Second version (March 2014)   **by Telenil**

This document is a step-by-step installation guide for the Starcraft 1 and Brood War campaigns remake, with all necessary links and screenshots. The process does not modify any file on your computer, nor does it change your Starcraft 2 settings in any way.

All material used is the property of Blizzard Entertainment or their respective authors. These campaigns are fan made and free to play.

You can follow the latest news on the official Starcraft Mass Recall thread on the Teamliquid forums.

Step 1: Downloading files

Arcade uploads are limited to 20 files per account, which makes Mass Recall far too large to be uploaded there.
The remake files are uploaded on the website sc2mapster.com:
http://www.sc2mapster.com/maps/starcraft-mass-recall/

The files to download are:
- The "SCMR map pack", which contains terrain, mission objectives and dialogs. The first part includes episodes 1 to 3 plus setup, the second part is episodes 4 to 6.
- The "SCMR mod file", which contains unit sounds, models and statistics.

You may choose a Grid version of the mod, where buttons have been re-arranged for Grid hotkey users.
- Optionally, an additional "language mod" to change the unit names and sounds.

Be sure to pick the maps that correspond to the language you've chosen.
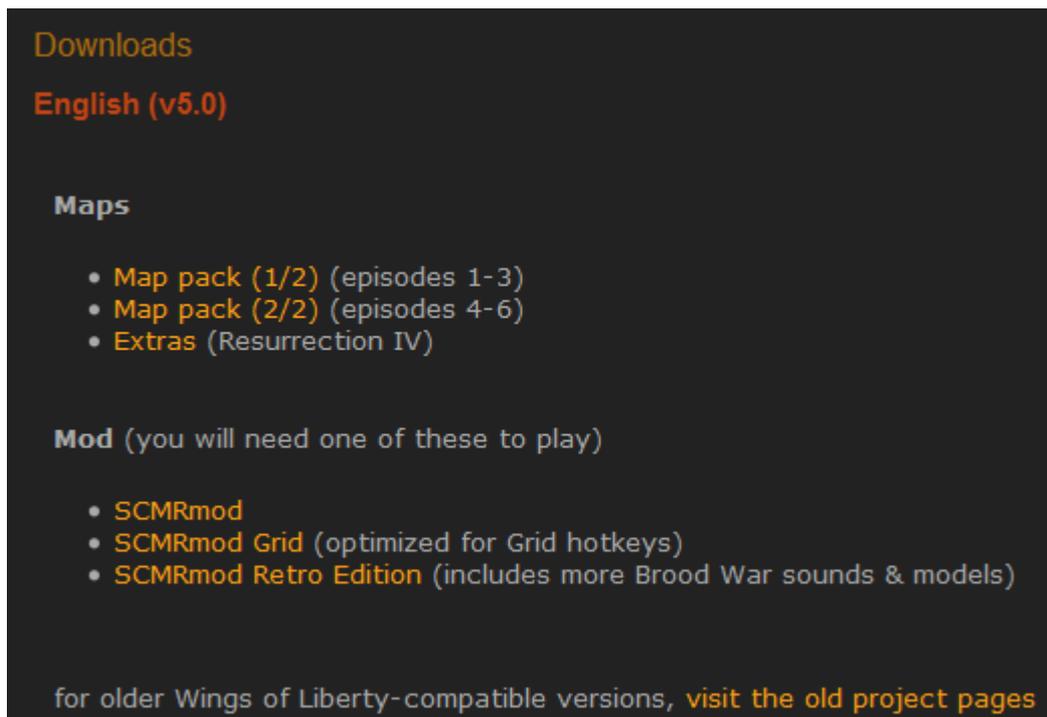
Step 2: Putting files in the Starcraft 2 directory

For the remake to work properly, the files need to be placed in specific folders in your Starcraft II directory. Open your main Starcraft II folder, default path is C:/Program Files/Starcraft II

