

CtP2 Source Code Project

Developer Documentation



[Apolyton](#)

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Contents

1	Introduction	1
1.1	SOURCE CODE SOFTWARE END USER LICENSE AGREEMENT	2
2	Setting up your build environment	5
2.1	Windows	6
2.1.1	System requirements	6
2.1.2	Install Civilization Call to Power II	6
2.1.3	Install the CtP2 1.11 patch	6
2.1.4	Backup your CtP2 directory	6
2.1.5	Install MS Visual C++ 6.0	6
2.1.6	DirectX SDK Setup	7
2.1.6.1	Alternative 1: Using DirectX SDK 7.0	7
2.1.6.2	Alternative 2: Using the latest DirectX SDK	7
2.1.7	Optional: Install Simple DirectMedia Layer libraries	8
2.1.7.1	Install SDL 1.2.7	8
2.1.7.2	Install SDL_image 1.2.3	8
2.1.7.3	Install SDL_mixer 1.2.5a	8
2.1.7.4	Add the SDL libraries to your Visual Studio library paths	9
2.1.8	Unpacking the source	9
2.1.9	Setup your environment variables	9
2.1.10	Create a tmp directory	9
2.1.11	Reboot	9
2.1.12	Obtain latest ALL patch from CtP2 Source Code Project	10
2.1.13	Optional: Get up to date until latest post	10
2.1.14	Make a backup of the clean source directory	10
3	Building Civilization Call To Power 2	11
3.1	Windows	12
3.1.1	Launch Microsoft Visual C++ IDE	12
3.1.2	Opening the workspace	12
3.1.3	Compiling the DirectX version	12
3.1.3.1	Set the active configuration	12
3.1.3.2	Start the build	12
3.1.3.3	Copy CivCTP_dbg.exe to your CtP2 installation	12
3.1.3.4	Copy anet2d.dll to your CtP2 installation	12
3.1.3.5	Copy the ctp2_data and ctp2_program directories	12
3.1.3.6	Run the executable CivCTP_dbg.exe	12
3.1.4	Compiling the SDL version	12
3.1.4.1	Set the active configuration	12

3.1.4.2	Start the build	13
3.1.4.3	Copy CivCTP_SDL_dbg.exe to your CtP2 installation	13
3.1.4.4	Copy anet2d.dll to your CtP2 installation	13
3.1.4.5	Copy the ctp2_data and ctp2_program directories	13
3.1.4.6	Copy the SDL libraries to your CtP2 installation	13
3.1.4.7	Run the executable CivCTP_dbg.exe	13
3.1.5	Solving problems during compilation	13
3.1.5.1	Files could not be found during compilation	13
A	Definitions	15
A.1	Preprocessor definitions used in Call to Power 2	16
A.1.1	Additional #defines	16
A.1.2	Standard #defines (system specific)	22
A.1.3	Compiler #defines	23
B	Build system	25
B.1	Windows - Visual C++ Configurations	26
B.1.1	ctp/civctp.dsp	26
C	Code	29
C.1	Dead code list	30
C.2	Possibly dead code list	30
D	FAQs	31
D.1	CtP2 Source Code Project FAQ (v2)	32
D.1.1	What is this FAQ for?	32
D.1.2	Why document the code?	32
D.1.3	What about changing the code?	32
D.1.4	What is this forum for?	32
D.1.5	What is the CtP2 source code?	33
D.1.6	Where can I get the source code? And how can I view it?	33
D.1.7	How can turn I this code into a working game?	33
D.1.8	Why did Activision release the source code? How about making a no-CD patch?	34
D.1.9	Do I still need to own a copy of CtP2 to be able to play it/ use the source code?	34
D.1.10	This all still sounds too good to be true. What's the catch?	34
D.1.11	What leftovers from CtP1 are still present in the source code? Are the space layer, Fuzzy AI or the UI still there?	35
D.1.12	Is it now possible to make a Linux/Mac/other port of CtP2?	35
D.1.13	Can I use other compilers than Visual Studio 6 to compile the code?	35
D.1.14	How can I help out with the project?	35
D.1.15	How can I see what has been done so far?	36
D.1.16	When will you be releasing a 'stable' (non-playtest) version?	36
D.2	Licence FAQ	37
D.2.1	Is the CtP2 source code Open Source?	37
D.2.2	Am I allowed to distribute the source?	37
D.2.3	Am I allowed to distribute modified versions of the game?	37
D.2.4	Am I allowed to use a CVS server to develop the game?	38
D.2.5	Is it allowed to port the game to other platforms (Linux, Mac, Amiga)?	38

D.2.6 How can I legally make files available for download in this forum? 38

Chapter 1

Introduction

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Chapter 2

Setting up your build environment

This chapter deals with setting up your build environment, i.e. take the necessary step to get ready to build CtP2 from the source.

If you have already setup your build environment, you can continue with the next chapter.

2.1 Windows

2.1.1 System requirements

Your system is supposed to meet the following system requirements:

- A PC with a Pentium II 266 MHz processor or higher (or comparable compatible processor (AMD/Cyrix/IBM/Via))
- At least 64 MB RAM
- Plenty of space on your hard disc (a few GByte, if you keep backup copies)
- Windows 98, 98 SE, ME, NT, 2000, XP or later
- Needed software should be installed in directories with alphanumeric names only (just made of [A-Z,a-z,0-9] and \); if you already installed everything into different named directories, you might have success using the 8.3-name listed via the dir command in the commandline window or quoting the directories name in :: However, if this doesn't work for you, you'd have to install everything again, sorry.

2.1.2 Install Civilization Call to Power II

Provided you haven't already installed Windows and Civilization Call to Power II, you need to install them now. Make sure each directoryname of the full installation path only contains letters and numbers.

For Call to Power II, choose a full setup (e.g. to `C:\Program_Files\Activision\CtP2`). (**Note the underscore**)

Refer to the documentation bundled with your software on how to do this.

