

FREEWORLDS: A FREELANCER TC MOD

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Version:      1.66
Release:      Open SP, MP client, Server only
Website:      http://www.phpbber.com/phpbb/?mforum=fwt
MP Servers:   24/7 RP Server
              24/7 USA Server
              Freeworlds-FR Server
              Freeworlds Fun Server
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I Whats New?

The following is a list of changes implemented to 1.66 over 1.65:

7 new player systems bringing the total up to 18 systems (Coruscant, Mon Calamari, Alderaan, Naboo, Bastion, Bilbringi, Beshqek, Imperial Checkpoint, Mandalore, Japreal, Kuat, Corellia, Yavin, Y'Toub, Kessel, Tatoo, Hoth and Bespin) plus 1 PvP Arena System, 1 new Nexus System for MP and 4 'hidden' easter egg systems for a total of 24 star systems.

The Galaxy Map has been overhauled, with a new map and more accurate to canon layout of the star systems. The spelling error 'Unkown Systems' has been removed.

All Freelancer Station Models have been removed from the game and replaced with new models, including Aldebarans Modular Station Project. Most stations have a unique exterior design.

In Coruscant: Coruscant Planet has been increased to twice the size it was, Golan Arms and the Wavefront have moved, the Wavefront has changed class, 3 SkyHooks have been added to Coruscant Planet and a HoloNet Relay has been added.

In Mon Calamari: Mon Calamari Planet has been increased to twice the size it was, a SkyHook has been added to Mon Calamari Planet and a HoloNet Relay has been added.

In Bilbringi: The ICC Ravens Claw and Sienar Fleet Yards has been moved, Shadow Academy has been relocated to the Beshqek Star System, the Pride of ZaccaR now patrols the system and a HoloNet Relay has been added. Bilbringi II is now twice the size it was.

In Bastion: New Minefields have been put in place, Bastion planet has been increased in size, the Lonewolf has changed class, two destructable ISD's guard Bastion Planet, a HoloNet Relay has been added. 2 SkyHooks have been added to Bastion Planet.

In Kuat: The MP Nexus has been removed completely. Kuat Planet has been increased in size. SkyHooks have been added to Kuat and Kuat II. A holonet Relay has been added along with an Server Police Base. The secret Pirate Base has been relocated. 2 ISD's now guard the entrance to Bastion, a Mon Cal cruiser and 2 Nebulon-B's guard the entrance to Mon Calamari.

In Corellia: Corellia, Selonion and Drall have all been increased in size. A major wreckfield, Battlefield Corellia, has been added, with ships from which salvage can be obtained and sold at certain bases, HoloNet Central has been added to the system, SkyHooks have been added to Corellia, Selonion and Drall.

In Tatoo: Planet Tatooine has been increased in size and has a capital ship docking moor attached to it. Two HoloNet relays have been added. One planet has

been renamed.

In Kessel: The Maw has changed colour from Blue to Red (as according to an artist rendition of the Maw that was found by our researchers), a HoloNet Relay has been added to the system and the Proto-Type Deathstar can also be found somewhere in there.

In Y'toub: SkyHook added to Ylesia and Nar Shaddaa. Nal Shadda has been renamed to Nar Shaddaa in light of recent LucasArts games. A HoloNet Relay has been added.

In Hoth: Some of the planetary rings have been made larger and more visually impressive. Hoth has had a capital ship moor added to it. A HoloNet Relay has been added to the planet.

In Bespin: The Predator and the Oceans Pride have changed places. A HoloNet Relay has been added. Bespin has been increased in size. Cloud City has a capital ship moor added to it.

In the New System Mandalore: One will find two dockable planets (Mandalore and Luna), plus a dockable Krath ship (the Leviathan II) and four dockable bases (Juanna Station, Mandal Motors, the Ruins and the Citadel). There is also a HoloNet Relay in the system, a debris field and two asteroid fields.

In the New System Naboo: One will find three dockable planets (Naboo (two docking locations: Theed and Otah Gunga), Rori and Ohma-D'un) and two dockable ships (the TF-DCS Liberty (which is surrounded by several destructable Trade Federation vessels) and the Whirlpool (a Mon Calamari Cruiser)). There is also two nebulae, one asteroid field and a holonet relay.

