

Flashpoint Campaigns



Southern Storm Game FAQ

Revision 1 – 17Nov22

*On Target
Simulations*



Flashpoint Campaigns - Cold War Southern Storm Game FAQ

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1 Understanding this FAQ

To stave off forum clogging threads on various topics that we either don't control or can't support, we have created this FAQ document with the answers to the following issues.

Please review this FAQ and its topics. We will often delete threads on the various forums covered in this document to keep the forum content focused on the game and any questions or problems players are having.

2 Cost Model

- Nobody likes to spend more money than they think something is worth. We get that. The publisher has set the price point to work with us to recoup a fraction of the time and money we have spent as a small indie team putting this game system together.
- The economics are what they are. No amount of outside posting on cost will change that.
- The simple truth is if you like our games and want to support us, you can buy them at the listed price. If you are not sure or tight on cash, you can wait a year or so for things to go on sale.
- We hope we have made a game series worth your interest, and in the end, most of you believe you got value for your purchase.

3 MAC OS and Linux Support

- As much as it would be great to support native code for these two OS platforms, our small team does not have the time or expertise to make these builds and, more importantly, provide technical support for these two lesser-used game platforms.
- There are ways/emulators to make the game work on these two platforms, and tech support on that will be by the community more than by us for the same reasons above.
- If our capabilities change in the future, we will be more than happy to produce a native version and support it.

4 32bit OS Support

- To better support larger scenarios and other needs in the game engine, we have moved to a Windows 64bit-only build of the game engine.
- We may, in the future, revisit a 32bit version if we:
 - Have free time to do so.
 - Locate additional software tools that will work with the code base so we can compile a 32bit version and have it work.
 - Have enough people needing it to justify the extra work and overhead to support a second codebase that may not be compatible with some scenarios or DLC content because of the memory restrictions.

5 Windows 7 Support

- Since Microsoft no longer supports this OS and is not patching or fixing bugs, we cannot officially support our game on this platform.
- If you have Windows 7 (64bit) and get the game, and it runs, that is great. Suppose you have any technical issue. In that case, we may not be able to help with a fix if it is a result of the OS, incompatibilities of drivers, and other 3rd party software interacting with the unsupported Win7 OS.
- Windows 10 does work well, and Windows 11 is on the horizon. It may be time to upgrade your OS.

6 Windows 11 Support

- Windows 11 is now deploying, but we have not thoroughly tested the game running on Windows 11.
- We do not anticipate any problems with Windows 11, but you may need to install missing Libraries to get the game running.

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7 Localizations

- Since we don't have the time to do the ports to Mac and Linux, Localization and the changes to the UI and code to support that endeavor are out of the question as well for our small team and limited time.
- We want to be able to focus on adding more content and features and doing bug fixes to the base game engine with the time and team we currently have.
- Like the Other OS's information, if in the future we find ourselves in a position with time and resources, we will investigate working with the most common languages first.

8 Steam Deck Support

- Due to the limited vertical resolution on the Steam Deck (800 pixels), our game will not display in a usable fashion. We recommend a 1024 minimum vertical resolution.

9 Steam Features

- In general, Steam is one avenue of sales for the game, and we need to have a way for all players to utilize any created content or official DLCs. We can revisit the following Steam-specific items if we find ourselves with additional time and resources beyond what we need to work on our Roadmap (See Section 11).

9.1 Workshop

- There will be no initial support for the Steam Workshop at release since we do not have the time and resources to work out the interfacing and logistics to make that all work. Once Southern Storm is out, and we have dealt with any initial wave of bug fixes and tweaks, we can then take the time to see what this feature entails on our end to make it go and let you all know.

9.2 Achievements

- We are not looking to do these for the series, and there are other features and content that we see as needing our time and effort. Sorry.

9.3 Trading Cards

- These fall into the same category as Achievements.

10 Custom Hotkeys

- Due to many hotkey assignments in the game and referenced throughout our extensive documentation, we do not allow the remapping of hotkeys in-game.
- There are means of doing this externally if you need it. There is also a risk of crashing the game with an external key mapper. FYI.
- If we find a way to deal with them all down the road, we may change this stance, but we also have many items of higher priority to work on now.

11 Backward Compatibility to Red Storm

- As much as we would have liked to be backward compatible with Red Storm, the sheer number and scope of changes and new features have made that impossible.
 - That's both good and bad news. On the bad side, none of the scenarios, maps, campaigns, or even data from Red Storm is forward compatible. The good news is we have expanded the functionality of the game engine and worked to include some player-suggested features to the long list of things we wanted to do with the new game engine.
 - All is not lost. Read the Roadmap Section for news!

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12 Roadmap for Cold War Series

- Southern Storm will be the first game based on our new Cold War game engine.
 - This game engine is a head to toes reworking and evolution of the Red Storm game engine.
 - Southern Storm will cover the action in Southern Germany in the 80s with forces from America, Canada, United Kingdom, France, West-Germany, Soviet Union, East-Germany, and Czechoslovakia.
 - The game engine will have a new UI, many improvements over Red Storm, corrects a few errors, and addresses many user-requested features and comments.
- After Southern Storm ships, we plan on working on several expansions/DLCs to fill out the European theater and beyond.
 - Central Storm (Red Storm/Germany Reforged)
 - Our first planned DLC is Central Storm. This expansion will bring those battles from Red Storm that are part of the Central German area. These will be updated battles and maps from Red Storm and Germany Reforged, and some new scenarios to replace those moved into Northern Storm. Plus, the addition of Belgium to the national datasets.
 - Northern Storm
 - The new DLC will add Poland, Denmark, and the Netherlands to the game with new maps, scenarios, and campaigns. A few scenarios from Red Storm that fall into this area will be updated and added to this DLC.
- On Deck (Planned but order subject to change)
 - Arctic Storm – Take the war to Sweden, Finland, and Norway.
 - Mediterranean Storm – The war moves into Southern Europe, and we look at Spain, Italy, Hungary, Yugoslavia, and others.
- Future Ideas