You should see something like this:
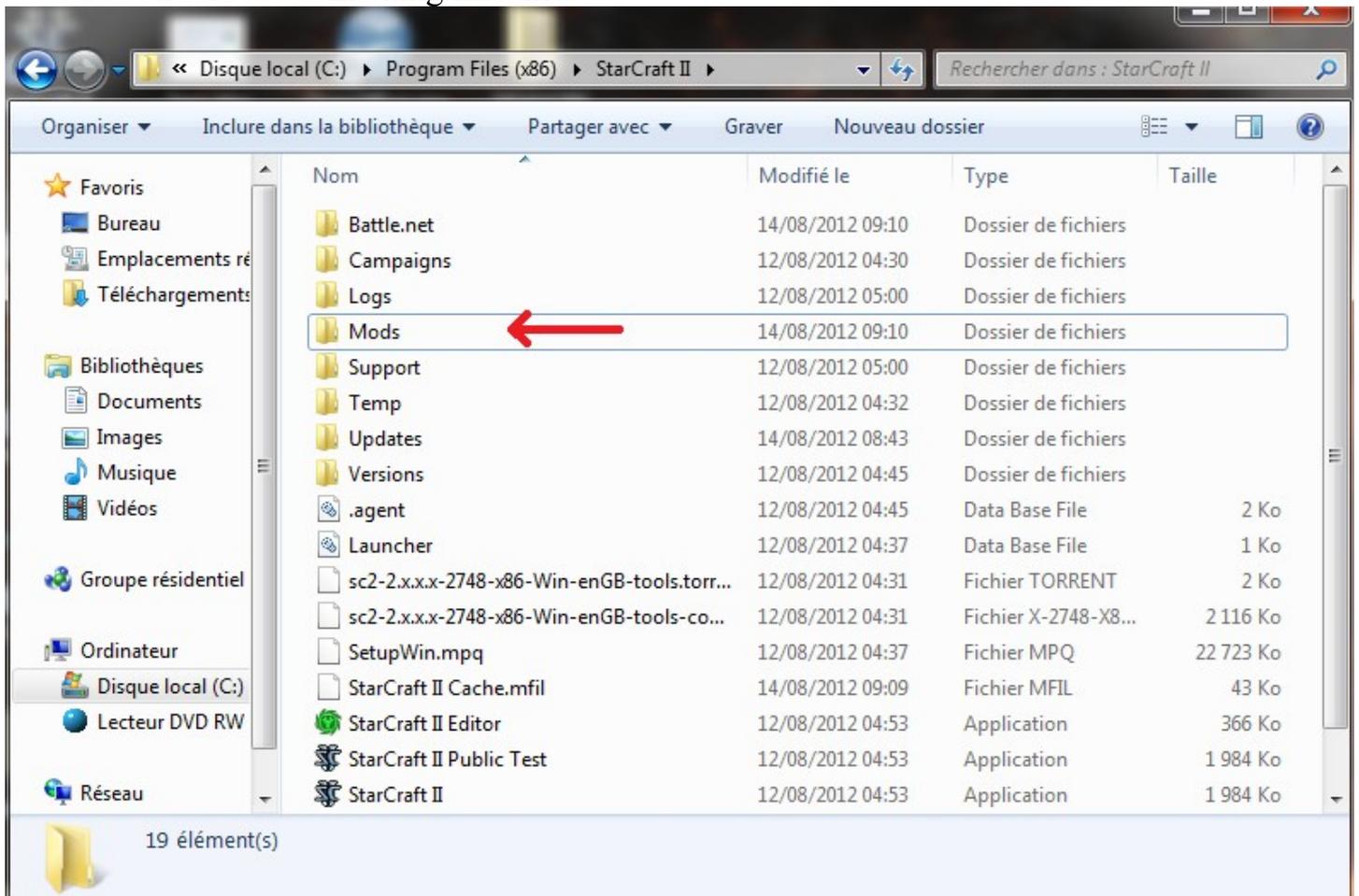
See the Mods folder? If it's here, you are at the right place. If it's not, you are probably in Documents/Starcraft II, not in the main Starcraft II directory.

Unzip the "SCMRmod" and put it in the Mods folder, then return to the main.