2.1.3 Install the CtP2 1.11 patch

Download and install the CtP2 v1.11 patch from [here](#).

2.1.4 Backup your CtP2 directory

Create a copy of your CtP2 installation.

2.1.5 Install MS Visual C++ 6.0

Install MS Visual C++ 6.0, if you did not do so already (e.g. to `C:\MSVC`).

Refer to the documentation bundled with your software on how to do this. Afterwards, download [Visual Studio 6.0 Service Pack 6](#) and follow the installation instructions on the same link.

Note: Instead of MS Visual C++ 6.0, you may also install the Visual C++ 6.0 Introductory Edition, MS Visual C++ 6.0 Authorededition or any other localized version of the Introductory Edition. You still find it shipped with some C++-Books, and you may succeed upgrading them with Visual C++ 6.0 SP6.

If you intend to use .NET, you may need to do some porting work (keeping backwards compatibility to Visual Studio 6.0).

2.1.6 DirectX SDK Setup

There are two possible and tested DirectX setups for now.

You can choose between the DirectX SDK 7.0 and DirectX SDK 9.0b. If you choose the first one, you have the same SDK versions that CtP2 was compiled with. This means that additionally you'll have to install the Direct Media SDK 6.0 as well.

If you choose to use DirectX SDK 9.0b, you don't need the Direct Media SDK 6.0, but have to compile the DirectShow BaseClasses shipped with the DirectX SDK yourself.

2.1.6.1 Alternative 1: Using DirectX SDK 7.0

At the time of writing, DirectX SDK 7.0 has become unavailable. If you have a link, please place a post in the [CtP2-Source Code Project](#) forum.

Install the DirectX 7.0 SDK. Then, download the [Direct Media 6.0 SDK](#) and follow the installation instructions.

Launch the Visual C++ IDE. Select menu *Tools*, then submenu *options*. Within the upcoming dialog, select tab *Directories*. Select the include directories path, and make sure, these directories are at the top of the path:

```
C:\DXSDK\Include
C:\DXMedia\Include
C:\DXMedia\Classes\Base
```

Then, select the lib directories path, and make sure, these directories are at the top of the path:

```
C:\DXSDK\Lib
C:\DXMedia\Lib
```

Note: If you installed the SDKs to somewhere different, of course the paths C:\DXSDK and C:\DXMedia must be replaced with the locations of your installations.

Note: The download link to the DXMedia SDK may become inactive soon, the SDKs are not listed at the official site at [DirectX download site](#).

2.1.6.2 Alternative 2: Using the latest DirectX SDK

At time of writing, the latest DirectX SDK can be downloaded [here](#). If the link doesn't work, download the latest DirectX SDK from [here](#). Then, follow the instructions on the bottom of the link to install the SDK. Newer SDKs will suggest a path containing whitespace and brackets, so you must choose a different installation path, e.g. C:\DXSDK. Make sure you select "Headers and Libraries" and the C++ Samples as well.

Launch the Visual C++ IDE. Select menu *Tools*, then submenu *options*. Within the upcoming dialog, select tab *Directories*. Select the include directories path, and make sure, these directories are at the top of the path, if the installer did not already enter them at the correct position:

```
C:\DXSDK\Include
```

Then, select the lib directories path, and make sure, these directories are at the top of the path:

```
C:\DXSDK\Lib
```

Afterwards, open the DirectShow BaseClasses workspace by loading the file `C:\DXSDK\Samples\C++\DirectShow\BaseClasses\baseclasses.dsw`.

Build the release version (strmbase.lib):

Open *Build - Set active configuration* and select *BaseClasses - Win32 Release*. Then run *Build - strmbase.lib*.

Build the debug version (strmbased.lib):

Open *Build - Set active configuration* and select *BaseClasses - Win32 Debug*. Then run *Build - strmbased.lib*.

Again, select menu *Tools*, then submenu *options*. Within the upcoming dialog, select tab *Directories*. Select the include directories path, and make sure, these directories are at the top of the path in this order:

```
C:\DXSDK\Samples\C++\DirectShow\BaseClasses
C:\DXSDK\Include
```

Then, select the lib directories path, and make sure, these directories are at the top of the path, in that order:

```
C:\DXSDK\Samples\C++\DirectShow\BaseClasses\Debug
C:\DXSDK\Samples\C++\DirectShow\BaseClasses\Release
C:\DXSDK\Lib
```

2.1.7 Optional: Install Simple DirectMedia Layer libraries

If you want to build CtP2 against [Simple DirectMedia Layer](#), you also need to install the SDL libraries mentioned below.

2.1.7.1 Install SDL 1.2.7

Download [SDL-devel-1.2.7-VC6.zip](#) and unpack it to `C:\libs`. If the download doesn't work, proceed so with the latest version from <http://www.libsdl.org/download-1.2.php>.

2.1.7.2 Install SDL_image 1.2.3

Download [SDL_image-devel-1.2.3-VC6.zip](#) and unpack it to `C:\libs`. If the download doesn't work, proceed so with the latest version from http://www.libsdl.org/projects/SDL_image/.

2.1.7.3 Install SDL_mixer 1.2.5a

Download [SDL_mixer-devel-1.2.5a-VC6.zip](#) and unpack it to `C:\libs`. If the download doesn't work, proceed so with the latest version from http://www.libsdl.org/projects/SDL_mixer/.

2.1.7.4 Add the SDL libraries to your Visual Studio library paths

Launch the Visual C++ IDE. Select menu *Tools*, then submenu *options*. Within the dialog showing up, select tab *Directories*. Select the include directories path, and make sure, these directories are at the top of the path:

```
C:\libs\SDL-1.2.7\include
C:\libs\SDL_image-1.2.3\include
C:\libs\SDL_mixer-1.2.5\include
```

Finally, select the lib directories path, and make sure, these directories are at the top of the path:

```
C:\libs\SDL-1.2.7\lib
C:\libs\SDL_image-1.2.3\lib
C:\libs\SDL_mixer-1.2.5\lib
```

2.1.8 Unpacking the source

If not already done so, download the source from apolyton.net. Install or unzip the source to a directory of your choice (e.g. C:\ctp2source).

