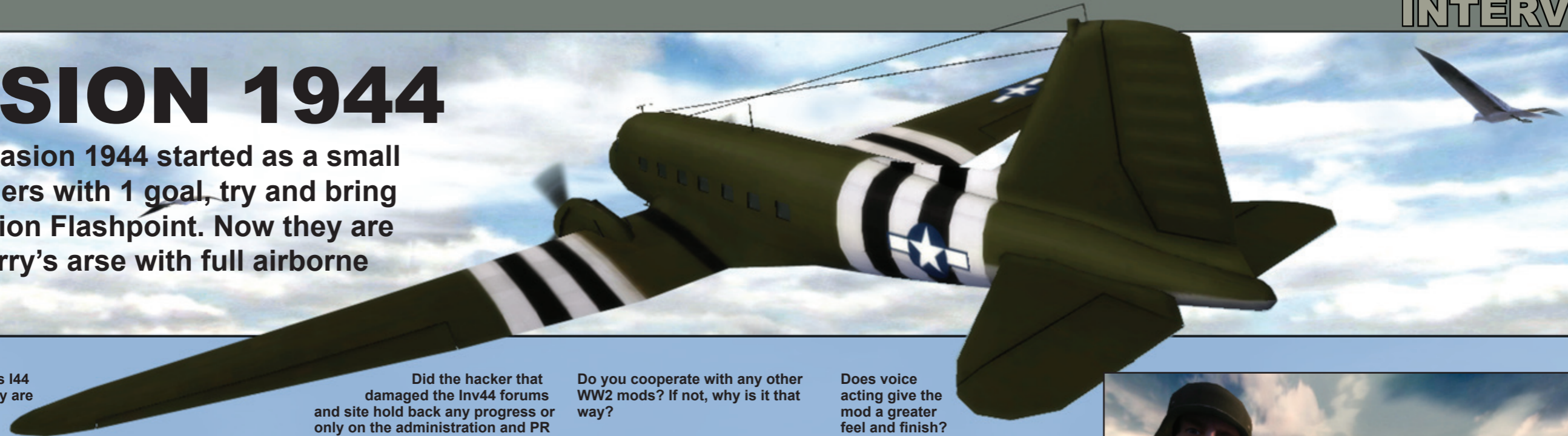# INVASION 1944

5 years ago Invasion 1944 started as a small group of modelers with 1 goal, try and bring WWII to Operation Flashpoint. Now they are back, to kick jerry's arse with full airborne control!

How many team members does I44 mod currently have? How many are active?

Currently we have 15 members (excluding voice talents). Of the 15 members 5 have been constantly working and the other 10 have contributed when time allowed them to.

How come that despite it's huge popularity, the active team members number in the I44 mod is so low?Is or was there some ego problem within the team between some members that could explain this?

After the reorganization we lost quite a few members due to inactivity. It's a shame, but things like that happen. I noticed that we work more efficiently in the small group we have now than in the larger group we used to have. People know what needs to be finished for the release, so I'm happy with this group.

Did Jojimbo's regression impact on the mod's productivity?

Jojimbo became leader of Invasion 1944 (Inv44) in 2003, he replaced Sussmori, who had held that position previously who was the leader of the mod since 2001. He put forward a great effort to the mod with both the player models and in organizing it. But the last few months as the leader of Inv44 we all got frustrated about the progress we had not made but had wanted to do (as planned).

Jojimbo was away often due to personal commitments which made us without a leader who made the decisions. After a month waiting we decided to replace Jojimbo as the formal Inv44 leader, Marcel took control and it took him quite some time (more then he excepted) to get things rolling again. We are happy to report that Jojimbo is back, and working actively on Phase 1 again.

How did it impact productivity?

Like was said previously, a few weeks before Jojimbo left we hadn't done much. Either because of Jojimbo's inactivity or because of all the inactive members, but we just didn't produce anything. I guess every member got to the point of choosing what to do, leave inv44 or help it get rolling again.

Did the hacker that damaged the Inv44 forums and site hold back any progress or only on the administration and PR side of things?

We don't want to spoil much words on this hacker thing, but we managed to get everything back online.

How many people signed on to do voice acting for the command menu and cutscenes in Inv44?

We have had 17 people contribute voice talent for the mod, of these thirteen, six (6 German and 5 British) have re-recorded all the radio commands in the game

Do you cooperate with any other WW2 mods? If not, why is it that way?

When Jojimbo was leader of Inv44 he made the decision to get allied with a few mods, since he had plans to do more then just Market Garden. Eastern front and the guys from Italian front joined us. We promised to help them a hand as they would help us when needed, it happened for a while but even in a well oiled team people start to get inactive / lose interest. Most of the Eastern front members left inv44 after a short cooperation, Italian front is still out there.

How many individual weapons and vehicles are you panning on having?

We are aiming to include as many of the equipment that was used in the Oosterbeek Area Of Operations, including infantry, tanks, apc's, trucks and other vehicles, artillery and more. As of now we can't give an exact number as we may or may not decide to add more content in the near future.

Does voice acting give the mod a greater feel and finish?