Next, we will need a Maps folder. If you don't see one, create it by right-clicking somewhere and selecting New → Folder. Then rename the new folder to "Maps".
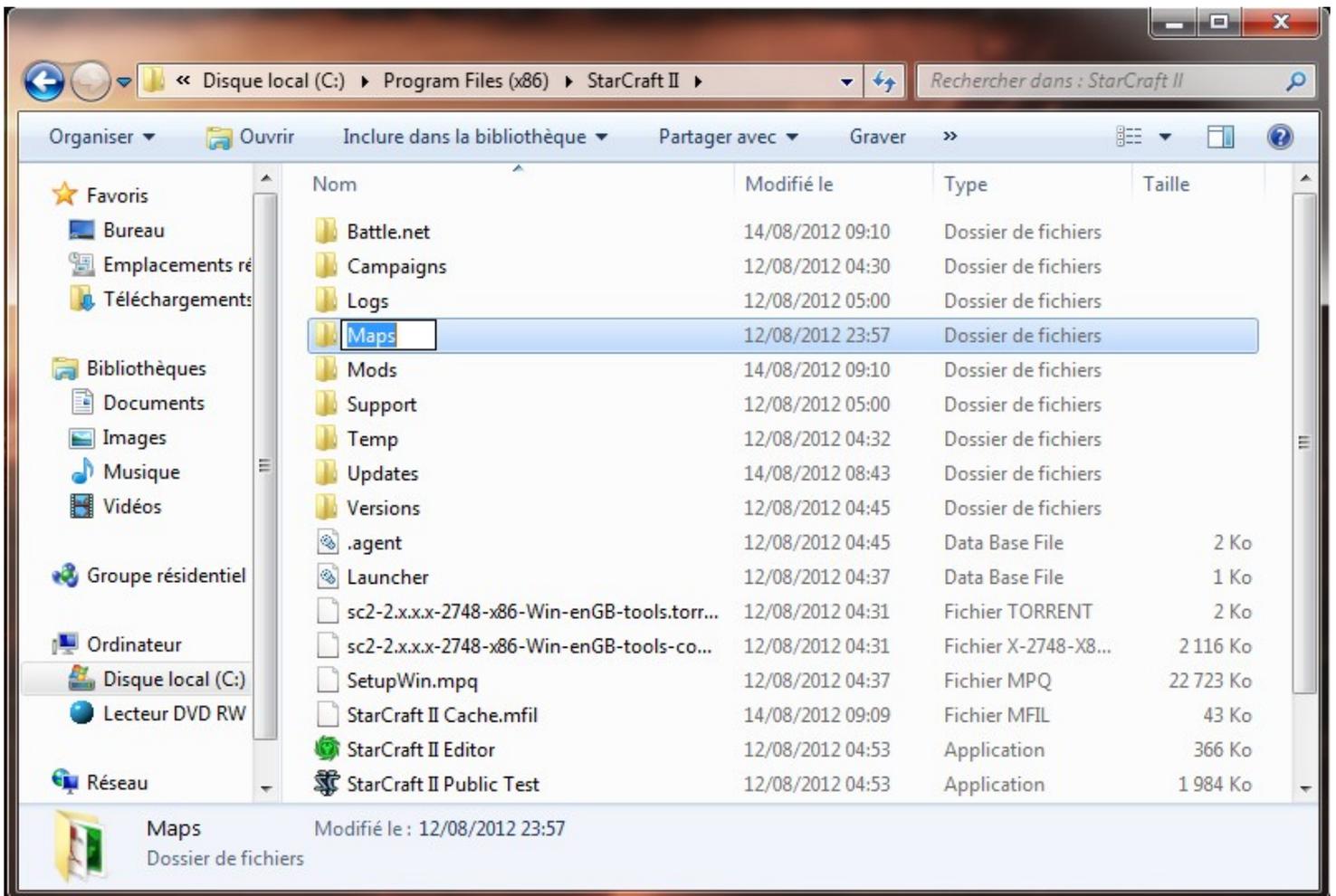
Unzip the first map pack and put the Starcraft Mass Recall folder in <u>Maps</u>, as shown below:
