

TravMerge – Space Sim

TravMerge – Traveller SimMerge

My thoughts about developing a space sim based on Traveller using [Simerge](#). This is the games description from the [About-page](#):

Simerge is a space simulation project of mixed genre. I'm going to create a space game which should be a combination of elements from "X3 Reunion" and "EOC: Independance War 2". In a few words, the gameplay will be mainly oriented on tactical, economy and combat elements. Additionally there is 1st/3rd person walking inside and outside.

Features and known Information

- Seamless planet to orbit flight.
- 1st and 3rd person character avaters.
- Walking in station, on ships, on planets.
- Singleplayer only.
- Tactical and trade systems.
- Last update to code 3+ years old.

Moddability

Well ships use 3D Game Studios WMB file format. This is a commercial engine (Pro version costs in excess of 500 bucks, commercial is tagged at close to 200 bucks), which is a show stopper for simerge and my plans.

Whether simerge engine could handle obj/mtl files, or collada, remains to be evaluated, but my first guess is no (without solid programming skills). So... bad luck for me and back to [Pioneer](#).

Character

Character models are in [CAL3D](#) format, which defines model,

skeleton and animation of a character. There is a [Blender2CAL3D-Exporter](#) for Blender 2.6x available. The character animation system is moddable.

Multiplayer

Not implemented or planned.

From the current information, I will not follow this approach any further.