTALLATION AND RUNNING *

This mod is powered by Eduke32, a DN3D port which runs on modern OSs with no flaws, bringing many new scripting features, controllers support, 3d models, crazy resolutions and so on.

It is **NOT** recommended to change the Eduke32.exe version included in the mod package with other releases, as this can stop the mod from working properly, or to not run at all.

This mod can run any user map, and it's TILES014-TILES015 free for user arts. It is not easily compatible with other modifications, as a bit of CON language knowledge is required, depending on other mods features and complexity.

KADuke forces to use of the Eduke32 **Polymost** renderer, by visually prompting to switch renderer if you are either using **Software** (classic) because it won't support new type of assets, and **Polymer** due to its unwanted real-time light system with hardcoded spots and several performance issues.

Installation:

- Create a new folder
- Extract the content of this archive in the folder
- Put your original copy of **DUKE3D.GRP** Atomic version in the same folder
- Run "Play KickAssDuke.bat"
- Enjoy!

This mod can also run HRP with a custom launcher, which only runs textures and props and does not override enemies, weapons and other KAD stuff:

Installation:

- (Follow previous steps for normal KADuke installation)
- Create a new folder within KADuke directory and give it a name ("HRP" for example)
- Put your HRP zip archive in your "HRP" folder
- Run "Play KickAss Duke - HRP.bat" and select the HRP folder within "custom game content" menu
- Enjoy - in High Resolution!

You can leave HRP content always selected, as it will not be loaded from non-HRP launcher

* GAMEPLAY GUIDE – CONTROLS *

KADuke gameplay is meant to be slower and a bit more challenging than vanilla DN3D due to stamina limiting movements, additional ammunition and fire modes, weapon reloading and new inventory system.

Some new commands have been introduced by replacing some existing keys. It is recommended to bind all new keys before playing.

Starting from 1.2 version, controllers and pads received more attention: some new options and screens have been introduced or moved under the KickAss Duke HUB (more infos below).

Since using analog sticks is **strongly** discouraged due to input overlaps, moving in menu has been extended to digital directions/D-PAD, extending **previous/next inventory** and **previous/next weapon** as of the default button assignment; however, due to other engine-related issues at repurposing weapon selection keys, it has been necessary to remap other deprecated functions, and bind them to UP and DOWN :

New command	Command replaced
-----	-----
ALT FIRE	<i>not replaced</i>
RELOAD/DETONATE	AIM DOWN
KICKASS HUB	AIM UP
ENEMY SCANNER	STERIODS
PREV WEAPON / ZOOM - / MENU DN	LOOK DOWN
NEXT WEAPON / ZOOM + / MENU UP	LOOK UP
INVENTORY LEFT – MENU LEFT	<i>not replaced</i>
INVENTORY RIGHT – MENU RIGHT	<i>not replaced</i>

- PREVIOUS WEAPON and NEXT WEAPON remain untouched, but are not able to move in KADuke custom menus
- New NEXT/PREV weapon are also able to fast scroll weapons while are kept pressed
- ALT WEAPON has been removed due to KADuke weapon slot system

KICKASS HUB

This serves as a central hub for accessing different screens and options from pressing a single key, most likely to be mapped as **Select** for PS pads or **Back** on XboX pads, leaving D3D menu on **Start** button instead.

- KICKASS OPTIONS

This includes all mod settings, such as disabling screen shaking and bobbing, new items seed systems, weapon auto-reload, weapon switch on pickup, HUD style, crosshair style and various gore settings.

- **"DJUKE BOX"** Word pun between "Duke" and "Juke box", *kek*

A music selector better than classic F5 key, to browses between episodes and relative level tracks (Ep. 5 "KickAss tour" is not yet implemented)

- AUTOMAP

Copies the automap key functions, both as full mode and outline only

- HELP SCREEN

Default key bindings like F1 key does

Other notes:

- It is recommended to use WASD and mouse, because melee combos and menu navigation rely on it
- It is recommended to not go on autorun due to stamina mechanics; use the momentary run key instead
- Quick inventory keys have been disabled, except for Jetpack and Medkit
- All medkits are not auto-used when picked up, but are stored in the inventory instead (more infos below)
- Weapon switching on pickup does not occur
- Weapon switching on empty has been fully disabled
- Weapon modes in menu form (shotgun, RPG and thermal tool) are chosen with ALTFIRE key in cycle and confirmed with FIRE key
- Pipe Bombs are thrown with FIRE and triggered with RELOAD/DETONATE

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* GAMEPLAY GUIDE – FEATURES *

NEW WEAPONS AND ITEMS

KADuke features 30 weapons and 10 inventory items in total at current state.