2.1.9 Setup your environment variables

If you run Windows 98, Windows98 SE or Windows ME, edit your autoexec.bat to contain

```
SET CDKDIR=C:\ctp2source\bin
SET PATH=%PATH%;%CDKDIR%
```

You must make sure that the CDKDIR variable points to the subdirectory bin, where some programs like *byacc.exe* and *flex.exe* exist. If you have spaces or special chars in this path, you might have luck quoting the path with ; but if compiling ctp2 fails later on with messages that files or commands cannot be found, it's most likely you'll have to install to a different path again.

If you run Windows NT, 2000, XP or later, edit your environment variables to contain those paths.

2.1.10 Create a tmp directory

Then, create a directory called 'tmp' at the root of each harddrive, i.e.:

```
C:\tmp
D:\tmp
...
```

You need at least a 'tmp' dir at the drive your CDKDIR is located at and possibly for the Visual C++ 6.0 installation drive.

2.1.11 Reboot

Finally, you'll have to reboot the system.

2.1.12 Obtain latest ALL patch from CtP2 Source Code Project

Go to the [PROJECT: Altered source files](#) thread, and look for the latest post with a .zip file containing the string all, e.g. [2004.09.13.CTP2.All.zip](#). Unpack that file into your ctp2 source code directory, e.g. `C:\ctp2source`.

2.1.13 Optional: Get up to date until latest post

Beginning from the post where you found the latest ALL patch, descend to the latest post and perform the following steps in post order:

1. Download posted files
2. Foreach posted file, do the following:
3. If posted file is a .zip or .rar archive, and there are no instructions, unzip it to your ctp2 source code directory.
Perhaps you get warnings by your zip-Software regarding files to be overwritten. This is ok, so let your packer replace your local files by the newer ones in the archives you downloaded.
4. If the previous didn't apply, follow the instructions of the post where you got the file from to apply the changes to your ctp2 source code directory.

2.1.14 Make a backup of the clean source directory

Backup the sources to another directory. It will help you playing with the sources, later.

Chapter 3

Building Civilization Call To Power 2

This chapter contains information, how you start the build process.

3.1 Windows

3.1.1 Launch Microsoft Visual C++ IDE

If you haven't done so already, launch MS VC++ IDE.

3.1.2 Opening the workspace

Choose *File - Open* and start with the installation directory of the CtP2 source code (e.g.: *C:\ctp2source*). Click through the directories to open *C:\ctp2source\ctp2_code\ctp\civctp.dsw*.

Now you have the choice between building the DirectX version and the SDL version. If you haven't installed the SDL libraries, follow the next section, else continue with the SDL section.

3.1.3 Compiling the DirectX version

3.1.3.1 Set the active configuration

Open *Build - Set active configuration* and choose *ctp2 - Win32 Debug*.

3.1.3.2 Start the build

Run *Build - CivCTP_dbg.exe*. Have yourself a break while the source compiles. This lasts about 20 - 30 minutes, but will vary depending on your system.

3.1.3.3 Copy CivCTP_dbg.exe to your CtP2 installation

Go to *C:\ctp2source\ctp2_code\ctp* and copy *CivCTP_dbg.exe* to the *ctp2_program\ctp* subdirectory of your CtP2 installation (e.g. into *C:\Program_Files\Activision\CtP2\ctp2_program\ctp*).

3.1.3.4 Copy anet2d.dll to your CtP2 installation

Repeat the previous step for the file *anet2d.dll*.

3.1.3.5 Copy the ctp2_data and ctp2_program directories

Copy the *ctp2_data* directory and the *ctp2_program* directory recursively to your CtP2 installation path (e.g. into *C:\Program_Files\Activision\CtP2\ctp2_program\ctp*). If you are prompted for overwriting files, respond with "Yes for All" to make sure you get the newest version.

3.1.3.6 Run the executable CivCTP_dbg.exe

You can now run your self build Civilization Call to Power 2. If you get some assertion errors, ignore them first and see how things are going.

You can then start diving into the code and fixing bugs (or assertions by assuring the condition within the `Assert()` won't happen) or adding new features.

3.1.4 Compiling the SDL version

3.1.4.1 Set the active configuration

Open *Build - Set active configuration* and choose *ctp2 - SDL Debug*.

3.1.4.2 Start the build

Run *Build - CivCTP_SDL_dbg.exe*. Have yourself a break while the source compiles. This lasts about 20 - 30 minutes, but will vary depending on your system.

3.1.4.3 Copy CivCTP_SDL_dbg.exe to your CtP2 installation

Open the Windows Explorer and go to the path *C:\ctp2source\ctp2_code\ctp*. Copy *CivCTP_dbg.exe* to the *ctp2_program\ctp* subdirectory of your CtP2 installation (e.g. into *C:\Program_Files\Activision\CtP2\ctp2_program\ctp*).

3.1.4.4 Copy anet2d.dll to your CtP2 installation

Repeat the previous step for the file *anet2d.dll*.

3.1.4.5 Copy the ctp2_data and ctp2_program directories

Copy the *ctp2_data* directory and the *ctp2_program* directory recursively to your CtP2 installation path (e.g. into *C:\Program_Files\Activision\CtP2\ctp2_program\ctp*). If you are prompted for overwriting files, respond with "Yes for All" to make sure you get the newest version.

3.1.4.6 Copy the SDL libraries to your CtP2 installation

Go into *C:\libs* and copy all .dll files located within the *lib* subdirectory of each SDL directory to the *ctp2_program\ctp* subdirectory of your CtP2 installation path (e.g. into *C:\Program_Files\Activision\CtP2\ctp2_program\ctp*).