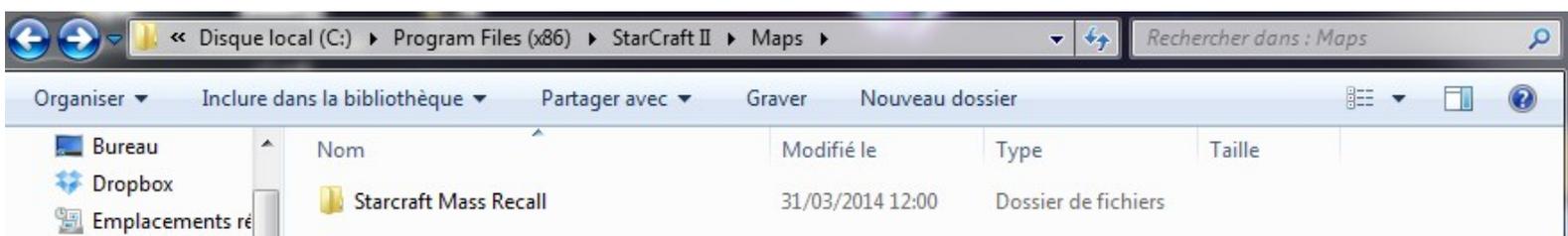
Unzip the second map pack and combine the two Starcraft Mass Recall folders. Your folder should look like this:
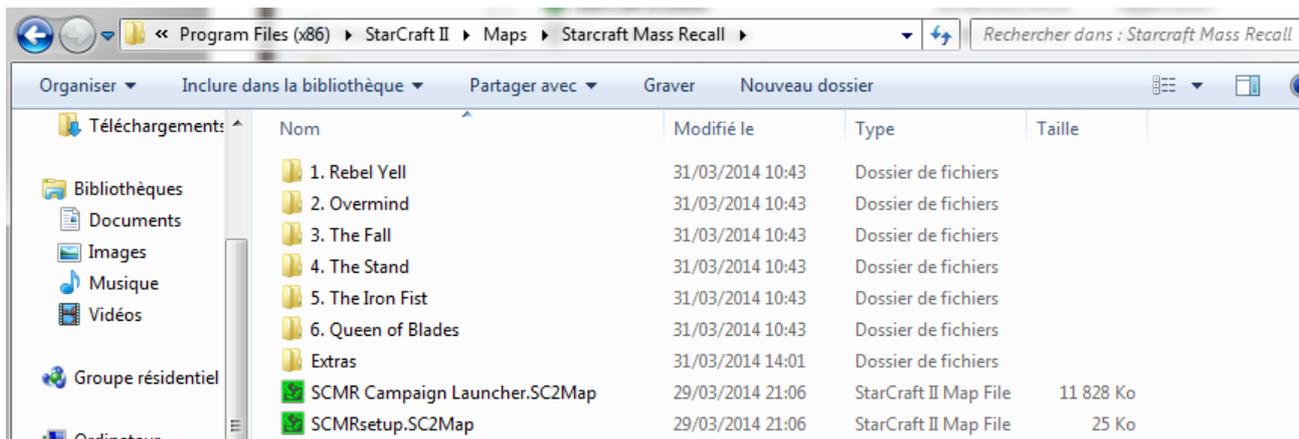
The remake can now be played by opening the "SCMR Campaign Launcher" from the editor and clicking on "test document" (see below).