While all old weapons and items have been recoded or revamped in some ways, new ones are collected as a random replacement of items found in the map.

Also, the mod tries to recognize if the current level is an **alien zone** by checking sectors and wall textures (mainly designed for user maps) and proceeds to replace all items with alien counterparts, for example pistol -> trooper blaster.

The user can choose how new items are found by selecting one of three replacement patterns within KAD options:

No no new item or weapon is spawned (even in alien levels)

Fixed Seed map-based seed – same map will always give same items in same places

Random Seed totally random – any time a map is played or restarted, it will spawn different items

IMPROVED GORE and VIOLENCE

- more particle effects like blood, drips, spits, and new mod-related flying gibbs
- dedicated effects on some energy weapons
- hit zones with appropriate death animation (only headshots at the moment)
- partial or total dismemberment on explosions
- physics on flying corpses and gibbs by weapon hits and explosions

STAMINA

Stamina has been introduced to counter the insane duke running speed in vanilla D3D and give a different playstyle.

It controls running, jumping and melee fighting (default fists and combos). When it's depleted it is only possible to walk at reduced speed, and is not possible to run, jump or use any melee action; stamina regeneration starts while walking or staying still when fully depleted, or it can be refilled with nuke colas and steroids.

MELEE FIGHTING

Slot 0 kick has been replaced with bare hands fighting, while the quick kick got big a revamp with new animations and combos, shown by pressing RELOAD while fists are selected.

Melee fighting features a global skill level which can be increased with "Combat training manual" items, unlocking new combos and getting faster and stronger attacks (see "**inventory**" section).

(History note: prior to 1.1 there was an experience-based system instead)

HAZARDS and DAMAGE TYPES

Some environmental hazards and DOTs (damage-over-time) have been introduced: radiation, poison, heat, fire, cold and electrical; they can affect both Duke and enemies.

Electrical damage only stuns organic enemies, while it both stuns and deals damage over time to mechanical entities.

OBJECT SCANNER

An electronic device which gives information about aimed enemy lifeform, and shows shape, distance and residual health; replaces the "steroids" key.

(History note: prior to 1.1 it was an inventory item with limited battery)

HUD

The full status bar has been disabled, while Eduke-alternative and classic HUDs have been recoded from scratch for compatibility with KA features, plus a KADuke exclusive style; they can be chosen within Kickass Options.

OTHER MISC CHANGES

- many new sounds and visual effects
- explosions with screen shaking and sound, with intensity depending on distance
- step sounds with different samples depending on terrain
- better weapon bobbing effect
- weapon recoil and diminishing accuracy while firing
- fixing some bugs of vanilla duke
- minor improvements to enemies
- red screen flashes when on low health
- improved look left/right like a modern fps (cannot fire weapons)
- some cosmetic changes on explosive barrels, rats, plants and trees

WEAPONS

There are 30 weapons in total including default melee slot (from ~25 in first releases), either dropped by enemies or found as replacement of original ones.

Many weapons have secondary fire or alternative modes: some weapon can use different type of ammunitions, or some ammunitions are shared between different weapons (like 9mm is used in pistol and SMGs)

All weapons are subdivided into groups, with a selection system like Half-Life games; some weapons have been moved on different slots:

- 1- Melee
- 2- Handguns
- 3- Shotguns/Rifles
- 4- Automatic Weapons
- 5- Artillery
- 6- Hand Explosives
- 7- Alien Weapons
- 8- Tech Weapons
- 9- Advanced Explosives
- 0- Empty (?) slot

The scheme below tells which weapon are found in place of original items at random, and if they go in a different slot:

- In "normal" maps:

PISTOL	PISTOL, MP5K SMG, REVOLVER, GOLDEN EAGLE
SHOTGUN	SHOTGUN, RIOTGUN, COMBAT RIFLE, SNIPER RIFLE
CHAINGUN	CHAINGUN, M16 RIFLE
RPG	RPG, GRENADE LAUNCHER
PIPEBOMBS	-no replace-
SHRINKER	-no replace-
DEVASTATOR	DEVASTATOR (slot5), GRENADE LAUNCHER (slot5)
TRIPBOMBS	-no replace-
FREEZER	THERMAL TOOL (slot8) - PLASMA GUN (slot8) - GLOPP CANNON (slot8)

