



**Celestial
Impact**

Celestial Impact User's Manual

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1. Starting the game

To run the game, start “ci.exe” from the folder in your file system where you unzipped it. Since Celestial Impact is a multiplayer only game you will need to either connect to a game server, or create one yourself to be able to play. More information about creating a server under the create server section.

2. Quick Start

Ok, so you’re just here to play Celestial Impact. Your friend is fixing the server and has given you the IP-address of the server. All you want to do is start playing as soon as possible. Here is what you do:

After starting the game you’ll end up in the lobby with a spinning asteroid in the background. Click the button that says ‘Connect’ in the Upper Left corner. In the new menu that appears, locate the text field next to the ‘Add IP’ button. Enter the IP-address of your friend’s server and press the ‘Add IP’ button. The server should now have appeared in the list above. Select the server from the list and press the ‘Connect’ button in the Lower Right corner.

If your friend did a good job with the server you should now be connecting to the server and only seconds away from playing Celestial Impact.

Another fast way of starting a game is just to select any of the available servers. After choosing the Connect menu just select a server from the Public Servers list and then hit the ‘Connect’ button in the lower right corner.

3. Game play

Celestial Impact is a team based multiplayer First Person Shooter taking place on an asteroid in space.

3.1 Rules

Every player starts with a melee weapon, a minigun and the special tool ‘Dirtgun’. Throughout the asteroid several weapon boxes have been scattered by drops from your spaceship. Seek them out to further equip yourself with deadlier weapons. Use health and armour supplies to keep yourself alive.

3.1.1 Crystal Rounds

Your team objective is to find and keep the crystal from the enemy. While the crystal is in your team’s possession, your team is awarded with points. Kill the enemy crystal carrier and steal the crystal for your team. The team that first reaches the point limit (default is 100) wins.

3.1.2 Capture the Crystal

This is also all about the crystal but now each team has a crystal at their own base. The team objective is to capture the enemy’s crystal and bring it back to your own. This will give the team a point and return the enemy crystal to their base. The team with the most points after full time wins. This is similar to the famous Capture the Flag mode that several games have (Crystal instead of a flag).

3.1.3 Deathmatch

Regular deathmatch rules apply. Roam the asteroid and kill as many opponents as possible.

3.1.4 Forge

Forge is made as a fun mode just for creating worlds. Here, each player has some extra functions for the Dirtgun. Life and ammunition are also instantly recharged. This is made for those that want to run or fly around creating worlds cooperatively or by yourself.

3.2 The Deformation of the world

The terrain on the asteroid is completely deformable in all directions so the deformation of the world plays a vital role. While explosions caused by the grengun cause some holes, the most effective way to deform is by using the Dirtgun.

3.2.1 The functions of the Dirtgun

When switching to the Dirtgun you will see a beam from the Dirtgun ending in a target sphere.

- Using the primary fire button while aiming the sphere at any terrain will add a chunk of dirt at the target sphere's location.
- Using the secondary fire button while aiming the sphere on any terrain will remove a chunk letting you dig through the terrain. Softer materials are easier to dig through whilst harder materials might take some more effort.
- It is rumored to exist a super hard material on the asteroid, with a molecular structure so complex that even the Dirtgun can't dig through. If you happen to come across it, try digging around it instead.

The Dirtgun can be used in various ways like building a bridge over a large gap, or digging tunnels through the asteroid, or building up a wall to hide behind during intense combat. Also, aiming the target sphere directly beneath you and using primary fire is a good way to reach heights easily.

If the game mode is Forge more functions for the Dirtgun appear.

- The normal mode which behaves like in the other game modes, but now you can also change the size of the deformation sphere and which material it should use when adding.
- A wall mode that is the same as the normal mode except that the deformation is formed as a wall instead of a sphere.
- A platform mode quite similar to the wall mode but now the shape is a platform instead.
- Blur mode which will even out the dirt under the affected area. This can be used to remove sharp edges and small bumps you don't want.
- Finally a paint mode where you can change the material for the area targeted by the sphere.

4. Game Controls

In Celestial Impact you aim with the mouse and use mouse buttons and keyboard keys for every other action.

Action	Key
Move forward	W
Move backwards	S
Sidestep left	A

Sidestep right	D
Jump	Space Bar
Crouch	Left Ctrl
Primary fire	Left Mouse Button
Secondary fire	Right Mouse Button
Reload	R
Melee	1
Minigun	2
Shotgun	3
Grengun	4
Railgun	5
Dirtgun	6
Send message	T
Send team message	Y
Show scoreboard	Tab
Toggle menu	Esc
Toggle Console	§ or ~
Previous Weapon	Mouse Wheel Down
Next Weapon	Mouse Wheel Up

The controls can be freely customized. More on customization under the Options section.

