



Beta 1.0.0 release notes

This is the first ever closed beta build of **The Nameless Mod**. As the recipient of this build, you have been trusted with quite a bit of responsibility. Please help us to make sure this unfinished build of the game never reaches the public – it's a question of professional pride: If a beta build got out, it'd really damage our reputation.

This build includes almost every feature that will be in the final game. It is playable from start to finish, has all cutscenes implemented, and includes as much dialogue audio as was completed as of the beta compilation date. However, the beta 1.0.0 build does **not** contain the following features:

- Certain unlockable bonus content.
- High scores for the in-game PC games.
- Ca. 6,000 lines of dialogue audio out of about 13,000 lines.
 - ...which includes audio for Trestkon's lines (ca. 3500).
 - ...and proper, finalized dialogue audio for the cutscenes (importantly, most of the current voice acting in the cutscenes are **placeholders!**)
- Music for the intro and endgame cinematics (the current intro soundtrack is a rough mix).
- Two music tracks for the space station (combat and death).

When you play the game, please keep an eye out for the things we've asked for feedback on in the Beta 1 Testing manual. Additionally, we'd appreciate some feedback on our menu map, especially concerning how well it runs for you (as it has been reported to lag quite a lot).

A note on HDTP

If you want to use the **HDTP Release 1** with TNM, that's quite possible. All you gotta do is open TNM.ini (found in DeusEx\TNM\System) and locate the section titled [Core.System]. Then you edit it to look something like this:

```
PurgeCacheDays=30
SavePath=..\TNM\Save
CachePath=..\Cache
CacheExt=.uxx
Paths=..\TNM\Maps\*.dx
Paths=..\TNM\Textures\*.utx
Paths=..\TNM\Sounds\*.uax
OggPath=..\TNM\Music\Ogg\
Paths=..\HDTP\System\*.u
Paths=..\Maps\*.dx
Paths=..\HDTP\Textures\*.utx
Paths=..\System\*.u
Paths=..\Textures\*.utx
Paths=..\Sounds\*.uax
Paths=..\Music\*.umx
```