In the New System Alderaan: There is a great big asteroid field (as one might expect), plus one dockable planet (Delaya) with a SkyHook, two dockable stations (Delaya Sensor Relay and Alderaan Research Centre) and two dockable ships (The Rivers End (Mon Cal Cruiser) and The Rebel Base (Nebulon-B)). There is also a HoloNet Relay.

In the New System Imperial Checkpoint: One will find numerous destructable ISD's and Dreadnaughts, surrounded by a huge minefield, plus two dockable ships, the ISD Burnout and the SSD Executor (huge ship - Vaders Flagship from the films).

In the New System Beshqek: One will find one dockable planet (Byss) with two SkyHooks, plus two dockable bases (Beshqek Shipyards and Shadow Academy (moved from Bilbringi)) plus four dockable ships (ISD Invincible, ISD Illustrious, ICC Chimera II and the SSD Eclipse (the Emperor's Super Star Destroyer - Bigger than the Executor)) and a plethora of destructable to vessels surrounding them. There is also one asteroid belt in the system and a HoloNet Relay.

In the New System Yavin: One will find a ruddy great big Gas Giant (HUGE planet, Yavin III), surround by numerous moons, three of which are dockable (Yavin IV, Yavin VIII and Yavin XIII). There is also four dockable stations (Yavin Station, Darmarind Fishing Station, Imperial Salvage Station and Gem Diver Station) and two dockable ships (the Still Lagoon (Mon Cal Destroyer) and ISD Vanquish). There is one debris field in the system (the remains of the Death Star) and a HoloNet Relay.

In the New System Japreal: One will find two dockable worlds (Onderon at the Iziz docking bouy and Dxun), two dockable stations (Ordo Outpost and Singion Station) and one dockable ship (The Wasabe (a Mon Cal Cruiser)). There is also a large asteroid field in the system.

In the PvP Arena, one will find 90 bases, containing nearly every ship that has

been included in the game to date.

In the Nexus System, all MP players will start here. You must take a bribe from the bar before launching in your Goto Bot. From there, you must select the bouy for the faction you have chosen to then collect the ship your faction starts with before being able to launch again and head towards a bouy which will take you to your starting system. There is a number of paths to choose from, including the Paths of the New Republic, Empire, Sith, Krath, Jedi, Mandalorians, Corellian, CSA, Nubians, Organised Crime, Pirate, Rebel, Civilian, Smuggler, Trade Federation, Bounty Hunter, PvPer and Server Police (can only be accessed with an Admin adjustment of your player file)..

In the new 'Hidden' Easter Egg Systems you will find.... well that you will have to wait and find out for yourself, if you can find them.

The economy has been completely overhauled, with new trade routes going through all systems and drawing from 250 commodities, all with completely new icons. Money is worth less in 1.66, but equipment has been repriced in comparrison.

New NPC factions have been added, including the Mandalorians, Mandal Motors, Naboo Security Forces, Naboo Diplomatic Corp, Gungans, Disgruntled Spice Miners, Death Watch and the Krath.

Over 200 new ships and several updates to existing freeworlds ships have been added, bringing the total number of ships in the mod to over 300. All of these can be purchased by players and flown and range from really tiny droids and Mandalorian warriors with jetpacks, to X-Wing and simalar sized fighters and bombers (including Tie-Fighter Squadrons!) all the way upto gigantic Imperial Star Destroyers and simalar sized Capital Ships. All ships have their own infocard and custom icon, with Hitboxes stretched to fit the ship the best our Sur File editors could.

New equipment has been added, including several new Mandal Motors weapons for Mandalorian craft, new turret types (including Anti-Fighter Cannons), Mining Lasers and special 'Easter Egg' Weapons. Also, redundant equipment can be found or purchased as additional gimmicks for your ships.

300 Rumours and News Items added into the game for people to discover and read at the various bases.

All Freelancer Rooms and Planet Scenes have been replaced. Most planets have their own unique planetary landing sequences, and SkyHooks and Capital Ship Moors have rooms big enough to properly hold large capital ships.

A new opening intro has been added into the game.

A choice of five new custom interfaces are available on mod activation. Each of these give a different feel to the game and you can choose which you prefer.

Options are available to turn the graphics for the turrets on capital ships on or off. Some people like to see the turrets, others don't, we give you the choice to decide for yourself.

