

# OpenXcom Installation- Equal Terms Mod

Date: Feb 2020

## Installing OpenXcom

First go to: <http://openxcom.org/git-builds/> and download the latest Windows nightly.

Get the **EXE** version and install it. If you have an older version of OpenXcom, please remove it.

**Downloads**

Milestones Nightlies Extras

These builds are automatically generated from the codebase, so they have the latest fixes and updates as well as the latest bugs. Use these to try the latest features or check if a bug is obsolete.  
**Do not install these on top of 1.0!**

**Windows**  
Maintained by SupSuper

The EXE version has an installer while the ZIP version is standalone. For more details see the [FAQ](#). Latest version is at the top and includes all previous versions:

[openxcom\\_git\\_master\\_2020\\_01\\_29\\_1031.zip](#)  
[openxcom\\_git\\_master\\_2020\\_01\\_29\\_1031.exe](#)

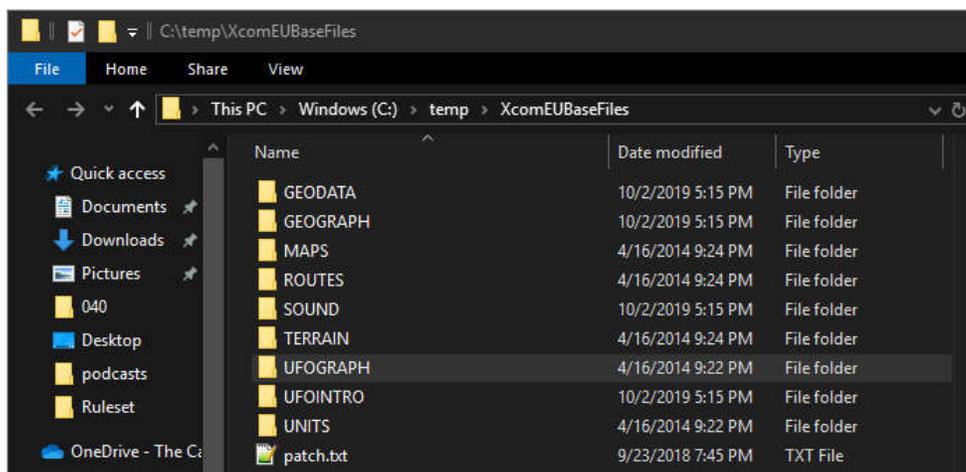
SupSuper, Wed Jan 29 10:31:05 2020  
Fix soldier diaries threshold for DARKNESS

## Installing the Xcom Resources

Open and copy over the following folders from your original X-Com install

GEODATA, GEOGRAPH, MAPS, ROUTES, SOUND, TERRAIN, UFOGRAPH, UFOINTRO, UNITS

Into the 'OpenXcom\UFO'.



## Game Settings

Run the game. (This might look different depending on the nightly)



Go to options and set up your sounds and graphics (along with filters) to your liking. Start a game, save it and then exit the game. I suggest the setting shown here.



## Data Patch

At <http://openxcom.org/downloads-extras/> get the data patch

Milestones	Nightlies	Extras
<p>This section contains content made by fans to beef up your OpenXcom experience. Note that third-parties are not affiliated with OpenXcom, and we are not held responsible for any issues that their websites and/or content may contain.</p> <h3>Data Patch</h3> <p>Since OpenXcom depends on the original game data, it also suffers from bugs present in that data like map glitches and problems. To fix these you need to apply a data patch. However, it is recommended you keep a backup of the vanilla game data, in case you start experiencing issues after applying one of these.</p> <ul style="list-style-type: none"><li>• <a href="#">OpenXcom UFO Patch</a> (included in the Windows installer)</li><li>• <a href="#">OpenXcom TFTD Patch</a> (included in the Windows installer)</li></ul>		

Unzip it over the 'OpenXcom\UFO' directory, like the resource files

## Installing Extra Music (Optional)

Navigate to: <http://openxcom.org/downloads-extras/>

I recommend the PSX music located at the link provided by Fenyo

### Custom Audio

If you don't like or have trouble getting the original X-COM audio to work, you can use custom ones, such as PSX music, remixes, etc. See the [wiki](#) for more details.

- [UFO: Cydonia's Fall Soundtrack](#), by Iorcán
- [X-COM OST Remastering](#), by Sycraft
- [Music & Sound Effects Collection site for OpenXcom](#), by Fenyo

(extract to your `data\SOUND` folder)

Download it and unzip it to `\Data\SOUND` folder

## Installing my 'Equal Terms 2.0' Mod

Download the latest version of my mod at: <https://openxcom.mod.io/equal-terms-20/>

Games / OpenXcom / Equal Terms 2.0

### Equal Terms 2.0

6.66mb

--= 313 Equal Terms 2.0 Modification for Open-X-Com =--  
By KingMob4313 and Ickschuss. Created for X-Com: Ufo Defense May 2000.  
Last updated Oct 2019.

BETA  
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Installation:  
Please See the 'ET\_Install.pdf' file for detailed install instructions.

Inside the zip file, you'll find the files included

Resources	10/3/2019 11:24 AM	File folder
Ruleset	2/2/2020 4:06 PM	File folder
EqualTerms2.0b040_Readme.txt	2/3/2020 6:34 PM	TXT File
ET_Credits.txt	1/31/2020 11:03 PM	TXT File
ET_Install.pdf	11/1/2018 12:22 PM	Foxit Reader PDF ...
ET_ModDetails.txt	2/4/2020 9:36 AM	TXT File
ET_RevisionHistory.txt	2/4/2020 9:37 AM	TXT File
metadata.yml	1/16/2020 8:40 PM	YML File

Unzip this folder to the `C:\{user}\Documents\OpenXcom\mods`

Run the game again.

Go to Options > Mods and select my mod. **Equal Terms 2.0bXXX (it'll be at the bottom)**



While there, turn on "TFTD Damage Model" shown below.



## Required Settings

Go back to the base menu and select 'Options' then 'Advanced'



Also turn on 'UFO Extender Accuracy' under Battlescape - **THIS IS ABSOLUTELY NECESSARY!!**

And turn on the other suggested options if you like:

'Enhanced Soldier Sprites' and 'Explosion Height 3'

**If you have any issues, contact me at [shortstop4313@gmail.com](mailto:shortstop4313@gmail.com)**