5. Connecting to a server

5.1 Public servers

Click the 'Connect' button at the top of the lobby screen. In the new menu that appears, click the button labelled 'Update'. This will fetch and update a list of all public servers currently online. Select a server from the list and press the 'Connect' button in the Lower Right corner to attempt to connect to the selected server. By hitting the 'Refresh' button the servers in the list are updated with current map and players etc.

5.2 Specify Address

Click the 'Connect' button at the top of the lobby screen. In the new menu that appears, locate the text field next to the 'Add IP' button. Enter the IP-address of your friend's server and press the 'Add IP' button. The server should now have appeared in the list above. Select the server from the list and press the 'Connect' button in the Lower Right corner to attempt to connect to the selected server.

Favorites: Selecting the favorites tab will let you save your favourite server IP's in a separate list so you can easily find them again later.

Update: Pressing the 'Update' button while having a server selected will fetch the current server info of the selected server. Server info includes server name, name of map currently playing, map rules and number of connected players.

6. Creating a server

Select the 'Create' button at the top of the lobby screen. Select any of the maps in the list to be played. Click the 'Create' button and you are hosting a server and also playing on it at the same time. The other options under this tab allow you to change some common options:

Dedicated Server: A dedicated server is a server that you will not be able to play on, it is just a pure server for the game taking up less resources from your computer.

Only LAN Clients: Un-checking this allows anybody to connect to your server over the internet. (Note: If you are behind a router or similar you may need to forward port 14666 to your computer for others to find and connect to your server.)

Name: The name of the server. This is name is the one that will show up in the public server list.

Password: Protects the server with a password. Every client wanting to connect to a protected server must provide this password.

Max Players: The maximum number of players allowed on the server at the same time.

Round Limit: How many rounds the crystal must be held within the team to win. This option is only available when Crystal Rounds mode is selected.

Time Limit: How many minutes until the map finish and the map restarting. (Note: 0 means unlimited time.)

6.1 Game Rules

Under rules you select which game mode you wish the server to be.

Death Match: Check if you want Death Match mode.

Crystal Rounds: Check if you want Crystal Rounds mode. (Note: this will switch the time limit option to a round limit option.)

Capture the Crystal: Check if you want Capture the Crystal mode.

Forge: Check if you want Forge mode.

6.2 Advanced server options

A dedicated server can also be started outside the game which allows you to start it on computers without the required graphics card for example (a less powerful computer can host a server then what is needed to play the game). You do so by giving the flag `-dedicated` to the exe. For example if your path to `ci.exe` is `"D:\Games\CI"` then you can write: `"D:\Games\CI\ci.exe -dedicated"` in run to start a dedicated server. Or you can create a `.bat` file within the same folder as `CI`. Having the text `"ci.exe -dedicated"` in the `.bat` file and then run it will also start a dedicated server. (Note: `ci.exe` works for Windows OS, see 6.2.2 for running a dedicated server on Linux or FreeBSD.)

6.2.1 Useful server commands

When running a dedicated you can configure it by changing values through the console. Some useful commands are:

map [agon | cross | fort | hyper | volano | yum]
Set which map that the server shall host.

sv_lanServer [0 | 1]

Set to 1 will only allow clients connected through LAN.

sv_password "Anything"

Set a password that every client must provide to connect. Default is nothing ("") which makes anyone able to connect.

base_rcon [0 | 1]

Allows a client connected to the server to change server values. If set to 1 remember to change base_rconPassword to something else then default. To change server setting when connected as a client you must first set base_rconPassword to the same as the server. Then you can change variables by first writing rcon before the command. Example: "rcon map agon.world" will set the server to run the Agon map.

base_rconPassword "Anything"

Set it to something secret. You also need to set base_rcon 1 to activate the rcon feature. See base_rcon above for more information about the rcon feature.

sv_maxPlayers [0-16]

Changes maximum allowed players on the server at the same time.

sv_name "Anything"

Change the name of the server.

sg_rules [DM | CR | CC | F]

Sets the game mode to Death Match (DM), Crystal Rounds (CR), Capture the Crystal (CC) or Forge (F).

sg_roundLimit [0-999]

The number of rounds needed in CR for a team to win the game.

sg_timeLimit [0-999]

The time limit for Death Match, Capture the Crystal or Forge in minutes. Set it to 0 if you don't want an ending time.

base_timeStamp [0 | 1]

This can be set to 1 if you want to see when an event occurred, each event will be written with a timestamp. Can be useful on a dedicated server.

