User's Manual

Introduction

Codename: PANZERS Phase 3 is a modification/total conversion package for the RTS game Codename: PANZERS Phase 2™. The mod is completely free so trying to sell this mod is strictly prohibited.

Note: this is not an actual game but a modification package (or mod).

What's new in version 1.2

Updates:

- German Panzer 38(t) Ausf. C (converted by VPf2)
- German Panzer 38(t) Ausf. S (converted by VPf2)
- Custom skin for Panzer 38(t) Ausf. S (by VPf2)
- German Sd. Kfz. 222 (converted by VPf2)
- Custom camo skin for Sd. Kfz. 222 (by VPf2)
- Sd. Kfz. 251/9 (Created by VPf2, AlexSergeev), Skin by VPf2
- Rommel's Car African version (by Lucas_de_Escola)
- Opel Blitz Radio (by Panther 2)
- Opel Blitz Radio African version (by Lucas_de_Escola)
- Autoblinda 41 Mediterranean Skin (by Lucas_de_Escola)
- Panzerkommandant 1943-45 Squad (by PantherG)
- Waffen-SS Tiger Crew Squad (by PantherG)
- New scenario for the Russian side (by Lucas_de_Escola)

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Official Forum Branch: http://panzers.ucoz.com/forum/18
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- 4 new Panzer VI Tiger camo skins (by PantherG)
- Panzer VI Tiger (old) MG version (TrippelXXX)
- Panzer VI Ausf. B King Tiger MG version (TrippelXXX)
- Winter skins for Sd. Kfz. 234-2 and 234-4 Puma (Panther 2)
- German Winter Rocket Squad
- German Winter MG-42 Squad
- Old (CP2) versions of M-26 Pershing, M-7 Priest, Willis MB (both SU and US), Panther Ausf. A & D, BA-64, SU-122
- Some civilians from RfB as objects (07 city_RfB)

Fixes:

- Optimized marketplace in Skirmish mode.
- Minor errors in the "unit.ini" file
- Minor errors in the "objects.ini" file
- Sd. Kfz. 7 now has engine noise
- Improved 37mm gun SFX
- Updated "headquarters" pictures for Hummel and Panzerwerfer 42
- Sd. Kfz. 223 explosion model
- German tank crew texture (by PantherG)
- MG34 and MG42 "cartridge-case" effect

What's new in version 1.1

Updates:

- Camo skin for Panzer II Ausf. C
- African skin for Panzer III Ausf. N
- M10-Wolverine (Converted by VPf2)
- Camo skin for M10-Wolverine (VPf2)
- Custom "shot" and "engine_noise" sounds for M10-Wolverine
- German MG 42 squad (Trippel-XXX)
- Neubaufahrzeug IV (Trippel-XXX)
- Panzer V "Panther" Night Vision Camo (modified by Trippel-XXX)
- Panzer V "Panther" Night Vision Winter (modified by Trippel-XXX, skin by VPf2)
- T-34/85 with stand-off screens (Trippel-XXX)
- Wreck (wreck-expl) model for T-34/85
- Objects from cutscenes
- Icy water textures
- Hungarian flag (objects/26 flags)(colors fixed by VPf2)
- German Jeep from Phase 1
- Wrecks of Panzer III Auf. M and Ausf. N added to "objects" folder

Fixes:

- Version 1.0 Bugfix integrated
- Fixed "debriefing_menu_hq.tga"
- Lights added for Panzer II Ausf. C (SS Skin)
- SS fliegerfaust squad can now shoot at aircraft

Mod Specifications

- More than 500* fully operable units (*mechanized units and infantry winter/camo skins included).
- Simple scenario editor to create realistic maps.
- Hundreds of new various objects and buildings to create maps.
- Modern and easy to use modding tools to create fully customizable units.
- Fully reworked game menu interfaces.
- Interactive and realistic unit information.
- Singleplayer and multiplayer modes.
- Constant updates for the mod (panzersphase3.tk / panzers.ucoz.com)

Software Requirements

- DirectX 9.0c (free, Microsoft website)
- Codename: PANZERS Phase 2
- Codename: PANZERS Phase 3 (if your installing the version 1.1 update)

Note: You MUST have Codename: PANZERS Phase 2 installed in your hard drive before trying anything. The modification will not work without the original game.

Hardware Requirements

- CPU: Intel Pentium III
- RAM: 256MB
- Video card: 32MB
- Hard disk: 5+GB

Hardware Recommendations

- CPU: Intel Core Duo or better
- RAM: 512MB or more
- Video card: 256MB
- Hard disk: 8+GB

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Credits

- Stormregion/InnoGlow – game development
- Gepard – game engine
- CDV – game producer

- VPf2 – head of the mod/administrator/community management/modeling/converting/texturing/interface design/mapping
- Infrascope – modeling/moderator/community management
- Trippel-XXX – head of the OMNI-Mod
- Grandslam – major mod involvement
- PantherG – major mod involvement/skins
- Lucas_de_Escola – major mod involvement/skins/scenarios
- Panther 2 –Berlin '45 Mod
- Al_Capone – various mods/Berlin '45
- subSilver – various mods/community management
- Ste66 – head of the Ardennenmod für Panzers Phase II
- Skinny, Sabot, Smert – Kursk Mod
- Darthsidious22 – Karlmod
- Wollolo – minor skinning
- Manteuffel – Seelow heights skins
- Jolly – Jolly Mod
- Gips – texturing
- Unknown – DAK Mod

If anyone is left unmentioned please contact me and I will add your name to the list.