3.1.4.7 Run the executable CivCTP_dbg.exe

You can now run your self build Civilization Call to Power 2. If you get some assertion errors, ignore them first and see how things are going.

You can then start diving into the code and fixing bugs (or assertions by assuring the condition within the `Assert()` won't happen) or adding new features.

3.1.5 Solving problems during compilation

3.1.5.1 Files could not be found during compilation

File not found errors most often are just problems due to your setup. If you find an error like:

```
Performing Custom Build Step on .\ctpdb.y
'C:\Program' is not recognized as an internal or external command,
operable program or batch file.
Error executing c:\windows\system32\cmd.exe.
```

you installed the sources somewhere into *C:\Program Files*, but *cmd.exe* did interpret the beginning of the sources path until the first space as a command, and the remainder as arguments to that command. There are some external programs involved in the build process, so the solution could be either quoting the path in the `CDKDIR` variable like this:

```
set CDKDIR="C:\Program Files\Path to the Call To Power 2 Sources by Activision"
```

Or install them to a different directory, whose full path name contains alphanumeric characters only (or as a last resort, use underscores instead of spaces).

Appendix A

Definitions

On the next pages you will find the preprocessor definitions in the source and how they actually affect a build.

A.1 Preprocessor definitions used in Call to Power 2

A.1.1 Additional #defines

__AUI_USE_DIRECTMEDIA__

Default: defined (*ui/au_i_common/auicfg.h*)

Description: Use DirectMedia

__AUI_USE_DIRECTX__

Default: defined (*ui/au_i_common/auicfg.h*)

Description: Use DirectX

__BIG_DIRTY_BLITS__

Default: Always undefined

Description: undefined (never used, *gfx/tilesys/tiledmap.cpp*)

__GRIDDED_BLITS__

Default: defined (*gfx/tilesys/tiledmap.cpp*)

Description: ??? (*gfx/tilesys/tiledmap.cpp*)

__GW_USE_EXPORT

Default: default within *GameWatch/gamewatch/gamewatch.dsp*, all other projects using gamewatch should use **__GW_USE_IMPORT**

Description: Use `__declspec(dllexport)` in gamewatch headers, i.e. export symbols for linking a dll

__GW_USE_IMPORT

Default: default within *ctp/civctp.dsp*, *GameWatch/gwarchive/gwarchive.dsp*, *GameWatch/gwciv/gwciv.dsp*, *GameWatch/gwfile/gwfile.dsp*

Description: Use `__declspec(dllimport)` in gamewatch headers, i.e. prevent linking symbols by just providing declarations of functions used

__GWARECHIVE_USE_EXPORT

Default: default within *GameWatch/gwarchive/gwarchive.dsp*, all other projects using gwarchive should use **__GWARECHIVE_USE_IMPORT**

Description: Use `__declspec(dllexport)` in gwarchive headers, i.e. export symbols for linking

__GWARECHIVE_USE_IMPORT

Default: undefined

Description: Use `__declspec(dllimport)` in gwarchive headers, i.e. prevent duplicate symbols by just providing declarations of functions used

__GWCIV_USE_EXPORT

Default: default within *GameWatch/gwciv/gwciv.dsp*, all other projects using gwciv should use **__GWCIV_USE_IMPORT**

Description: Use `__declspec(dllexport)` in gwciv headers, i.e. export symbols for linking

__GWCIV_USE_IMPORT

Default: default within *ctp/civctp.dsp*

Description: Use `__declspec(dllimport)` in *gwciv* headers, i.e. prevent duplicate symbols by just providing declarations of functions used

__GWFILE_USE_EXPORT

Default: default within *GameWatch/gwfile/gwfile.dsp*, all other projects using *gwfile* should use **__GWFILE_USE_IMPORT**

Description: Use `__declspec(dllexport)` in *gwfile* headers, i.e. export symbols for linking

__GWFILE_USE_IMPORT

Default: undefined

Description: Use `__declspec(dllimport)` in *gwfile* headers, i.e. prevent duplicate symbols by just providing declarations of functions used

__MAKESPR__

Default: undefined

Description: ???

__SPRITETEST__

Default: undefined

Description: ???

__TILETOOL__

Default: undefined

Description: ???

__USING_SPANS__

Default: undefined

Description: ???

__ACTOR_DRAW_OPTIMIZATION

Default: undefined

Description: Try to prevent redrawing of sprites which have already been drawn

__ALBACKDOOR

Default: ???

Description: ???

__AIDLL

Default: undefined (unless *robotcom.dsp* is active)

Description: ???

__BFR__

Default: default only within *civctp.dsp* for configuration *ctp2 - Win32 Final*

Description: Build Final Release

_DEBUG

Default: defined for Debug configurations

Description: Activate additional code for debugging

_DEBUG_INCOMPATIBLE

Default: undefined

Description: ???

_DEBUG_MEMORY

Default: defined for configurations *Win32 - Debug* and *Win32 - Debug Browse*

Description: Generates extra memory debug information (needs **_DEBUG** and **_MEMORYLOGGING**)

_DEBUG_SCHEDULER

Default: undefined

Description: Adds additional assertions for scheduler in ai/strategy

_DEBUGTOOLS

Default: defined for configuration *Win32 Debug*

Description: Use debug logs (ctp/debugtools)

JAPANESE

Default: defined within *civctp_j.dsp* only

Description: Build Japanese version

_MEMORYLOGGING

Default: undefined

Description: Generates extra memory debug information (needs **_DEBUG** and **_DEBUG_MEMORY**)

_NO_GAME_WATCH

Default: defined in *ctp/civ3_main.h*

Description: Do not generate a GameWatch file

_PLAYTEST

Default: defined for configurations *Win32 Debug*, *Win32 Test*, *Win32 Debug Browse*, *Win32 Optimized Test*