Options are also available for what starscape backdrops you would like and what lighting. For more realistic, Star Wars feeling game, choose to use the SW Star Scape with Ambient Lighting switched off on Mod Activation. For something more like Freelancer in Design, choose to have FL Star Scape with Ambient Lighting switched on.

On Mod activation, you can now choose to play the mod in either English or French

(the beginnings of a multi-lingual mod).

Open SP is now built into the mod. Several options for OpenSP are available on mod activation. Open SP options upon mod activation will only effect the game when you choose to play in Single Player, rather than Multi-Player. Thanks to Chips and Argh for their work on the OpenSP files for this.

Included Argh's enhanced FX set. The effects are subtle but crisper than normal Freelancer.

Ston has provided new cursors for use throughout the game, moving another step away from the original Freelancer the mod is based upon.

And there is probably more altered as well but has been lost and forgotton amongst the work put into this mod. And you wonder why it took a year to develop?

II Installation:

To complete the installation of Freeworld Mod,
you must have Freelancer Mod Manager 1.31 (FLMM v1.31) or above installed.
Current version of FLMM at the time of writing was FLMM 1.4.

1. Unzip the freeworld mod zip file into any directory.
2. Open the Freeworld folder in the directory where you extracted the zip file.
3. The Freeworld folder should contain the following file:
 - Freeworlds-V-1-66.zip.flmod

4. Double Click on the .flmod file, and FLMM will automatically extract the content of the file into the proper mod folder

5. start FLMM if it is not started already and deactivate any mod in FLMM that is currently activated.

*It is strongly recommended not to run any other mods while the Freeworld Mods is active.

6. Once all other mods are deactivated, activate the Following Freeworld Mods in FLMM
 - Freeworlds v1.66

*To completely activate the Freeworld Mod might take serveral minutes.

7. After the mod is activated, you can join the servers which are running the mod by:

Starting Freelancer->Multiplayer->Internet->Selecting a compactable server (to make it easier on finding compactable servers, select options and tick 'hide servers with incompactable builds.' Please be aware that many servers have rules they expect to be abided by).

III: Startup Instructions:

Free Worlds: Freelancer TC Mod v1.66

"Bringing that galaxy far, far away a little closer."

This is a huge update to the Free Worlds galaxy. Many changes have been made to ship balancing, faction play, NPC vs Player balancing, weapons systems, loot, commodities, infocards, and on and on... Many new ships have been added.

Freeworlds is now a MP or Open SP Mod.

Creating your first Character:

This mod has been designed to be used as a semi-RPG. Before you create a character on a server you should consider which faction in the Star Wars universe you would like to be aligned with. In game NPC factions include Civilians, New Republic Navy, New Republic Security, Rogue Squadron, Jedi Knights, Sith Brotherhood, Imperial Navy, Imperial Elite, Imperial Research, Hutt Syndicate, Smugglers, Bounty Hunters, Black Sun, Disac Pirates, Human League, Peace Brigade, Corellian Sector Authority, Corellian Security Forces, Corellian Engineering Corp, Arakyd Industries, GeneTech Corp, Golan Arms Corp, Sienar Fleet Systems, Commerce Guild, Trade Federation, BlasTech Industries, Kuat Drive Yards, Independent Miners, and Independent Traders.

Many Servers have regulations about the use of tags. Many will ask you to start off as a civilian until you are invited to join an appropriate faction. To begin with then, you should put the tag [Civ] in front of your name: e.g.

[Civ]yourname.

Not all servers operate this policy, but it is best to check the individual rules for the servers you play on.

When you load your character for the first time, you will start in the bar of the Multiplayer Nexus. You will start with 10,000 credits. This is only enough money to buy/equip one ship and bribe one faction in the bar. There are many cheap bribes in the bars for many of the factions in Freeworlds.

After leaving the Multiplayer Nexus, you will not be able to dock at the Multiplayer Nexus again and choose (bribe) a different faction.