The next steps are recommended to assure the options work properly, and to let you play the game online from Battle.net.

Note : since the release of Heart of the Swarm, Brood War musics are available in Starcraft 2 iteself. Go to Menu → Options → Sound, then look in the bottom right corner.

Step 3: Access from Battle.net

If anything goes wrong after this point, check you have put the files according. Most of the issues encountered by players are due to either the Maps or the Mod being at the wrong place.

To install the game and play it on Battle.net, open "SCMRsetup" with the Starcraft 2 editor. Clic on the *Test Document* button in the top right, or press Ctrl-F9.

The Setup starts, and you get this screen:

How to Install

1) save the game

2) go back to the save menu, highlight the save you just created and click the "show in folder" button.
  this will minimize Starcraft 2 and open the folder containing the save file

3) move or copy the save file to the saves folder under your account
 (your documents folder)/Starcraft II/Accounts/.../.../Saves/Multiplayer (or any other subfolder)

4) click the "exit" button to exit this map

5) login to your account and load the save via the campaign load menu

6) once you're at this screen and logged into your account, click the "install" button

7) when you're at the title screen, save the game again. You can now use this save to launch SCMR, the
  setup save is not needed

note that you can still save and load any SCMR map, as long as you're logged in

Install

Exit

Follow the instructions there. Save the game, then go back to the menu to select the save and click on "Show in Folder" :
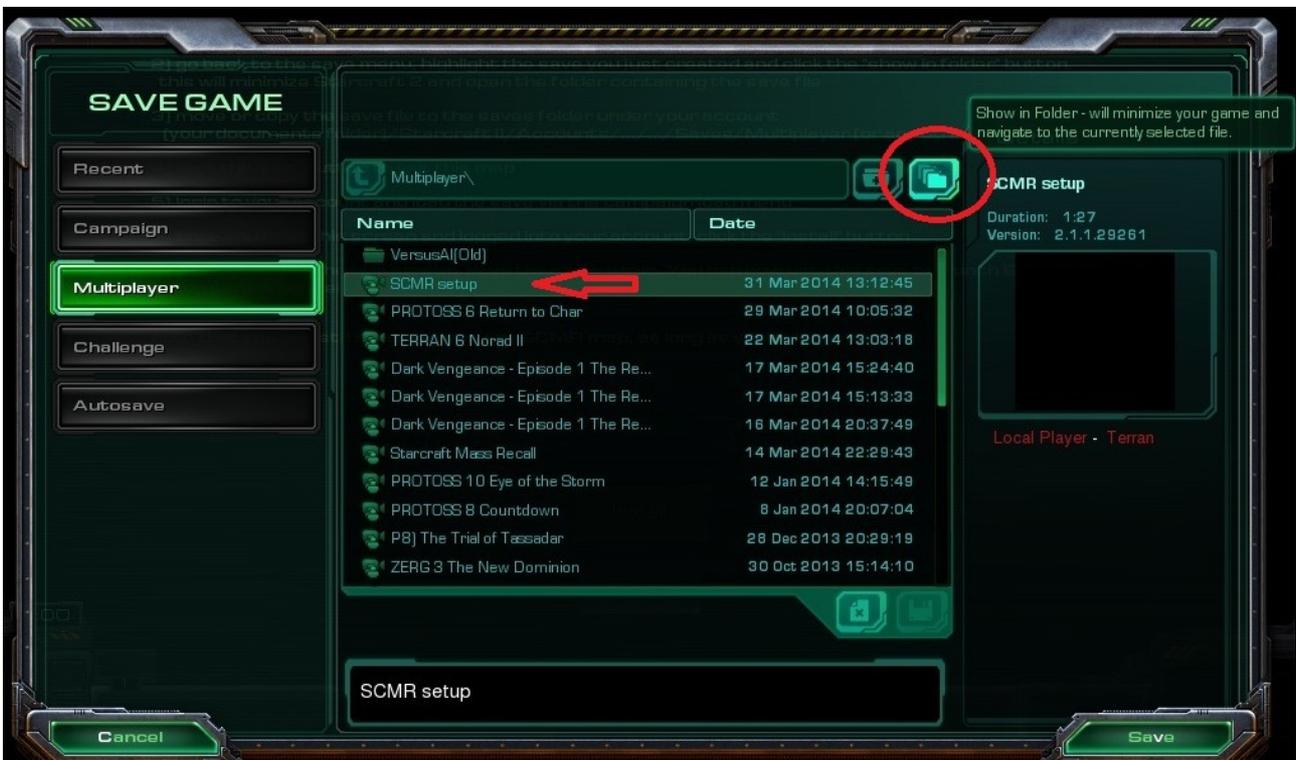

This should bring you to Documents/Starcraft II/Saves/. Note that we are in Documents, NOT in the main Program Files/Starcraft II