Description: Activates further stuff for a playtest release

_SMALL_MAPPOINTS

Default: defined in *gs/world/MapPoint.h*

Description: MapPoints won't get a Z-Component

_TEST

Default: defined for configuration *Win32 Test*

Description: Should be used for test code, though it only disables warnings regarding overflows in floating point constant arithmetic

_WAS_ABOUT_TEST_WHEN_DAN_GOT_ME_REPRO_STEPS*Default:* undefined*Description:* Executes a foobar SlicObject for testing**ACTIVISION_ORIGINAL***Default:* undefined*Description:* Used for marking original code by activision**CELL_COLOR***Default:* defined in *gs/world/Cell.h**Description:* Reset Cell-Color in debug-mode (needs **_DEBUG**)**CLEAN_INSTEAD_OF_CONVERT***Default:* undefined*Description:* Prefer clean rowData over RGB 565 to 555 conversion for sprites**CUSTOM_ALLOCATE***Default:* undefined*Description:* Overriden new/delete operators in *ctp/ctp2_utils/AvlTree.h***CTP1_HAS_RISEN_FROM_THE_GRAVE***Default:* undefined*Description:* Do not use the CTP2 worker utilisation style (i.e. use CTP1 behaviour instead)**CTP1_TRADE***Default:* undefined*Description:* Enable CTP1 trade behaviour**DUMP_ASTAR***Default:* undefined*Description:* Enable command to dump astar findpath callstack to a filename**GENERATE_ADDRESS_LOG***Default:* undefined*Description:* Generate a file *address.log* upon termination, which contains the entry points and names of functions registered via *Debug_AddFunction(...)***IANSCROLL***Default:* undefined*Description:* ???**MEMORY_LOGGED***Default:* defined, when **_DEBUG_MEMORY** is defined in *ctp/debugtools/debugmemory.h* (else undefined)*Description:* Used to activate leak tracing code in *ctp/debugtools/debugmemory.cpp*

MEMORY_FAST

Default: defined, when `_DEBUG_MEMORY` is not defined in `ctp/debugtools/debugmemory.h` (else undefined)

Description: ??? Uses an own heap to prevent leaks, no logging

NDEBUG

Default: undefined

Description: Do a release build, i.e. remove asserts, etc.

NETWORK_PARANOID

Default: undefined

Description: Verify army position during each order execution

NON_STANDART_C_PLUS_PLUS

Default: undefined

Description: Use Activision code which is not standard compliant

REQUIRE_CORRECT_LOG

Default: undefined

Description: Not implemented, perhaps intended for verifying the map file to match executable symbols for logging correct entry points (e.g. for leaks)

SUPER_DEBUG_HEURISTIC

Default: undefined

Description: ???

SUPER_DEBUG_SPEED

Default: ??? defined (`robotcom/planner/Scheduler.h`)

Description: ???

TEST_APP

Default: undefined

Description: ???

TEST_DRIVER

Default: undefined

Description: Activates test replacements in `ai/strategy/goal/Goal.cpp`

tracklen_CRYPTLOG

Default: undefined

Description: Activate logging of crypt part within tracklen code (needs `tracklen_LOGGING`)

tracklen_LOGGING

Default: undefined

Description: Activate logging of tracklen code

USE_MILES_STUBS

Default: undefined

Description: Deactivate sound and mss32.lib/mss32.dll dependency by using stub functions

USE_NDBG

Default: ???

Description: ???

USE_LOGGING

Default: undefined

Description: Enable logging even on non-debug version

USE_SDL

Default: defined for *Win32 SDL* targets

Description: Use SDL instead of native MM-libs (so far replaces only miles sound)

USE_STOP_ZERO_MOVEMENT

Default: undefined

Description: Prevents unit without movement points from moving

A.1.2 Standard #defines (system specific)

_MBCS

Default: ???

Description: Use multibyte characters

_UNICODE

Default: ???

Description: Use unicode (wide) characters

_WINDOWS

Default: must be defined on Windows and must not be defined on any other platform

Description: Build on a windows system

HAVE_CONFIG_H

Default: ???

Description: Include config.h generated by autoconf/autoheader

LINUX

Default: must be defined on Linux and must not be defined on any other platform

Description: Build on linux

WIN32

Default: must be defined on Windows and not be defined on any other platform

Description: Build on a WIN32 platform

A.1.3 Compiler #defines

__cplusplus

Default: defined, when compiling on C++

Description: Set by the C++ Compiler

__GNUC__

Default: defined, when compiling with the GNU C compiler

Description: GNU C of GNU Compiler Collection

_MSC_VER_

Default: defined by the Visual C/C++ compiler to its version

Description: MS Visual C++/.NET

Appendix B

Build system

B.1 Windows - Visual C++ Configurations

Every windows configuration contains at least these macro definitions: `_WINDOWS`, `WIN32`.

B.1.1 ctp/civctp.dsp

ctp2 - Win32 Debug

Target: CivCTP_dbg.exe

Description: Standard Win32 Configuration for building an executable with debug information.

Defines used: `_GW_USE_IMPORT`, `_GWCIV_USE_IMPORT`, `_ALBACKDOOR`, `_DEBUG`, `_DEBUG_MEMORY`, `_DEBUGTOOLS`, `_PLAYTEST`

ctp2 - Win32 Debug Browse

Target: CivCTP_dbg.exe

Description: This configuration builds the same executable like `ctp2 - Win32 Debug`, but copies the files on drive R (has been used by activision for remote debugging).

Defines used: `_GW_USE_IMPORT`, `_GWCIV_USE_IMPORT`, `_ALBACKDOOR`, `_DEBUG`, `_DEBUG_MEMORY`, `_DEBUGTOOLS`, `_PLAYTEST`

ctp2 - Win32 Final

Target: ctp2.exe

Description: Builds a final release like the executable shipped on the CtP2 CD.

