

1st Fallschirmjäger Division Recruiting Information Package



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INTRODUCTION



So, you're thinking of joining the famous Fallschirmjägers, or you've just joined, eh?

Welcome, if you've just joined, and Good Luck if you're thinking of applying to join.

This is an information package on the community, for new and aspiring members, to tell you what we're on about, and to provide you with more detailed information than is directly available on our website at http://www.1fjd.org/fjd_web/.

The 1st Fallschirmjäger Division community is a group of online gamers from all over the world, who have joined together to share enjoy a common interest.

We were formed in mid 2004, by Kooldawg and Drozdov, who got together as mates and did some pretty judicious recruiting to assemble the basis of what has proven to be a great community to belong to. It grew rapidly to about 20 members in no time at all, and we quickly got a reputation around the traps with other players that we were a good bunch of fellas, out to have a good time, but not to be trifled with. For the first year, the common interest was playing Hidden and Dangerous 2 and the Sabre Squadron add-on, which we shared with great enthusiasm. Since then the interests of members have spread across a range of other games, and continues to evolve.

When you first see this package it seems like there is a lot of stuff to do in joining the 1FJD, but it's not that difficult really and well worth doing.

If you are interested in joining our community, please put your application in via the form available through the [Recruiting](http://www.1fjd.org/fjd_web/recruiting.html) page on our website at http://www.1fjd.org/fjd_web/recruiting.html. Give us the basic information about yourself that is requested, including why you would to join the [1FJD] - VERY IMPORTANT.

A member will contact you and run a short evaluation process, and unless you're a mad, useless, incompetent, abusive, non-compliant, non-conformist, and racist delinquent - you'll have a fair chance of getting in. We all got in because we're not racist. Most of us are either mad, useless, incompetent, abusive, non-compliant, or non-conformist - we're just not all of those things (well, most of us aren't). The evaluation will probably take a couple of weeks, during which you will meet up with our members on TeamSpeak and MSN so we can assess how well you will fit into the community.

EXPECTATIONS OF OUR MEMBERS

Our expectations of members of the 1st Fallschirmjäger Division community are relatively few, easy to meet, and are designed to ensure maximum enjoyment of being in the community, for all.

Our expectations relate to participation and behaviour:

Participation



We expect that all members will actively participate in community activities. We like to have active members, who contribute to forum discussions, talk with others on MSN and Teamspeak, and best of all - play alongside and have fun with your community mates.

We recognise that some people have more time available than others, and there will be periods where members, for whatever reason, may go “On Leave” and not participate at all. On those occasions, we appreciate being informed that you’re going to be absent, so we don’t have to wonder whether you’ve left the community permanently without informing us. Just a normal courtesy really. A post on our forum (at <http://www.1fjd.org/phpBB2/index.php>) is the easiest means of letting everyone know.

Behaviour

We have some behaviour rules, and they relate to posting on our forum and to how we play game (see our Rules of Engagement in http://www.1fjd.org/fjd_web/aboutus.html). Pretty basic stuff really - based on courtesy and consideration for others and having fun.

REQUIREMENTS

Our requirements for people in the community are set out on our [Recruiting](#) web page and below for your information.

Selection Criteria

The criteria for consideration for selection to join the 1st Fallschirmjäger Division Community are as set out below and should be addressed in your application.



- An enthusiasm for playing online games
- An enthusiasm for making new friends
- Courtesy to other players

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- A sense of humour
- A very thick skin
- A willingness to participate in Community activities

There are a couple of other requirements we like members to meet:

Registration on our Forum

All members should register themselves on our forum (at <http://www.1fjd.org/phpBB2/index.php>). It's the best means of disseminating information to other members, and it's a good place to get to know each other and to participate. There are some good discussions, and it's a place to go and get help on any topic.



MSN and Email

When you register on our Forum, please give us your MSN address, so our members can add you to their contact lists.