Yes it absolutely does. One of the things we agreed on was that we didn't want to have a campaign where you spend a lot of time reading the story, we wanted all the lines to be spoken. We also went further and will have all the scenes with Germans spoken in German with English subtitles, this gives a more authentic feel and is a nod to some of the great WWII films made. The last thing we wanted to do was to try and get as many "total" radio command packs we could get in both German and English with a British accent, the goal of this is to replace the BIS radio with a spoken system where you are not using a radio to talk to your squad members that wasn't invented back in 1944.

What is the current focus of the team, more mission oriented or addons/environment oriented?

I'd have to say it is about 60% mission orientated and 40% addons/environment orientated, like any good mod such as FDF or CSLAII, we try to make a balance between great looks and great gameplay, where the gameplay has a priority over stunning graphics.

How many individual weapons and vehicles are you panning on having?

Where do you get techncal info of the equipment you're creating? Do you have access to the WW2 equipment?

We like to be as historically accurate as possible, so every bit and bolt will be watched. Most of the modelers have good intel about how stuff was made or good reference pictures made by the Inv44 members. Like myself I started working on the British player models a while ago and got in contact with a collector of British airborne, he invited me to come around his place to take a closer look at the real stuff. So yes we take our models very seriously and want to get things as close as possible.

How long do you estimate to finish each 'theater' of Inv44?

As for now we mainly focus on Market Garden, without this release any

other theater won't even be attempted. Phase 1 is the base for everything within our mod, that's one main reason why we spend so much time on it to get it perfect!

We have used a number of books as reference material, and have taken some photographs at the actual sites, most notably the landing zone at Wolfheze. Everything will be as accurate as time and skill permit.

Exactly what areas will you be modeling that were battlefields in Market Garden?

We have included the greater Oosterbeek area, which covers the town of Oosterbeek itself and the surrounding villages such as Renkum and Wolfheze. Of course there are also the landing zones and plenty of forests, complimented by the river Rhine with the railway bridge running across it.

How has the lag issue been addressed and what type of computer is expected to run Inv44?

Lods are considered very important by us, we have spent a great deal of time perfecting them to make the experience as enjoyable as possible. Gameplay is the most important thing in OFP, so we also made it our mission to strive for good performance. We could simply have made a "slideshow" and released it ages ago, but then we would have had to sacrifice gameplay in favor of graphics.

Lods are considered an ungrateful task by many, so we appreciate everyone from our team that helped us on the lods (most notably JdB).
We are utilizing many lag reducing

scripts within the campaign to improve overall gameplay, such as body removal and spawn scripts.
We cannot yet comment on the system requirements of the mod as it is not finished yet.

Will Inv44 be fully MP compatible? If so what is being done to enhance the MP playability?

Yes, Inv44 will be fully MP compatible. We have however decided not to include CTF, as that gametype is really not suited to a mod that strives for realism. Several MP missions are going to be included, and we hope missionmakers will create new ones as well. A mission depository is being considered.

The mod will also include a new version of the Inv44CTI.

Do you plan to support mission makers with documentation included at the release date?

Yes, Winters would have our heads if we didn't.

What do you think about the fact that BI has recruited a lot of the best OFP modders to work (mainly) on VBS/VBS2?? Latest example is the CSLA Lacerta project that was started initially for OFP as a free mod then the CSLA staff was hired by BIA to make a new terrain pack for VBS.

Do you think it is something positive or negative for the community?

Many mod teams have been offered employment by game developers in the past, while some may abandon what they had done as a hobby others do not. If a team can make a living at what they love to do we are all for it.

By the way, has anyone from Inv44 ever been contacted by BI for doing full time or part time work?

Yes, our lead mission maker has worked for the US distributor.

What is Inv44 doing to prepare for the release of ArmA?

As we have no exact knowledge of Armed Assault and it's capabilities, we will wait and see what happens. We would like to port Phase 1 if possible, but for now we mainly focus on an OFP 1.96 release, once we complete that, we will most likely move on to ArmA. This means we are not awaiting ArmA with a big release. Time will come for that.

Once your project is near completion or completed, what does the team plan next or will you disband, satisfied with a job well done?

We all plan for a big party with nice ladies and loads of beer at Marcel's place! And call it a job well done!

Can you say couple of words for the community and your fans?

We hope you will all have the patience to wait a little longer, and that you will have alot of fun playing with Phase 1 once it comes out.

Could we get some screenshots/videos of the GUI/animations to show in the interview?

We have a very nice GUI made by Marcel, which you can all enjoy after you start up the mod :)

Don't you think that working on several theaters of operation rather than focusing on only one is less productive?

This is one of the reasons why we decided to halt some of the projects, Jojimbo idea of creating a global WW2 mod was excellent, but sadly we lack the manpower to do alot of projects at once. We hope to continue these projects in the near future.

Many mods focus only on an island and their units, does Inv44 plan to release many static objects such as FDF have done to increase the level of depth and realism/atmosphere in missions?

There are custom objects in missions, however we did not want to waste processing power to an overload of objects that would make the missions unplayable.

Are you planning anything new or innovative that no other OFP modification has aimed at before?

Well, we try to have a well balanced mod, to make you feel a part of something bigger then just your immediate objective, something that really happened in September 1944. That may not be unique, but it will make for a pleasant gaming experience. We can safely say "If it happened during the battle, chances are you will see it in the campaign".

Are you using any real life landmarks or maps of the campaign area from 1944 to assist you in making the maps or will it be modeled more for ease and enjoyment of the missions rather than historical accuracy?