Defines used: `_GW_USE_IMPORT`, `_GWCIV_USE_IMPORT`, `_BFR_`, `NDEBUG`

ctp2 - Win32 NDebug

Target: CivCTP_ndbg.exe

Description: ???

Defines used: `_GW_USE_IMPORT`, `_GWCIV_USE_IMPORT`, `_ALBACKDOOR`, `_DEBUG`, `NDEBUG`, `USE_NDBG`

ctp2 - Win32 Optimized Test

Target: ctp2.exe

Description: Builds a playtest executable without debugging information (overwrites final target).

Defines used: `_GW_USE_IMPORT`, `_GWCIV_USE_IMPORT`, `_PLAYTEST`, `NDEBUG`

ctp2 - Win32 Release

Target: ctp2r.exe

Description: Standard Win32 Configuration for building an executable without debug information.

Defines used: `_GW_USE_IMPORT`, `_GWCIV_USE_IMPORT`, `NDEBUG`

ctp2 - Win32 Test

Target: CivCTP_test.exe

Description: Build a Test release.

Defines used: `__GW_USE_IMPORT`, `__GWCIV_USE_IMPORT`, `_ALBACKDOOR`,
`_DEBUG`, `_PLAYTEST`

ctp2 - SDL Debug

Target: CivCTP_SDL_dbg.exe

Description: This builds the debug version of CtP2 using SDL instead of DirectX (sound only, so far; the remaining configuration is the same as [ctp2 - Win32 Debug](#)).

Defines used: `__GW_USE_IMPORT`, `__GWCIV_USE_IMPORT`, `_ALBACKDOOR`,
`_DEBUG`, `_DEBUG_MEMORY`, `_DEBUGTOOLS`, `_PLAYTEST`,
`USE_SDL`

ctp2 - SDL Final

Target: ctp2_SDL.exe

Description: This builds the final version of CtP2 using SDL instead of DirectX (sound only, so far; the remaining configuration is the same as [ctp2 - Win32 Final](#)).

Defines used: `__GW_USE_IMPORT`, `__GWCIV_USE_IMPORT`, `_BFR_`, `NDEBUG`,
`USE_SDL`

Appendix C

Code

This chapter deals with code. Currently, just dead code is listed.

C.1 Dead code list

Within this list you see code and files which are **definitely** dead, i.e. not needed anymore. It's most likely that these files once may be scheduled for removal and even don't appear in this list.

```
ctp2_code/gfx/gfx.dsp  
ctp2_code/gs/gs.dsp  
ctp2_code/net/net.dsp  
ctp2_code/ui/ui.dsp
```

C.2 Possibly dead code list

This list contains code and files which maybe dead, but maybe aren't. Though these files appear to be unused this time, they may never be removed until they have been identified as dead code **without any doubts** and been in the dead code list for some while.

```
ctp2_code/robotcom/robotcom.dsp  
ctp2_code/robotcom/robotcom.mak  
ctp2_code/user-robotcom/robotcom.dsp
```

Appendix D

FAQs

D.1 CtP2 Source Code Project FAQ (v2)

D.1.1 What is this FAQ for?

This FAQ is for general questions related to the CtP2 Source Code Project as a whole and general questions regarding the source code. If you have a such question but it's not listed here, feel free to post it. If you have specific question about the code itself, what is or isn't in it, if we can implement specific features, etc, please start a new thread about it (or use an existing one).

This is the second version of the FAQ, the old one ran out of space. You can still find it here: <http://apolyton.net/forums/showthread.php?s=&threadid=100290>. Note that this FAQ extends over several posts, don't stop reading after the end of this post

D.1.2 Why document the code?

Of course, the CtP2 source code is an extremely complex piece of work. It is expected to be extremely difficult to understand, and there will be an infinite number of ways to change it once we do. There are an estimated 1.8 million lines of code – too much for a single person to work through on his/her own. That's why this Source Code Project exists: if everyone involving in the code works together to document it (what can be found where, and how everything works), this will make it much easier for everyone to understand and modify the code.

D.1.3 What about changing the code?

Once we start making changes to the code, there is a huge risk that everyone will try to make different changes and have very different views on what the improved game should be like and which changes should and shouldn't be made. As with the mods, there may eventually be many different versions of the game. This Source Code Project will also serve to develop a more or less 'official' Apolyton version of the (improved) game, which will make those changes to the game which the CtP community as a whole feels are most needed – in the same way that the Apolyton Pack does this for the mods (in both CtP1 and CtP2). Hopefully this will also serve to more or less control the number of different versions of the game that come out, as things could get really ugly for players if there are 400 different versions of the game. By combining our views and ideas as much as possible into a single vision, we can hopefully create one version of the game that encompasses many people's opinions on what the game should be like and (more or less) satisfies their tastes.

D.1.4 What is this forum for?

This forum is to achieve the goals outlined above. It is to document the code, to figure out how it works and how to get it running, and to discuss changes to the game that could be made to it and how to implement them. Mostly this forum is to support the CtP2 Source Code Project, but if you have any issues related to the CtP2 source code that somehow don't fall under the scope of the CtP2 Source Code Project, this is probably the best place to discuss those as well.

D.1.5 What is the CtP2 source code?

The source code for any software product is like its recipe. If you buy for example a cake in the shop, you normally just eat it. Similarly, if you buy a game, you just play it. CtP2 (and CtP1 as well) has always been somewhat of an exception to this, as you could always modify a lot about the game (and increasingly this is true for other PC games as well). One could say that CtP is a not a finished cake but just a set of ready-made 'sub-products' that you can put together and mix yourself, in whatever way you like best. The source code takes this one step further: instead of just ready-made 'prefab' subcomponents, you get the raw ingredients and the recipe, and can make the cake from scratch all by yourself. This of course also allows you to change anything about the recipe you don't like, replacing or adding ingredients as you please.

