

Demo/Debug Levels

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The article about Demo and Debug Levels, the hidden special single-player levels that are normally inaccessible in the game.

1 Information

The Demo and Debug Levels are hidden special levels that are normally inaccessible in the game. This entry will list various information about these two levels in game data.

2 Overview

The two hidden levels, titled Demo (L9898.ldf) and Debug (L9999.ldf) levels respectively, can be found inside the single-player level data of the game. These are special levels that are otherwise inaccessible from the normal gameplay. However, one can access these levels from the level selection screen by editing the save parameters of a user profile.

The Demo level is also known as 'E3 Assimilated' in the localisation file. This is a reference to the level being showcased as demo at E3 1998 in Atlanta at the Microsoft's [Urban Assault](#) demonstration booth.

3 Unlocking Instructions

WARNING: The following method can alter or break your current save profile progress of the campaign. Therefore, it is highly recommended to create and use a new save profile for experimenting with these levels.

1) Navigate to the 'Save' folder from the game's main folder, and then open the folder of one of your desired save profiles.

2) Open the user.txt with a text editor, and scroll down (or use the search function) until you can find the following entries:

Code

begin_levelstatus 98

end

begin_levelstatus 99

end

- 3) Change the status value of levelstatus 98 from '1' to '2' to unlock the Demo level. Change the status value of levelstatus 99 from '1' to '2' to unlock the Debug level.
- 4) Save the file and launch the game. Now under the modified save profile, there will be two extra buttons used to access these levels at the upper-left corner of the level selection screen.
- 5) Caution: Accessing these special levels may affect the progress of your current save profile! So it is highly recommended to unlock these levels on a new profile so that it will not alter your current progress.

4 Demo Level (L9898.ldf)

Coming Soon.

5 Debug Level (L9999.ldf)

Coming Soon.

6 Trivia

- In the Debug level, the user is supposed to gain access to all normal units from the other [factions](#) in the game. However, the [Taerkasten Phantom](#) unit is missing from the unit creation list probably due to a level design oversight. This mistake was most likely caused by the fact that the unit ID of Phantom (8) is placed amongst the normal range of the [Resistance](#) vehicle IDs, and therefore it is possible to miss it out by accident. The reasoning behind the Phantom's unit ID number is that it was originally designed to be the Resistance vehicle during the early development versions of the game, but eventually converted to become the Taerkasten unit with new textures and models.

7 Notes

Under Construction.