

Inside a Mercs Server

I, ~BP~D-Day, am now in a Mercs game server lobby. Fatal Seraphin has joined me for this demonstration. We are listed under the heading of “Player” – below our name is the unit faction we chose in the multiplayer options. Since I have not selected a mech, I cannot select a Team, and my Status is a green circle (which means no selection has been made). Fatal Seraphin also has not yet selected a mech (the default selection after entering a server is *Camera Ship*). The mech selections of any of the pilots in the server is under the heading of “Mech”. When a team is selected, the number of that team will be displayed under the “Team” heading. The status of any pilot in the server will be displayed under the “Status” heading.

If the box under the “Status” heading is a computer icon, that player is a bot (a computer operated mech). Also, the “MINTONS”, “MAX”, both “MAX TOTAL”, “MAX C-BILLS” fields will be empty of numbers – until you select a team, these fields will have numbers in them. The “MIN TONS” field has the minimum tonnage allowed for each player for the selected map – on some servers, this value will change may change as a new map is selected – the server determines these settings. At the bottom of the server screen you will see a chat window, and next to it button labeled “DISCONNECT”.

When you are in the lobby, and the map has already launched, only you and those who are in the lobby can see your chat – no one in the map can see your chat, but you can see there’s (as well as any server comments). In the lower right corner of the server lobby are two buttons labeled “READY” and “MECHLAB” as well as the server type. The READY button launches you into present the server map. The MECHLAB button put you into the mechlab. The DISCONNECT button disconnects you from the server and puts you back into the mechs server browser.

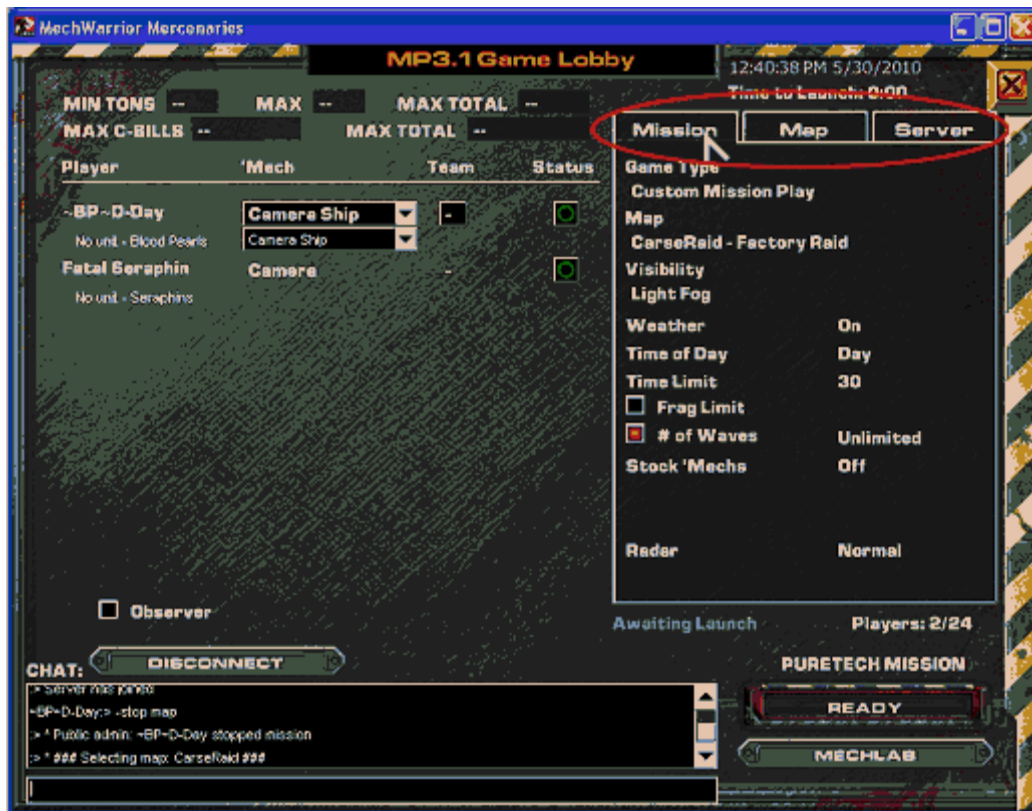


Figure 1 – Mercs Game server (Sunder 2) lobby.