For CtP2 this means that we can do anything with the game we want, there are no boundaries whatsoever to what we can change (contrary to the mods). If we wanted to, we could turn this game into a Real-Time Strategy game, or even a First Person Shooter (though in that case we'd have to change so much code it'd probably be better to start from scratch) The only boundaries to what we can do with the source code are our own capabilities to understand and change the code (since most of us aren't professional game designers and there are a few caveats to the release of this source code, some things may simply prove to be too difficult to be worthwhile).

D.1.6 Where can I get the source code? And how can I view it?

The code can be downloaded right here from Apolyton, [get it here](#). It's an 8 MB file. It's an executable: double-click and it will extract the files. But before it does so, it will first show you a user agreement: this is the screen where you usually just click 'I agree' and continue. However, in this case I highly recommend you read it carefully! At least parts of it are not your standard legal disclaimer but were written specifically for this source code and detail what you are and aren't allowed to do with it. Anyway, after you agreed to the End User License Agreement (EULA) about 2650 files and 200 folders are extracted to the folder you specified. Most of these files can be viewed them by opening them in any text editor (e.g. Notepad or Word).

Update (2003-11-6): A zip version of the source code is now also available for download: [ctp2source.zip](#). Note that if you want to link/redistribute this zip file elsewhere, you must ensure that anyone must agree to the EULA before being able to gain access to the files.

D.1.7 How can turn I this code into a working game?

If you just want to have a look at the source code, to see what the code for a professional game looks like, the above file is all you need. If you want to help understand and document the code, you probably won't need much else either. However, if you actually want to be able to compile the game (make it into a executable file that actually works) and modify and test it, you'll need more than that. For one thing, you'll need a compiler, a software program that can transform the code into a working game. For another, you'll need to download about 270 MB worth of DirectX SDK (= Software Development Kit) files from the Microsoft website, as detailed in the [readme](#). The discussion about the details of how to make the file running without errors can be found [here](#). If downloading 270 MB worth of files is a bit much for you, you can also find a workaround for that in that thread.

Update (2004-04-06): Several people have independantly successfully compiled the code, and most of the problems you might encounter in doing so yourself should be addressed in the [thread mentioned above](#). For a brief description of the steps needed to get the code compiling, see the attachment to [this post](#).

D.1.8 Why did Activision release the source code? How about making a no-CD patch?

You may wonder why Activision would release the source code: surely, if anyone can compile the game and edit it as they see fit, can't they just remove the copyright protection and play the game without paying for it? The answer is that they covered this option: the data and media files are not included in the source code file, so you still need to buy a copy of the CD to be able to use the code. Also, in the EULA (user agreement) is set up in such a way that changing the game so that the original game is no longer needed to be able play is strictly forbidden (this means no no-cd patches). Basically, we may edit the game as we see fit, as long as resulting updates/new products still requires the CtP2 CD to play. Releasing the source code was a very generous act of Activision which most software companies would never even consider.

D.1.9 Do I still need to own a copy of CtP2 to be able to play it/ use the source code?

As you can read above, yes, you still need a copy of the game to be able to play it, or you'll miss the data and media files. If you're only interested in understanding how the game works, you can do without the original product, but in that case you need to realized that you can never actually test what will happen if you change certain things about the code, which is often a great help in trying to understand complex products.

D.1.10 This all still sounds too good to be true. What's the catch?

Yes, unfortunately there is a catch. Actually, there are two. The first one is sound: the game uses an external commercial package to control the sound in the game: the [Miles Sound Library](#). Because this is a commercial package not owned by Activision, they had to remove it from the game. This leaves you with a bunch of 'mss.h not found' errors when you try to compile the game. The references to this file and other Miles Sound Library related stuff will need to be removed before the code will run, which will leave you with a working but soundless game.

Update (2003-11-6): Thanks to the excellent work of jonwil, we now have sound working again. See [this thread](#) for the files required to reinstate it.

The second caveat is that Activision had to remove all the comments from the code. These comments don't affect the way the code runs, but they greatly facilitate in understanding how it works. The reason for removing these comments is that some of them may have made references that could in some way embarrass Activision of (ex-)Activision employees, or worse: get them into legal or other problems. Because going through millions of lines of code and removing such undesirable comments by hand would have taking a huge amount of resources (and time), it was decided to simply delete all comments (though 'all' is a big word as we've already found a whole

bunch of interesting comments in various places in the code, so some remnants are still left).

D.1.11 What leftovers from CtP1 are still present in the source code? Are the space layer, Fuzzy AI or the UI still there?

Much of that is still unclear at this point, but it was made very clear by Activision that most of the CtP1 features that were actually cut, completely removed from the game. The exception here may be the Fuzzy AI: there still seem to be a lot of references to CtP1-related AI stuff that was no longer supposed to be there in CtP2. How much exactly is left is unclear at this point.

D.1.12 Is it now possible to make a Linux/Mac/other port of CtP2?

Again, it's still too early to tell, but yes, in theory that should be possible. How much work it is, in other words, is it practical enough to actually do it, remains to be seen. However, things are looking good in this department, as the CtP2 code is based on CtP1 code, which was ported to numerous other platforms (even obscure and no longer existing ones such as BeOS). It will require rewriting significant parts of the (most I/O) code though, so don't count on seeing ports appear in the next few weeks. How long that will take will also depend on how much manpower will be available and how much demand for certain ports exists.

Update (2003-11-6): An early start with a Linux port has been made, as you can read [here](#).

Update (2004-04-06): The linux port has been reported to successfully compile (see [this post](#)), and there is even a report that someone has managed to get the game working far enough to play a few turns under linux.

D.1.13 Can I use other compilers than Visual Studio 6 to compile the code?

At this point (but it's still early), the answer seems to be no. .NET compilers give a lot more errors than Visual Studio and for now we have no way of working around those other errors yet. For completely different compilers, such as gcc, the necessary makefile is missing, for one thing. However, we hope that we'll eventually get the code working on as many compilers as possible, and if you can help us out with that we would greatly appreciate that.