- in *ALIEN* maps:

PISTOL	LASER PISTOL
SHOTGUN	LASER RIFLE
CHAINGUN	ENFORCER LASER MINIGUN - BATTLELORD GATLING
RPG	ALIEN ROCKET LAUNCHER - OOZE LAUNCHER
PIPEBOMBS	THERMAL GRENADES
SHRINKER	-no replace-
DEVASTATOR	SONIC RESONATOR (slot7) - OOZE LAUNCHER (slot5)
TRIPBOMBS	SPIDER BOMBS
FREEZER	DARK PLASMA GUN (slot7)

Notes :

- The drop system ensures to keep the level progression untouched: shrinker is never replaced, explosive weapons can be generated only in place of explosive weapons (for the most) and some projectile based weapons are able to press switches like hitscan bullets do (IE the laser pistol in place of Duke's first gun)

- Explosive launchers and ammunitions (RPG and DEVASTATOR) have each a 1/3 chance to be swapped with a third weapon in the whole map, in favour of grenade launcher in normal maps, or the ooze launcher in alien maps; this leads to three schemes, each occurring at a 1/3 chance:

RPG + DEVASTATOR	RPG + GRENADE LAUNCHER	DEVASTATOR + GRENADE LAUNCHER
ALIEN RPG + SONIC RES.	ALIEN RPG + OOZE LAUNCHER	SONIC RES. + OOZE LAUNCHER

- FREEZER and relative ammunitions have a one-half chance to be replaced with PLASMA GUN (or GLOPP CANNON) variants

- Some weapons are less likely to be found, considered as "super" variants (like Riot Gun or GLOPP Cannon)

INVENTORY

The inventory has been recoded from zero, but it works like original DN3D with the classic "left + right + use" system. As told before, Jetpack and Medkit quick keys are still available, while the others have been disabled.

CLASSIC ITEMS

Medkit - now the big 100pts medpack and +30 or +10 medkits are stored as medkit points, for a maximum of 150, rather than being used when picked up; using medkit will heal the player over time at about 30 pts/second, until reaching maximum player health.

Jetpack - the most enhanced item, now it shows a display with some flight info and tilting and smooth movements; while running, the guide becomes rocket-like, consuming more fuel and it's possible to run on ground at even higher speeds ; it also has an alarm for low-fuel condition, disabling afterburner under 10% ; while underwater, it forces a propeller guide similar to afterburner mode; While jetpack is off, it allows the player to double-jump in mid-air, consuming 1% fuel per jump.

Steroids - now they are stored in inventory for a maximum of 5 packs, and they show a "rage" effects; they empower melee damage and replenish stamina at higher rate, beside increased speed.

Goggles - now they enhance map visibility and enlighten "secret letters" as of 1.3, wall cracks, and some invisible enemies; they also got screen effects, like ocular frame and screen noise.

Holoduke - now it can be "used" to toggle a movement or stayput mode; also, it got a graphic effect more like a hologram.

Scuba Gear - pretty the same, with mask over HUD.

NEW ITEMS

Nukem Cola - replenish 2/5 of the stamina and 10 hp, able to go over 100 like atomic health [randomly replaces small medkits] (max10)

Protection suit - same effect and duration of protection boots; it is NOT auto-used and is needed to be activated; player get protected by all hazards including KADuke damage types [replaces protection boots].

AutoTurret - a placeable turret that shoots heavy rounds at enemies. [randomly replaces holoduke] (max 3)

Mini Drones: special cocoons that grow a little protector drone, which follow duke and attack enemies. [randomly replaces holoduke in alien maps] (max5)

Combat practice manual: it's not used like other items, but it instantaneously increases melee skill (slot 0) until a maximum of three level [randomly replaces holoduke]

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- UPCOMING FEATURES -

- Splitting the KickAss Duke Tour mega episode into multiple mini-episodes, started from a central Hub level
- Six new weapons (maybe seven... maybe eight...)
- New alien-themed variations, like new access card system and a whole set of inventory items
- More visual prompts and in-game tips for using all mod features (items, weapon fire modes etc)
- Unifying all fire modes and ammo variants icons under a common graphic style
- A new custom map from scratch, featuring all new content

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-- CREDITS & AUTHOR NOTES --

This mod development story is full of pauses, changes, regrets, real life issues and and so on, and It's still in development with the same canons, but the content to be added is still huge.