After choosing your faction bribe and launching you will find yourself in the Nexus System with a series of Hyper Buoys in front of you. As long as you took a bribe, one of these Hyper Buoys will be friendly and dockable (it will be named the same as the bribe you took. i.e. New Republic Bribe = Path of the New Republic). Dock with this buoy and go to the ship dealer to purchase the starting ship for your faction. Do not take bribes or ships other than is allowed for your faction by the rules of the server you are playing on. Once you have purchased your ship, launch and head quickly to the hyper buoy in front of you (move quick as your ship will be taking damage - a necessity to prevent people taking the GoTo Bot in the game itself). Dock with this buoy and you will now find yourself in the starting system for your faction.

Most planets are aligned with the Civilian faction. So anyone friendly with Civilians can land on almost any planet, but many planets are being patrolled by the factions in control of that sector of the galaxy. The planet might be protected by Weapons Platforms or Defense Stations to keep undesirable groups away.

There are no Tradelanes in the Star Wars universe. Cruise speed has been increased to 750. Follow patrol lanes in your nav map to find out of the way bases and space installations.

Weapons and Shields:

Weapons classes are totally changed from the way they were done in Freelancer. There are four basic types of weapons classes: Civilian, Imperial, Mandalorian, and New Republic. Each weapon type has two classes.

Each ship is able to mount weapons based on what faction 'normally' pilots that type of ship.

Missiles, Torpedoes, rockets, and space bombs are mountable in Missile/Torpedo hardpoints.

There are multiple classes of shields: fighter, elite, freighter and different capital ship class of shields. NPC's and players use the new shields. Fighter and elite class shields go up to level 4. Freighters go up to level 6.

Player versus Player (PvP) and Teamwork

PvP in general is encourage in Freeworld, moreover, faction vs faction combat is also one of the highlights

we are trying to promote in Freeworld: A more dominate faction allows its member to have access to greater wealth.

IV: Off Centred Cockpits:

A number of ships in the Star Wars universe (like the YT-1300 for example) have off centre cockpits, that is, cockpits which appear on either side of the craft rather than in the centre. The centred to cockpit or centred to ship option lets you choose whether you wish to view these ships when you are flying them from the centre of the ship, or the from the cockpit. Cockpit centred option means the cockpit will be central on your screen in normal person view, with the rest of the ship sitting to one side. It also means that when in Cockpit view, the cockpit is in the correct position in relation to where the guns are on the ship. If you choose the centred to ship option however, the ship will sit central on your screen, but it does mean that in cockpit view, the guns will be firing in relation to a cockpit that is also central to ship rather than it's correct position.

The following are ships which are effected by the off centre cockpit, all other ships are unaffected by which option you choose:

Three versions of the B-Wing

The G-Wing

Supafighter

Tie-Bomber

Vornskyr

YT-1300 (both white and black type)

YT-2400

MC-40

MC-90

V: 1.66 Credits

1. Technical

Ini Coders: Aldebaran, Burnout, ZaccaR, Ston

Ship Physics: Aldebaran, Scarab, ZaccaR, CzW, Burnout

XML Script Coder: Aldebaran

THN Coders: Aldebaran, Scarab

Ship Model Designers: CzW, Tessius TiernFront, Monk, Chillfactor, Amnaroth, Udit, Aldebaran, Porsche (from his Star Wars ship packs), Silvik (from the Tie-Universe Mod), SkyBlazer (from the Tides of War Mod), DarkSaber (from the XWA Upgrade project).

Interface Designers: Ston, DarkForce, Aldebaran

Station Model Designers: Aldebaran, Tessius TiernFront, CzW

Room and Planet Designers: Aldebaran, SkyBlazer, CzW

NPC Model Designers: Jong, Aldebaran

Cockpit Designers: CzW, Aldebaran, DarkSaber (from the XWA Upgrade project), Silvik (from the TIE-Universe Mod).

FX Enhancement: Argh (of WoTS Mod and the XML ToolKit)

OpenSP: Created by Chips, modified by Argh for use with MP Mods without disrupting MP ability, modified for Freeworlds by Aldebaran.

System Creation: Aldebaran

Icons: Ston, Overfiend

Economy Team: Ston (leader), Struth, RogueWing, Monk, Tartan_Nutter, Abner

Rumours and News: Aldebaran, Hobbie, AdlerAugen, Telnor, HawkofStorms, MystacX, DarkForce, Zero, Stonl, FlameStrike, Ston

Commodity Infocards Writers: Aldebaran, Ston, CzW, Struth

Sound Files: TDJ, Zaphod (for the News Vendor sound)

While every effort has been made to ensure that the correct credit is given to those whose work has contributed to this mod, mistakes can happen. If you feel that you have not received credit for something that comes from yourself, please contact the development team so the mistake can be rectified.