- More Cold War Eras 50s thru 70s
- Other Conflict Zones like the Mid-East and Far-East
- Other time periods (World Wars and Modern Conflicts)

13 Incompatible 3rd Party Software

- Software to shut down if crashing occurs loading the game.
 - While we try to be as careful as possible with our coding and tools used in the game engine, some 3rd party software that hooks into other software to do several audio and visual post-processing routines can crash the game.
 - These also include programs that add overlays to your games, like the Steam Overlay.
 - Currently, the list is as follows:
 - Raptir
 - Riva Tuner
 - MSI Afterburner
 - Nahimic
 - If you see odd CTDs (crashes to desktop), try disabling these packages if you have them.

14 Other Game Crash Sources

- Other items to check if you are experiencing game crashes or load failures.
 - **Unused game controllers** - It is a good idea to unplug these if you are not using them. In some cases, an uncentered stick/pad can send the game/OS live input signals that can cause weird map movement to system crashes.
 - If you see a strange map or cursor movement, you may need to disable unused controller drivers (like 3Dconnexion).

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- **Verify your game files** - Make sure you have all the files, and none are missing or corrupted. This also includes making sure you have all the redistributable libraries. Steam has a handy feature for this. If you are not on Steam, try uninstalling and reinstalling the game.
- **Latest drivers loaded** – Make sure you have the latest and greatest for your audio, video, and controllers.

15 Controller Support

- None.
- Southern Storm is a mouse and keyboard-based game given all the information and needs to perform point and click operations.
- Well after release, we may be able to look at the feasibility of using specific controllers in the game, but it is a low-priority item.

16 Discord Channels

- Matrix has a Discord channel. They have also made a dedicated Southern Storm Discord channel. Our OTS Team will only have some limited time to investigate these. If you have an issue or game-related question needing an answer, please use the game's forums on Matrix and Steam. Thanks.
- While Discord offers a means to chat, you need a full-time Dev on the channel to catch any questions/suggestions/bugs, and the format is too freeform to allow decent capture of issues or bugs.
- Here is the link to our Southern Storm Discord:
<https://discord.gg/TcRGBtSF>

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17 Credits

17.1 On Target Simulations Team

- Lead Programmer and Head Honcho: **Robert "Ironman" Crandall**
- Data, Programming, Graphics, and Sound: **Jim "Cap'n Darwin" Snyder**
- Programming, Data, Models, and Research: **Jeff "Iron Mike" Sugden**
- Map Master, Programmer, AI, and Graphics: **William van der Sterren**
- Quality Czar and Testing Lead: **Charles "The Whip" Belva**
- Scenario and Campaign Design Lead: **Joao Lima**

17.2 Flashpoint Campaigns: Cold War Contributors/Testers

- Alexander "Stimpak" Schwarz, Bryan "Tazak" Jones, Mike "MikeJ19" Johnstone, David "22sec" Whitt, Jurrie van der Zwaan, Don "Dovs" Lazov, Craig "CTCharger" Truesdell, Terry Barnes, and Steve Overton

17.3 Flashpoint Campaigns: Cold War Beta Testers

- Alexander "Lomo7j" Shestakov, Bas "Baskaatie" Kreuger, Calvin Breaker, ||CptMiller||, Dario Miroli, Dave Duckett, David "ultradave" Anderson, Doug Miller, Durkik "gucciflocka97" Koth, Eemeli "Kurrestan" Sorri, Eric Estes, Exsonic01, Gary Bezan, Gary Heintz, Harry "harry_vdk" van der Kooij, Henry Simpson, Howard Rigg, Hoyt Burrass, Ian Strauss, Jack Herling, James Cleeter, Jing "cristianwj" Wang, John "JohnO" Osborne, Jorgen "Jotte" Torgersson, Jo van der Pluym, Jonas Solberg, Justin Wonderlick, Kamyar Ashfar, Marc Bellizzi, MadGuard, Mark "helmsm" Nelms, Maxime Lemieux, Nefron, Panta "Panta_slith" Astiazaran, Patrick Walker, PullG, Reto "rgeiger" Geiger, Richard "The Plodder" Lloyd, Ringtailhawk, Robert "rsallen64" Allen, Searry, Shannon "ObfuscatedJava" Morgan, Stas "StasSche" Schebetov, TarkError, Todd "sfbaytf" Fong, Todd Bergquist, Tommi "Tomcatter" Saarainen, Tyler "daddywarlord" Knapp, Ai "Xavier Jot" Zhang

17.4 Matrix Production Manager

- **Erik Rutins** – The man behind the curtain keeping us on task!

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OTS on the Web

OTS Website: <http://www.ontargetsimulations.com/>

OTS Facebook Page: <https://www.facebook.com/ontargetsimulations>

Matrix Games Forum: <http://www.matrixgames.com/forums/tt.asp?forumid=1197>

Check Us Out on Steam: <http://store.steampowered.com/app/3302720/>

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