

Captain Hrothgar's Official 2007 Mechwarrior 4: Mercenaries Mod Install

This install gives us all the toys we could possibly want....ok, all the toys we want right now...

Note that it is extensive and broken into 7 parts for clarity. Useful links follow:

<http://www.netbattletech.com/nbt-hc/index.html>

<http://www.mechstorm.net/modules/news/>

<http://wiki.mechlab.net/doku.php>

<http://www.mektek.net/joomla/index.php>

Part 1

The 1st part of this install updates **MW4: Mercenaries** with NBT-HardCore. NBT-HardCore is a MW4: Mercs League / Game Conversion based upon the NBT League standard. This install allows us to use their maps and rules, etc. League play is optional.

NBT-HardCore Highlights

- Access to the Clan & IS Pack 'Mechs for all users
- Brand New Game Balance System built directly into the MW4 code
- More "Simulation Feel" to the MW4 game engine
- Dynamic Online Starmap representing the BattleTech universe
- New 'Mechs and Weapons introduced as the league evolves
- Direct tie-ins between the league dynamic and the game itself
- In-depth role-playing environment based upon the 3067 BTech timeline
- 14 Dedicated Servers for League battles and Voice Comms
- And much, much more...

1. Perform a **clean** install Mechwarrior 4: Mercenaries (no patches, no reinstall, and no mods).
2. Go to the NBT-HardCore site's NBT-CD download page:
<http://www.netbattletech.com/download/nbt-cd/>
3. Download and install the NBT-CD package, either the executables or the ISO images (not both):
<http://voice.netbattletech.com/nbt-hc/NBT-CD1.exe>
<http://voice.netbattletech.com/nbt-hc/NBT-CD2.exe>
<http://voice.netbattletech.com/nbt-hc/NBT-CD1.iso>
<http://voice.netbattletech.com/nbt-hc/NBT-CD2.iso>
4. After the NBT-CD installation is complete, go to the \UpdatesCache folder (in the root directory of your MW4 install) and install both the Microsoft PR1 patch (mercpr1.exe) and the MekPak 2.1a patch (mekpak21a(pr1).exe).

Note: ClanSafeCast_Repair.exe and InnerSphereSafeCast_Repair.exe only need to be installed if there are problems with installs of either the MS IS 'Mech Pack or the MS Clan 'Mech Pack. Since we don't have these, they should not need to be installed.

Note: NBT-CD installation instructions are also on the web page listed above in step 2.

Part 2

The 2nd part of this install updates **MW4: Mercenaries** with NBT-HardCore's HC Client Auto-Updater. The Updater installs the latest official updates to NBT-HardCore.

1. Go to the NBT-HardCore site's HC Client Auto-Updater download page:
<http://www.netbattletech.com/download/gameclients/>
2. Download and install the HC Client Auto-Updater version 1.4.3 (NBTUpdater.exe):
<http://www.netbattletech.com/download/gameclients/NBT-Updater.zip>
3. Run the Updater until all updates have been installed.

Note: The Updater needs to be installed from the root directory of your MW4 install.

Part 3

The 3rd part of this install adds some additional maps that were not included in the NBT-HardCore package.

1. Go to the NBT-HardCore site's NBT-CD download page:
<http://www.netbattletech.com/download/nbt-cd/>
2. Download and install NBT-Sunder MapPack1 (EMissionPlay1-Sunder.exe):
<http://www.netbattletech.com/download/EMissionPlay1-Sunder.exe>

Part 4

The 4th part of this install adds the Mechwarrior Mercenaries Co-op mod. This allows us to play the missions from the MW4: Mercenaries Campaign in co-op mode instead of single-player.

1. Go to the Mechstorm site's download page:
<http://www.mechstorm.com/dsplus/mplus.php>
2. Download and install Merc's Coop 1.0 (Mercs Coop v1.0.zip).

Note: Mercs Coop 1.0 is under /Mw4 Mercenaries/Mercs – Multiplayer Missions as the page has an 'expanding' menu system.

Part 5

The 5th part of this install updates **MW4: Mercenaries** with the NetMech IV Updater. The Updater installs the latest official updates to NetMech IV. NetMech IV is compatible with both NBT-HC AND the MekPaks and also allows us to play in the different MW eras. In addition, it makes the game into more of a simulator instead of an arcade game as it incorporates more of the BattleTech (board game) rules.

1. Go to the NetMech IV wiki site's NetMech IV Updater page:
<http://wiki.mechlab.net/doku.php?id=netmech4:updater>
2. Download and install the NetMech IV Updater (NM4Updater.exe):
<http://www.mechlab.net/files/NM4Updater.zip>

Note: The Updater needs to be installed from the root directory of your MW4 install.

Part 6

The 6th part of this install updates **MW4: Mercenaries** with MW4 Mercs MekPak 3. Unfortunately, since we've installed NBT-HC, we have to install it in 5 separate packages as the developer has not created a compiled build for those upgrading from the MekPak 2.1a build. MekPak 3 adds: BattleMechs, weapons, maps, camos, etc. All the MekPaks add original BattleTech Mech designs back into the game.

1. Go to the MekTek Development Team's MekPak download page:
http://www.mektek.net/forums/index.php?automodule=downloads&cmd=viewcat&cat_id=27
2. Download and install the following:
 - MekPak 3 (English)
 - MekPak 3.0.1 (English)
 - MekPak 3.0.2 (English)
 - MekPak 3.0.2a (English)
 - MekPak 3.0.2b (English)

Note: You should end up with the following files:

- mekpak3(mp21a).exe
- mekpak301(mp3).exe
- mekpak302(mp301).exe
- mekpak302a(mp302).exe
- mekpak302b(302a).exe

3. Run HCEnabler.exe (it exists in the root directory of your MW4 install) and 'Enable HC'.

Note: MP3 Compatibility

Installing MP3 over a HC installation will disable HC due to the way MekTek coded their latest pack. In order to solve this incompatibility, HC has included in an HCEnabler.exe program version 1.2.1. The only time you "may" need to run this program (depending on how MT chooses to run their updates) is during a MP3 upgrade (MP3.0.1 etc). If that is the case, simply run the HCEnabler.exe, choosing to disable HC. Install the MP3 upgrade(s), and then use the enabler to reactivate HC.

Final Thoughts

Upon completion of this install you should have icons for:

- MechWarrior 4: Mercenaries
- NBT-HardCore
- NetMech IV