This mod has its origins in circa 2008 when I first discovered that there was a mod scenario on Duke Nukem 3d, and I was starting a bit of programming both at school and as a self-taught coder.

Originally, KADuke was a bigger project with maps, story and many other features but it took the "KickAss Duke" form in circa 2016, being the first release in June 2018.

Many sources for assets are barely recognizable. By now, there is original visual material by me, but I claim no sound effects as mine, except for some mixing and modifications. I bet there are other modders, artist and software houses, not only for various SFX & GFX i've used to make this mod, but for their work that gave us interesting, funny and great game experiences, and all inspirations I had for this mod.

I DO NOT claim any music here included as mine.

This is the credit list I tried to complete so far:

Software houses:

Ion Storm Int., Epic Games, Midway Games, Monolith Games, Enterbrain, Valve, Id Software, Nintendo, Ascii Software, Sunstorm Int., Croteam, Banjo Software, Bethesda, Hi-Rez Studios

Modders and artists:

WildWeasel, Marty Kirra, HMNUke93, Drek, George Bernard, Scuba Steve, James Manning, James Stanfield, BPRD, Xaser, Cyb, Cory Whittle, Pillow Blaster, DBThanatos, Wilco, SebabDukeBoss20

Map Authors for "KickAss Tour":

Maarten Van Oostrum, Merlijn van Oostrum, Mikko Sandt, William Gee, Devastator, Bob Averill, Tim Lowndes, Matt da Mann, Alejandro "HeXTra" Pastor, Scott "Forge" L., Ray Tracer, Children, Aymeric "MRCK" Nocus, David B., Alejandro Glavic, Stephano Lessa, James Duncan, Artem, Ryan "Quakis" Rouse, Rusty Nails, Mblackwell, Supertanker, Steambull, Stef, Vector, DavoX, MetHunter, Steambull, Telee, Geoffrey, OrnaFulsamee, Shawneth, MetHy, The Commander, DanM, RazorZ, Luciano "Gambini" Gallo, Sanek

Very special credits to:

James Stanfield, Dan Gaskill and Fantinaikos for testing and some coding help and suggestions during early stages of development

All the player/testers who gave me bug reports and requests or suggestions, since beta versions

Brullov and JetNick, as testers, sprite artists, and friends :)

Some other friends of mine for beta-testing and random play

The EDuke32 team, for creating and supporting EDuke32

3d Realms & Apogee (R.I.P), for greatest games and fun they gave to us, not only Duke Nukem

All people that will like this mod and support me.

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* KNOWN BUGS *

- Audio gets really weird in some zones, due to overlap between classic echo zones and Eduke32 built-in echo system; that cannot be still disabled, unfortunately
- some new weapons cannot hit sleeping enemies ("zombie" enemies, most likely far enemies which are not yet active)
- some rare crashes related to midi music or soundfonts can happen
- some crashes can happen when gibbing an enemy and suddenly entering game menu
- weapons still get stuck very rarely; switch to other weps and shoot/reload to reset
- some projectiles have clipping-relates issues; these occur due to Eduke32 engine limitations and cannot still be fixed
- framerate drops are likely to happen with many gore sprites
- enabling V-Sync gives strange flickering effect with some beam-based weapons or effects (engine-related)

If You find any bug, feel free to tell about it on ModDB or Duke4.Net

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* CONSTRUCTION *

Construction Time : decades with too many pauses
Level Editors used : Mapster32
Art Editors used : Editart, Dukeres, ImageAnalyzer, Paint.NET, Blender
Sound Editors used : Audacity/Tenacity
Other Programs used : Notepad, Notepad ++, GrpStudio, Game Files Explorer, Noesis

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* MISC INFOS *

Filename: KickAssDuke_1_2.zip
Author: Riccardo "RichardStorm" Capogna
E-mail: riccardo.capogna@yahoo.it
Web Page: None
Misc Author Info: Italian, born in 1989, various geek skills and DIY crafter, 80s/funk music liker, bass player, casual gamer, *out of time*
Other Projects: Weapon coder in A.W.O.L. , additional CON code in Duke Xmas 2014 and 2015, additional CON code in Fallout Freeze
Future Projects: other themed KADuke spin-offs

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*** CHANGELOG ***

Version Log - 1.2 (this release)