.
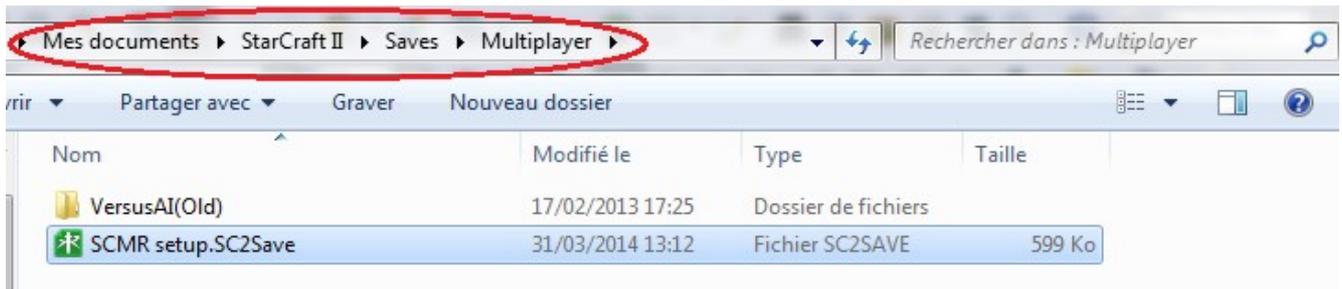
We have to put this file where it can be loaded from Battle.net.