Update (2004-04-06): There are reports of successful compilation to the point of having a playable game both on VS.NET ([here](#) and [here](#)) and under linux ([here](#)). The changes necessary for this have not, however, moved into the mainstream of the project.

D.1.14 How can I help out with the project?

If you want to help out with the project, we're eternally grateful as we can use all the help we can get. Most notably programmers are needed at this point, but playtesters, artists, webmasters, etc could all come in handy as well. The details of setting up a project team are still being worked out, but you can sign up [here](#). If you're a programmer, for the time being you can just pick your favourite part of the code and start documenting/fixing it. Updated source files for the project can be posted [here](#). Non-programmers are just advised to read the forum and keep up-to-date. They can also help out by playtesting (see [here](#)) and translating (see [here](#)). A better

organisation for the project will hopefully be set up in the future.

D.1.15 How can I see what has been done so far?

”Official” changes to the source code are posted in [this thread](#) - collections of all the changes made are fairly regular, so look near the bottom of the thread if you wish to download a complete update.

If you just want to play with the updated version of the game, playtest versions of the executable are posted in [this thread](#). Bear in mind that, while it should be fairly playable, it’s intended for playtesting only: there may be serious bugs in it and it might theoretically break your game (or worse). It is strongly recommended you backup any data before installing. Use at your own risk.

D.1.16 When will you be releasing a ’stable’ (non-playtest) version?

We don’t know. We have a rough plan of what we wish to achieve [here](#), so watch that space.

D.2 Licence FAQ

D.2.1 Is the CtP2 source code Open Source?

No, it is not. The End User License Agreement (which can be found [here](#)) has a number of restrictions on it that prevent it from being called 'open source' software by the common and most widely accepted definitions of that term. Most importantly, for an open source product, the distribution of the code should be entirely free, while the the EULA of the CtP2 source code doesn't allow distribution without written permission from Activision, or any kind of commercial distribution. You can find the industry standard for an Open Source Definition on the Open Source Initiative (OSI) [website](#).

Note that the text of the EULA and Activision's practical interpretation of it seem to be rather different, the interpretation Activision chooses (as became clear from contact with them) seems to be far less restrictive than the official EULA. Of course, in case of doubt it is advisable to refer to the EULA for reference, as "Activision's interpretation", though useful for daily affairs, offers little to no legal basis. The rest of this FAQ will where possible explain both the official EULA and Activision's interpretation of it (or as what I perceive to be their interpretation – to make things even more ambiguous).

D.2.2 Am I allowed to distribute the source?

The EULA forbids any kind of distribution of the original source code without prior written consent by Activision. Also, under no conditions whatsoever are you allowed to in any way distribute the source commercially.

After communicating about this with them, Activision said their interpretation is that it's okay to distribute the source, as long as you make sure that anyone who has access to it must agree to the EULA first. For the standard exe installer this applies, as the installer itself has an EULA screen that you must agree to. If (parts of) the source is (are) distributed in any other format than with the original exe installer (e.g. in zip format), some kind of other mechanism must be in place to ensure the user agrees to the EULA before he can gain access to the code. For commercial distribution of code, one should contact Activision to obtain prior written permission (contact info is in the EULA). All of this applies to both the original source code and any modified source code.

D.2.3 Am I allowed to distribute modified versions of the game?

Note: this question is about playable, compiled versions of the game. For uncompiled code, see the previous issue.

According to the EULA, you are indeed allowed to distribute new versions, as long as you do not distribute them commercially, label them clearly as a non-Activision product, don't include illegal/obscene/privacy-sensitive information and as long as they require the retail product to function.

Activision says that distribution of new updates are okay, as long as they require the original game to function and all other EULA conditions apply (e.g. regarding labeling the opening

screen, illegal/private content, being free of charge, etc).

D.2.4 Am I allowed to use a CVS server to develop the game?

The EULA forbids keeping copies of the source code for reasons other than backup. Using a CVS server would require you to keep a copy of the code for another reason (i.e. to coordinate the work of several people), so is therefore strictly speaking not allowed.

Activision's interpretation is that the use of CVS servers and similar tools is allowed, as long as anyone who has access to the code has agreed to the EULA.

D.2.5 Is it allowed to port the game to other platforms (Linux, Mac, Amiga)?

The EULA isn't very specific in this regard, but seems to allow it as long as you make sure the retail product is still required to play the ported version.

Activision's interpretation is that it is certainly allowed, as long as you make sure the retail product is still required to play the ported version.

D.2.6 How can I legally make files available for download in this forum?

For your own creations you can just post them as you would with any files. For the CtP2 source code and materials originating from it, there are basically two situations:

1. Files that contains (portions of) the source code. Only people who've agreed to the EULA are allowed to have access to these. To make sure of that, we created a little script: if you want to make any source code files available for download, make sure the URL has the format `http://apolyton.net/csd.php?{url}`, where {url} is the actual URL address of the file (Example: http://apolyton.net/csd.php?http://apolyton.net/ctp2/files/CTP2_Source.exe – right-click and select properties to see the URL; left-click the link to see the effect). This will force anyone who wants to download your source code files to agree to the EULA first. (Note: disable 'automatically parse URLs' in the reply screen if you're having difficulties getting the link right.)
2. Actual executables to run the game. You can just upload these like other files, but these do require the warning at start-up and in the documentation that they're not Activision material and author & email info, as the EULA specifies. At least for the Apolyton project you can simply use 'Apolyton' or 'Apolyton CtP2 Source Code Project' or similar as author, and for email address you can use ctp2source@apolyton.net (we created that address for this purpose). You can either use an message box to display this error, or replace `upsg001.tga` with a modified version (or use yet another solution). See [here](#) for two practical implementatons.