Features

- New Readme (this file) in PDF format
- Added KADuke custom *.bat* launcher for running HRP (with cut content for KAD compatibility)
- Updated KADuke *.bat* launcher to force Eduke32 to run custom content only from KADuke directory
- Added a bit of delay to new one-liners
- Laser pistol and chaingun got a damage and projectile speed buff
- Added headbob, screenshaking and recoil options
- Inventory icons and some weapon sprites have been remade
- Sentry drones don't explode on proximity if tazed
- Added KickAss HUB, including Kickass Options, Djuke Box, automap and help screen
- Added menu navigation to default keys assigned to D-PAD
- Added fast scrolling to weapon cycle selection keys
- Small modifications to KADuke options
- Added option to not switch to new weapon while reloading
- Added cocking animations on m16, sniper and shotgun when magazine is empty
- Added Small text guides on pipebomb and weapon alt-fire menus
- Step sounds speed now really depends on player speed
- Made tripbomb handling one-handed

Solved Bugs & Fixes

- Conflicts among taser, shrinking animations and DoTs
- PigCop not receiving damage while getting damage on time tics
- Various condition on weapon switching on pickup
- Decreasing stamina while standing still on a conveyor belt
- Decreasing stamina while running at partial speed with analog sticks on controller
- Life amount on mini variants of Queen
- Riotgun magazine going to 20 shells when reloading
- Enforcer and Protector Drone death animations
- Protector gibbs and blood spits color
- Multi target module still active on game reset
- Plasma gun still pickable on full ammo/got weapon
- Ooze canisters ammo still pickable at full
- Minor defects on shrinker blackhole particles
- Sleeping newbeast not hittable by taser shells
- Scuba, Suit and Night Vision graphic conflicting with game quotes and access key animations
- Weapon menu modes triggering dryfire at no ammo while selecting modes
- Turret companion AI shooting on dead enemies and lifespan
- Protector drone companion AI
- Locking on sleeping/zombie enemies with RPG
- Light flashing on ejecting shells
- Shells not ejecting on some weapons
- Remote control for tripbombs (copied the pipebomb behaviour)
- Remote trigger at 0 ammo with tripbomb/pipebomb
- Reloading stuck when picking tripbomb and pipebomb
- Some slot 4 weapon not properly selectable

- Multiple sounds when picking up shotgun
- Small blood/gib particles animation
- Alien world detection/weapon replacing at start
- Blank frame when selecting weapons
- Getting to negative ammo values when firing Battlelord Minigun
- Uber screen shaking magnitude on very near explosions

***PREVIOUS VERSIONS**

Version Log - 1.14

- Moved all the secondary fire functions to the Eduke built-in ALT_FIRE key ; this also helps as ALT_FIRE is set on Mouse 2 key by default
- F1 help screen has been updated with new default key definitions
- Added custom Skyboxes by Fox back; they were supposed to exist since ages, but not present due to version mistakes
- Fixed green explosion animation for the Ooze Launcher alt-fire
- Fixed crosshair size while GLOPP Cannon is selected
- Slight crosshair color change
- Minor updates of this Readme file in the installation/setup section as of changes brought by this release

Version Log - 1.13

- Anarxical City map, well known for being long, broken and with echo issues, has been removed and replaced with WGCity map from William Gee
- KA Tour Episode audio tracks for level 02 and 03 have been swapped
- Player will be visually prompted to use OpenGL/Polymost while using other renderers (software/classic, Polymer)
- Shipped with the latest Eduke32 release (r10165 - Oct 26 2022)
- Fixed some issues in variable declarations, which led KADuke to not be playable in newer Eduke versions nor RAZE touch
- Fairly tested in RAZE Touch and for controller support
- Minor updates in this Readme File.

Version Log - 1.12

- Fixed broken code which involved item replacement at alien level start (level loading stuff, due to some changes in Eduke engine)

Version Log - 1.11

- ! Updated Eduke version, solving sprite issues and other bugs
- ! Target scanner is now a game feature always available; no more an inventory item

- Halved the ratio at which the player takes burning damage
- Adjusted some sprite sizes in weapon selection display
- Replaced Combat Rifle fire sound
- Lowered the particle volume for the big slime explosion of the Ooze Launcher 2nd fire
- Choosing a single handgun from default akimbo is no longer momentary
- Improved Pig Tank: engine sound, smooth moving and proper cannons fire
- Fixed some bugs in E5L15 "Ghost Town": a broken door and heavy wall corruptions
- Fixed a bug involving inventory and weapons removal (levels like Death Row, or jumping to a level with cheats)
- Fixed a bug involving kicks some "clang" sounds while holding RPG
- Fixed (removed) a useless blue sprite in "Flooded Area", level 4 of KickAss Tour episode

