EVO MAGMA: NOVA 1.0

for EV Override for Nova, v1.0
released October 6, 2011

ABOUT THE PLUGIN

Orignally released by meowx in 2000, EVO: MAG-MA is a complete overhaul for the sounds and graphics for EV Override, giving the game a darker, grittier feel. Now this great plug-in has been ported to EV Nova, featuring all new ship, weapon, outfit, interface, and planet graphics, as well as new sounds and music!

ABOUT THE PORT

The original author, meowx, released separate versions of MAGMA for EV Override and Escape Velocity in 2000 and 2001. The graphics may be grainy by today's standards, but they are still a vast improvement over the bland, flat sprites of the original game.

CapnRobinson originally ported EV: MAGMA to EV Nova in 2008 under the title "EV MAGMA for Nova v1.1". This is a similar port of EVO: MAGMA, including all of the features that made the original plug-in one of the all-time most popular mods for EV: Override.

INSTALLATION

FOR MAC:

1. Make sure you have the latest version of EV Override for Nova and are running EV Nova 1.1.0 or higher.

2. Navigate to the "Plug-Ins" folder for your install of EV Override for Nova, which is located in your user folder under:

   Library/Application Support/EV Nova/ EV Override for Nova/Plug-Ins

3. Drop the following files into your "Plug-Ins" folder:

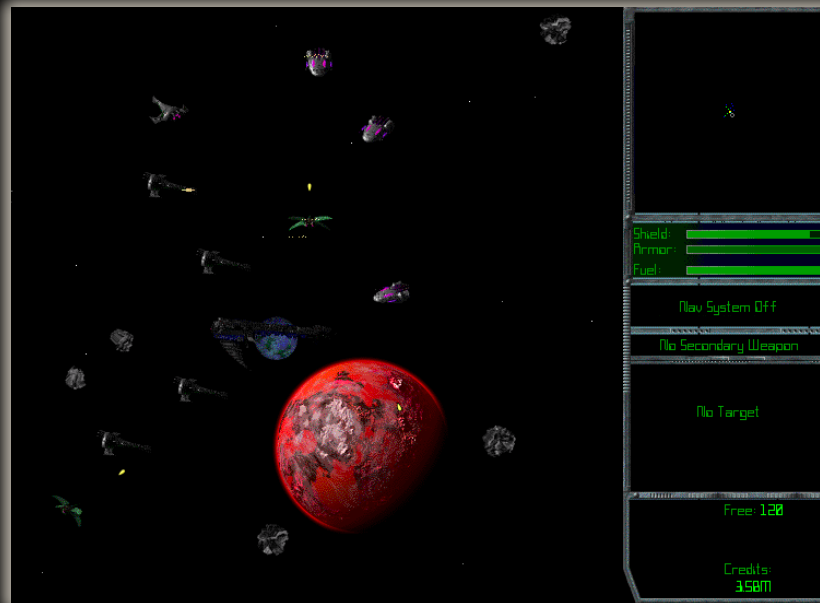   • EVO MAGMA Nova 1.0
   • Nova Music.mp3

FOR WINDOWS:

1. Make sure you have the latest version of EV Override for Nova and are running EV Nova 1.0.1 or higher.

2. Navigate to the "Plug-Ins" folder for your install of EV Override for Nova, which is located under:

   C:\\Program Files (x86)\EV Nova\ Nova Plug-ins\

3. Drop the following files into your "Plug-Ins" folder:

   • EVO MAGMA Nova 1.0.rez
   • Nova Music.mp3

TROUBLESHOOTING

If you have any problems with the plug, please email me at:

   and.christen@gmail.com

VERSION HISTORY

v1.0: Converted original PICT graphics to rleDs. Converted title track to mp3. Modified original interface graphics for display in EV Nova.

CREDITS

All credit goes to the original author, meowx (www.modenstudios.com) for the hard work of creating the original plug-in!

Ported to EV Override for Nova by CapnRobinson. (www.andrewtc.com)

Ported to EV Nova using MissionComputer and EnRLE, by David Arthur (davidarthur.evula. net/). Ported to Windows using Mac Plug-in Convertor X.

Game data ported to Nova using SpacePort, by Inferno Studios (www.evula.org/infernostu-dios/).