2. Administration

Websites:

Freeworlds Development @ <http://www.phpbb.com/phpbb/index.php?mforum=fwt>
(Admins: Aldebaran, ZaccaR and CzW)

24/7 RP Server @ <http://rp.kurbaga.com> (Admins: Gumba, ZaccaR and Tartan Nutter)

24/7 USA Server @ <http://www.freeworlds.org> (Admin: Tessius)

Freeworlds-Fr @ <http://www.freeworlds-fr.com> (Admins: CzW, Obiwan, Dark

Quickos, Abner and Okin Solo)

Mod Coordinators
Aldebaran
Burnout
ZaccaR

3. Testers

There have been so many testers, we are bound to miss some of this list. However, those testers who were registered with the Freeworlds Development Forums at the time of the writing of this Readme include:

Overfiend, Telnor, Paul Dante, Hobbie, Ragamuffin, Kronus, Shelobeorn, Eric the Red, AlexScither, MystacX, Jadean, Abner, Obiwan, Revan-, Fitch, Nivido, Shadow, Spoofo, Apophis-AD, crimson, sim_son, Hecktor, Justin260, Han-Solo, Dark_Quickos (also responsible for hosting the French Test Server and the Test Files), thesaint, Zero, Cymru, Mike, DeMoNSpAwN, Rage, Equinox, Snake, Okin Solo, Obicrik Enobi, Zechs, Hallc, Klasser, raZor, Spade, CushionRide, Lancer, Thor's Hammer, 'slow', Priest, Dalan, Wedge, Gheist, Jedhyr, Weasel, Stonl, Chapow, Calon Darbac, Batfink, Kamikaze!!!, Thunder, Flamestrike, Scythe, Max, DMac134, Darksaint, Tolbr, RandallFlagg, Jer Brown, BrownG, Haddow, Zaphod, Yojinj, Knighthawk, Draxion, Counselior, Kampher, ChewieBacca, Grendelin, TIGER, Payne, Yggdrasil, Morkath, Bubb9, AdlerAugen, Xion, Raven_Tobin, Rage, Analogue and Solonite.

I have probably missed a few testers out somewhere along the line, for that I apologise. Thank you all for your hardwork in testing 1.66 ready for public release.

4. SPECIAL THANKS FOR THIS VERSION

Argh (THE Mod God)
Louva Derva (for his assistance in the new installation method)
Chips
Silvik - Tie Universe Mod
Dev - Tides of War Mod
Mjolnir
Non Compos Mentis (for his OpenSP version of 1.65)
Lancers Reactor: <http://www.lancersreactor.com/t/>
<http://www.darksaber.gaylenol.com/>
The 24/7 RP Server And Its Players
The 24/7 USA Server And Its Players
The Freeworlds-FR And Its Players
George Lucas, LucasArts & Activision
Microsoft Games & Digital Anvil
Freelancer Mod Manager

All other persons who have contributed to the mod in the past versions (1.65 and 1.64 credits appear at the bottom of this readme).

And off course, YOU, the fans of Freeworlds, a Star Wars TC for Freelancer, for whom this was built.

5. Notes about previous credits:

Freeworlds 1.66 draws on and uses (and in some places, enhances) models from previous versions of the Freeworlds mod from it's original conception to version 1.65. To the best of our knowledge, previous mod developers who have worked with Freeworlds have sought and gained the permission to use any models that are used in the mod but originate from sources outside of the mod development team and these models are continued to be gratefully used by Freeworlds in our attempts to produce

the best TC for Freelancer on the net.

We would like to make a special mention to apologise and thank Chroncidal Guy, the designer and maker of the New Republic fighter, the 'Seafire.' It appears that pervious attempts by past mod adminstration to get hold of him in regards to this model were not recieved, though the Seafire was included anyway. We would like to apologise that the past teams were unable to get hold of him prior to the Seafire's inclusion in past Freeworlds versions and thank him for his understanding in this matter and his permission and assistance with the continued inclusion of this model.