Go back to Documents/Starcraft II and open the folder named Account.
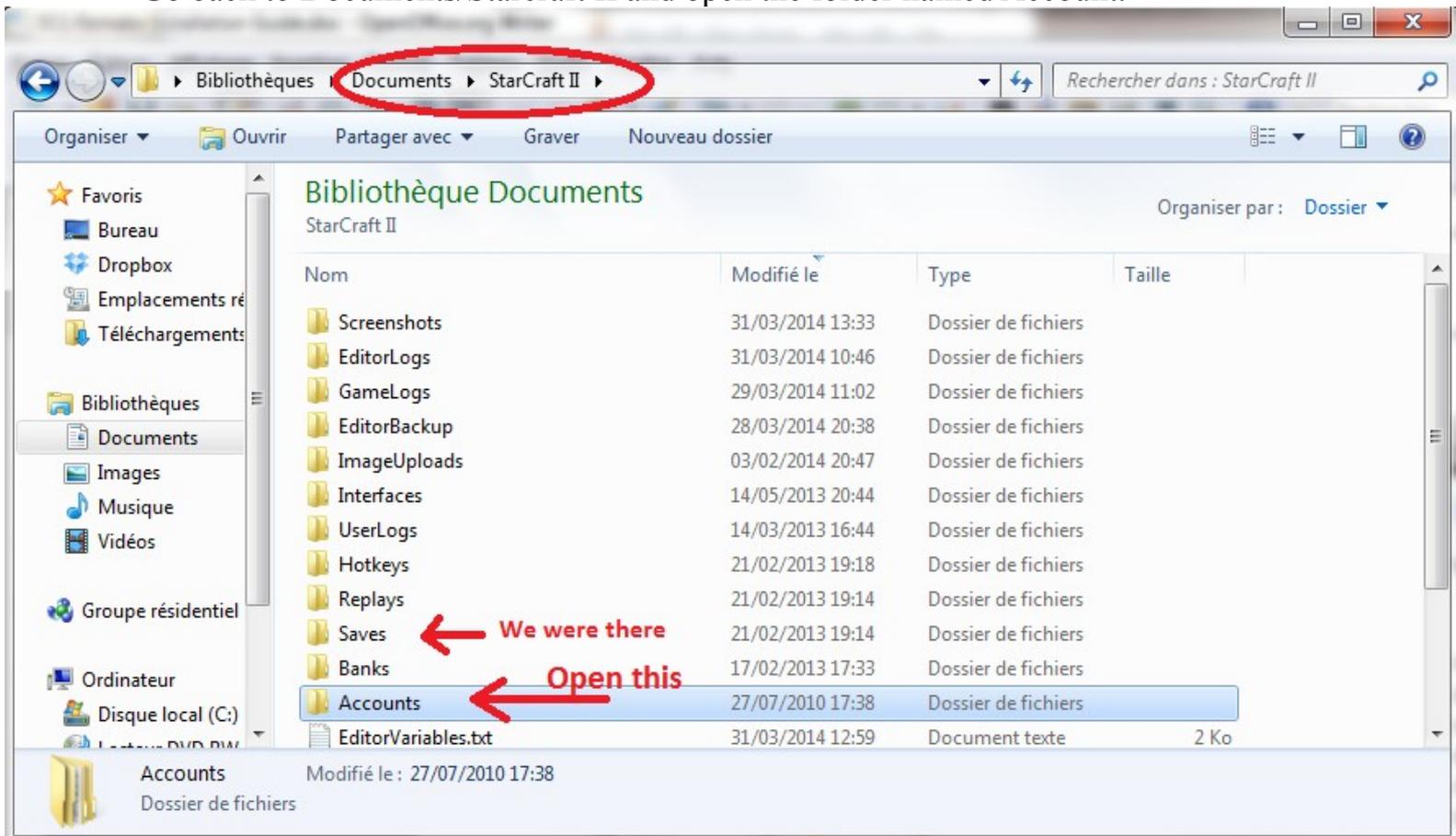
Open the folder with the numbers, then open the second folder with the numbers, then go to Saves → Campaign. Copy-paste or drop the "SCMR setup" in that folder.
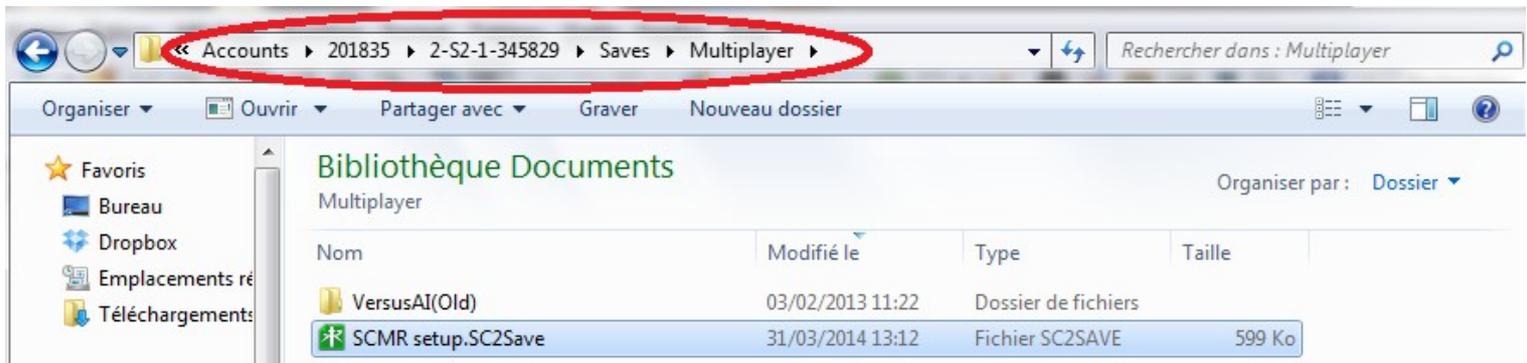
Each account has his own numbered folder, if you see more than one, try to find which is which by browsing the Replays folders.
You can also put the file in Saves → Multiplayer if you like, or any of the subfolders in /Saves.

Log to your Battle.net account, load SCMR Setup, and click Install.

Once the Launcher start, you only have to save the game again, and you can Load the "Starcraft Mass Recall" file to access any of our maps.

4. Troubleshooting

I can get to the Launcher, but I see "A dependency is not available" whenever I try to launch a map!
This means one of the file is not at its proper place. Check everything is like described in section 2 – particularly that you have put the numbered folder in "/Starcraft Mass Recall", not just in Maps.

I can't load a save.
We are not sure why this happens, but try starting the same mission from the Launcher, and then Load the save. It seems to help sometimes.

I found a bug.
Bugs, feedbacks and suggestions can be reported on the Starcraft Mass Recall sc2mapster page.