On the upper right side of the server lobby screen, you will see three tabs (red circle) – Mission, Map, and Server. On the upper right side of the server screen you will see a real-time clock that shows the time and date in your computer.

(continued)

The Mission tab tells you the adjustable server parameters for that map, as well as weather conditions (fog & precipitation), total map time of day (day or night) and time limit, radar situation (no radar, team only radar or normal radar), and whether the match allows stock or non-stock mechs. The Map tab tells about the objectives for that map. The Server tab tells the server's name and IP address, the server settings, and any server restrictions.

Once you have chosen a mech and selected a team, you will be allowed to change your status from a green "O" to a green "√", you can join the selected map in the server you are in by selecting the READY button.

Note: Some servers will not allow you to use a Camera Ship – camera only view. Also some mech types are not allowed in some servers. If you do choose a disallowed type, your server status will change to a red "X" and you cannot join the map being played in that server.

When you select the ready button, you will see a splash screen telling you are about to enter the map (this screen will only be on for a few seconds), then you will be put into the present map the server is running. If the map has just started or the server allows instant respawn, you will appear (spawn) in a spawn zone for your selected team (sometimes you must press the fire button in order to spawn). When you have spawned, the view you will have will be from the inside of your mech (in some servers, the "V" key will allow you to toggle different views. The view from inside the mech is known as First Person View or FPV).



Figure 2 – Inside a Mercs map.
(continued)

When viewing the map from the cockpit of your mech (FPV), you will see many different Heads Up Display (HUD) there are many different parts in the HUD – refer to Figure 2.

In the upper left hand side of the screen is the chat window. All of the text provided during the game will scroll in this window (you cannot go over old text once it scrolls out of the chat window).

The “Y” key allows you to chat to all people in the server and to those in the lobby as well (but you cannot see lobby chat) – when you use normal chat, the text is green and not bold. The “U” key allows you to only communicate to the others on your team - when you use team only chat, the text is green and bold. When the server prints warnings, the text is yellow and bold. The scale at the top center of the HUD is a compass (your present compass heading is in the green box). At the top right of the screen is your weapon HUD. It tells you the fire key to activate that weapon, the location of that weapon on your mech, the weapon name, and any remaining ammo (if required) for that weapon. If the text for any weapon in the weapon HUD is black, that weapon has been damaged and cannot be used at this time.

At the very center of the HUD is your targeting reticule. If the reticule is blue, the mech you have targeted is a friendly who is on your team. If the reticule is red, the mech you have targeted is an enemy who is not on your team (if the target mech is an enemy and has IFF installed, you will not get a red or blue reticule). The distance and the name of the targeted mech are also displayed here. The scale on the left tells you if you are facing up, straight (level) or down. The lower scale tells if your mech’s torso is inline with your mech’s legs (twisted).

In the lower left side of the map screen, you will see the satellite map (Shift “M” will turn the satellite map off) and the targeted mech’s damage (“<” will allow you to toggle the different targeted mech’s damage indicators).

In the bottom center HUD shows the radar map (red dots = enemy targets, blue dots = friendly targets) – Ctrl “R” toggled through radar range displays. The “1200” on the radar HUD is your maximum radar range – maximum, 400 meters, or off (the maximum range is 1000 meters unless you have BAP installed, than your maximum radar range is 1200 meters). Note: if the enemy mech has ECM, has its radar turned off, or is shut down, the range that you can detect it decreases). The scale to the left of the radar map is your mech’s heat scale. The scale to the right of your radar map is your mech’s speed. If your mech is equipped with jump jets, a scale between the radar map and the mech speed indicator tells you how much jump energy you have (jump energy recharges when you don’t use it).

The gray pie scale and the numbers below it tell the amount of time left in the map, and the date & time as reported by your PC.

Finally, the HUD display in the lower right of your screen is your mech’s damage indicator (“>” will allow you to toggle your mech’s different damage indicators).