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VII: The old Freeworlds Prelude:

Prelude: The Imperial Parade

Staring down at the escape pod, you really disliked the fact that it belongs to you;

It didn't really hit you hard until this moment, no, not until you faced this life-saving piece of junk

that you realized the imperial parade has finally ended. Not that the empire was especially appealing,

but at least you were used to it, you knew the rules, and how to break them all. Strange, even though the parade is gone

but audiences that remains still going at each other throat, struggling to the front to have the best of whats coming.

You said yourself, "No doubt there will be another parade and doesn't matter who's running it,

its going to be one hell of a show".

You know the old saying that echo through out the eras: "May the force be with you". But the way of the galaxy is

no longer the same. Yet still, just like the old times, it is still a freeworld out there.

VIII. Old 1.65 Credits:

1. Technical

Script coders

Burnout

Katana

ZaccaR

RogueWing

Wasabe

Ship Modeller/Texture Artists/Designs

Tessius Tiernfront

Singion

Amnaroth

Ace_TX

Skystalker

Weapon Modeller/Effects

Wasabe

System Creation

Dragaan

Wasabe

Tartan Nutter

GUI Graphics

Katana

Information and Research

Tessius Tiernfront

Borga

2. Administration

Webmasters:

<http://www.free-worlds.com>

Server Admins

Singion: 24/7 UK Server

<http://usa.assassinsden.com>

Burnout: 24/7 USA Server

Mod Coordinators
Burnout
Singion
Wasabe

3. Contribution and Information Sites

Ship Contributors and URLs:

DarkSabre's X-Wing Station - <http://darksaber.gaylenol.com/>

Vince T's X-Wing HQ - <http://www.bluephantom.de/>

X-Wing Alliance Upgrade - <http://xwaupgrade.com/>

Flavids OPT Website - <http://www.newreris.com/Flavid/Index.htm>

Sci-Fi 3D - <http://scifi3d.theforce.net/default.asp>

Polaris Fleet Systems - <http://polarisfs.tripod.com/>

SWMA EH-Mirror - <http://xpi.org.uk/%7Eswma/archives/archives.htm>

NJOProject - <http://www.njoproject.com/>

Звёздный Воин (Star Warrior) - <http://starwarrior.theforce.ru/encycl/index.htm>

Jeff Russell's STARSHIP DIMENSIONS - <http://www.merzo.net/>

Czech Star Wars Universe Lonstvo, Pozemnh technika a Technologie -

<http://www.cswu.cz/shiptech/>

Duality - <http://www.crewoftwo.com/>

Anakin's Custom Jedi Starfighter - Neo_Knight/Zymotico. Zymotico did the model and skin

Jedi Knight Files - <http://jediknight2.filefront.com/>

4. SPECIAL THANKS

All The Free Worlds 1.65 Mod Testers - Cause There's Too Many of You To Name.

Chips

Dax Harrier

Firo

Silvik - Tie Universe Mod

Lancers Reactor: <http://www.lancersreactor.com/t/>

The 24/7 UK Server And Its Players

The 24/7 USA Server And Its Players

LucasArts & Activision

To All Those Other People Who Donated Ships To The Mod!

IX. Old 1.64 Credits:

1. Technical

Script coders	Ship Modeller/Texture Artists	Character
Modeller/Texture Artists		
c06balt	c06balt	c06balt
GAG	GAG	Duncan_10158
rapid	General_Trageton	
yedan	Porsche	
BigBoy	Sanic	
Chips	rapid	
Burnout	yedan	
ZaccaR	Jedi Master Wargreymon	
Wasabe		
Murgen		

Weapon Modeller/Effects	System Creation	Engine Effects
c06balt	GAG	c06balt
rapid	yedan	
	BigBoy	
	Burnout	
	ZaccaR	
	Tartan Nutter	
GUI Graphics	Information and Research	Music
c06balt	Datadriod	anorakman
GAG	Leywalker	
Katana	Siddious	
	Cmdr Vessery	

2. Administration

Webmasters:	Server Admins
http://www.free-worlds.com	Singion: 24/7 UK Server
bramcor	Burnout: 24/7 USA Server
osc	

<http://usa.assassinsden.com>
Burnout

Mod Coordinators
c06balt
GAG
rapid
BigBoy
Larlin
Burnout