Values can also be set when starting the server by providing the flag "+set variable value", without the quotes, as parameters to ci.exe where variable is the command to change for example map and value is the value it should have for example hyper.world. Example:
ci.exe -dedicated +set map hyper.world

6.2.2 Dedicated server under Linux and FreeBSD

The client of the game can only be run on a Windows OS but a dedicated server is supported on Linux and FreeBSD also.

Go to the Celestial Impact directory and write:

```
./ci_freebsd or ./ci_linux
```

(use chmod command to set the correct execute mode).

If you want to start Celestial Impact as a daemon write:

```
./ci_freebsd -D or ./ci_linux -D
```

Then the daemon will ask for an rcon password (base_rconPassword) and which map to play. You must use rcon to control a daemon server or there will be no way to communicate with it. To remotely control your server from a Celestial Impact client, first set base_rconPassword to the correct password on the client and then use the rconIp command:

```
rconIp [server ip address] [command]
```

```
rconIp 67.211.257.67 map cross
```

which will change the map the server is running to Cross.

To change the server name write:

```
rconIp <server address> "sg_name 'hello world'"
```

including the two different quotations in that order.

You can also connect to the server and use the rcon command.

7. Options

The options menu is divided in four sub regions. Game options, controls, forge controls and system.

Click the 'Apply' button to save any changes made or the 'Cancel' button to discard changes.

7.1 Game Options

The game options menu let's you customize game play options that only affect yourself.

The Name field: This text field let's you type in the name you want to be displayed when events tied to your character are displayed. It's simply said your gaming nickname.

Auto change weapon: Selecting this checkbox will make your character automatically change weapon when a new weapon is picked up.

Auto reload: Selecting this will make the character automatically reload a weapon that reaches 0 ammunition, if there still is any backup ammo left.

Show gun model: Toggles the display of the first-person-view gun model on/off.

7.2 Controls

In the controls menu you can redefine the controls key-bindings. Click on a key you want to change and the field with the key will start flashing with the words input. Enter the key you want to exchange the selected key with.

Action	Default Key
Forward	W
Backward	S
Left	A
Right	D
Jump	Space
Crouch	Left Ctrl
Fire	Left Mouse Button

Secondary Fire	Right Mouse Button
Reload	R
Drop	
Say	T
Say Team	Y
Scoreboard	Tab
Last Used Weapon	
Previous Weapon	Mouse Wheel Down
Next Weapon	Mouse Wheel Up
Melee	1
Minigun	2
Shotgun	3
Grengun	4
Railgun	5
Dirtgun	6

Mouse sensitivity: With this slider you can change the mouse sensitivity. Drag the slider left or right and release at desired value.

Invert mouse: Selecting this checkbox will invert the y-axis (up and down) on the mouse.

7.3 Forge Controls

These are key-bindings for functions that are only available during the game mode Forge. Click on a key you want to change and the field with the key will start flashing with the words input. Enter the key you want to exchange the selected key with.

Action	Default Key
Wall	7
Platform	8
Blur	9
Paint	0
Next Material	+
Previous Material	Num -
Next Size	F2
Previous Size	F1

7.4 System

The system menu contains graphics and sound options. Changes will take effect as soon as the 'Apply' button is pressed.

7.4.1 Graphics options

Resolution: Choose which display resolution you want the game to run in.

Full screen: Toggles the game display between full screen and windowed mode.

Dynamic Lights: Selecting this checkbox enables dynamic shadows to be displayed in the game.

Dynamic Shadows: Selecting this checkbox enables dynamic shadows to be displayed in the game. This option uses much CPU so try uncheck it if you experiences low frame rates.

Texture detail: Use this slider to set the texture detail. Lowering texture detail will speed up the game for slower graphics cards. The 'high' setting is recommended only for users with a graphics card containing 256 MB graphics memory or higher. For users with a 128 MB graphics card, the medium setting is recommended.

Glow Detail: Adjusting this slider will lower or raise the glow in the game. A high glow setting needs a fast GPU (expensive graphics card), lower it if you experiences low frame rates.

Brightness: Adjusting this slider will lower or raise the brightness in the game.

7.4.2 Sound options

Reverse stereo: Selecting this checkbox will reverse the left and right speaker making the left bound audio stream through the right speaker and vice versa.

Volume: Adjusting this slider will lower/raise the volume of all sounds.

Music volume: Adjusting this slider will lower/raise the volume of the music.

7.4.3 Network options

Net Rate: If you have a slow internet connection, a lower value like 8000 is more suitable (this value should be a little lower than your maximum download speed as long as the max speed is lower than the default of 25000).