- Fixed firing angle for Enforcer laser minigun alt-fire
- Fixed a few pixels in some laser pistol frames
- Fixed (most likely) weapons get stuck when firing/changing/reloading

Version Log - 1.1

- ! "KickAss Tour", a new episode based on a collection of maps from other users (up to 37 maps!)
- ! Six new weapons: Golden Desert Eagle, MP5K SMG, Riotgun, Combat Rifle, Battlelord Minigun and Ooze Launcher !
- ! Some changes to KickAss Hud and re-introduction of Classic and Eduke Alternative HUD styles (emulated)

- New main menu background tile
- Added HUD style selection option; removed HUD transparency option
- ! Transparent enemies in some levels are treated as ghosts, with specific hit and death effects
- ! Removed melee experience system; added "combat practice book", randomly replacing Holoduke
- Fade-in effect when starting a level
- Level names and stats have been "resumed" and moved on top-right corner
- Increased stamina restored with Nukem Cola
- Doubled stamina regeneration
- Less invasive stamina display
- Added some more burn/scorch effects for energy weapons
- Added many one-liners on kill, from other Duke games
- Added slight auto-aim when using some melee skills
- ! Added slide move (press crouch while running)
- Added sound when picking up ammo
- Bullet casings stay longer on ground
- Added single/dual wield options for pistols (press alt-fire)
- Removed Pistol and M16 ironsight modes
- Increased Sniper Rifle damage; removed semi-auto upgrade
- Decreased caterkillar battery regeneration
- Faster 40mm grenade projectile travel speed
- Faster fire rate and reload for Shotgun
- Faster reload for Shrinker
- Charge-up time on Enforcer laser alt-fire
- Various graphic & sound improvements to some weapons
- Various damage and max ammo re-balancing to some weapons
- (INTERNAL) Code Rearrange and some syntax updates
- (INTERNAL) Sound folder cleaning and optimizing
- Widescreen-friendly sprites for almost all weapons
- Resumed inventory notifications
- Fixed glowing pixels removed on OctaBrain blast, blood sprites and some screens/posters
- Fixed damage for some rocket projectiles
- Fixed jetpack stopping when exiting from water
- Fixed jetpack not working while shrunk
- Fixed stamina not recharging when depleted
- Fixed reload interruption when picking up a weapon
- Fixed weapon selection not allowed while reloading
- Fixed Thermal Grenade explosion damage
- Fixed weapon getting stuck sometimes (better code on pickup/fire/reload etc)
- Fixed amounts on some ammo pickup
- Fixed bad checks on weapons with upgrades
- Fixed KA item drop system (some item would have never spawned, in theory)
- Fixed tripbomb remote trigger (now it works with both fire and reload keys)

- Fixed "terran" turret offset in some frames
- Fixed step sounds when walking on flat sprites/bridges (since ages)
- Fixed some frame animations for flying gibbs
- Fixed bed sprite #545 (picnum used for quick testing some effects, and never restored)
- Fixed Protector Drone not being affected by taser shells (only visual effects was working)

Version Log - 1.02

- ! Switched Eduke exe version to 32 bit from 64 bit (wrongly included before)
- Fixed holoduke key behaviour - it must not work at all, not just turning off the holoduke
- Fixed enforcer damage - the last and fast fix for that didn't work, so it has been fixed in a different way
- Fixed position for "MTA" text for devastator
- Grenade launcher damage buff

Version Log - 1.01

- ! Switched archive format from RAR to ZIP for better compatibility
- Added widescreen support (weapon sprites are still WIP)
- Updated Help Screen (F1)
- "Random seed" is now the default drop mode
- NEXT and PREVIOUS WEAPON keys are back
- Auto aim is no longer disabled
- Auto run is no longer disabled
- Dodge can be performed while both running or walking
- Changed "Power Kick" sequence from Back/Forward/Forward to Back/Forward
- Enforcer damage rebalanced
- Caterkillar damage rebalanced
- Fix: no reset for melee progress on "remove items" levels like E1L3
- Fix: secret weapons drop code (oops)