You can use Windows Messenger for MSN, which should be available through Windows on your computer already, or you can download MSN Messenger (which has a few more features) from the [MSN Messenger](#) site. It is worth noting that if you have Windows Messenger and install MSN Messenger, the latter does not overwrite Windows Messenger, and your Windows Messenger shortcuts do not activate MSN Messenger. You will need to set up a separate shortcut to MSN Messenger.

Email addresses are kept within the Community and not given out to others, though you are obviously free give out your own address to anyone at any time. Don't give out others without their express permission.

TeamSpeak

The [1FJD] uses TeamSpeak as our main means of communications. TeamSpeak can be downloaded for free from GoTeamSpeak.com.

When you install TeamSpeak, we will help you join the server we mainly use, which is run by our very good friends in the Hippo Community.

You don't have to have a microphone to use TeamSpeak, although we would prefer that you do have one. If you don't have one, or can't use it for whatever reason, you can still listen in on the conversations, and use the T or Y keys to talk to the rest of the community games.

TeamSpeak operates best with a stereo headphone/microphone setup so that feedback through the mike is minimised. If you haven't got headphones, then check your microphone settings to compensate for being used with speakers. It also helps to maximise your microphone sensitivity.

Key operated microphones are preferred to voice activation, unless you don't giggle, laugh or swear a lot during games. We don't necessarily want to hear absolutely everything that is going on in your house. And after some bad experiences we've had in the past, don't let your Mum near the mike when you are on TeamSpeak.

Members will help you with the setup if you have problems.

TeamSpeak protocol

It is very important that you observe a few simple courtesies when using TeamSpeak. Treat it as you would talking to your friends on the phone and you can't go wrong. Always introduce yourself when you log in so that people know who has entered, and offer a farewell when you leave. Often, people on TS are engaged in a game and can't see the connection list without leaving the game to know who is entering and leaving. Besides, it's just downright good manners.

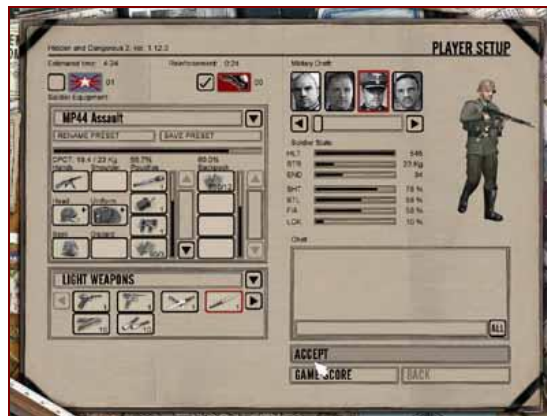
Please refrain from using offensive language excessively on TS as some of the members are quite young, and some others do get offended.

Biography

We need a few paragraphs on you for inclusion as your biography on our [Members](#) web page. Preferably humorous, it certainly doesn't have to bear much relation to reality. Tell us about your favourite weapons, maps, and your other likes and dislikes. We also like to know which country you want to "represent" and when our web graphics are updated, we'll include your country's flag against your name on your popup. You can send your bio to \$tratocaster by PM or [Email](#).

Self portrait

We need a self portrait of you for inclusion on member popup page. To do this, we need a screenshot of you. If you want a HD2 piccy used, then do it from the equipment loadout screen. Our brilliant webmaster and graphics manipulator (\$tratocaster) will strip you from the crappy background, and place you in a war zone on the Members page, looking like you're doing something more useful than pirouettes.



The screenshot you send to [Stratocaster](#), preferably by EMail, should be a high quality jpg file, that looks like so:

Send the original screenshot - don't do anything to it so you have to resave, as jpg files are lossy and lose quality every time they are resaved. If you want to look like a furry blob (a wombat), then ignore this advice.

Alternatively, you can pose yourself in game and get someone else to take a screenshot of your character - from the front of course. Do not resize the picture. This should then be sent to [Stratocaster](#), who will resize your picture if necessary.

For information on how to take screenshots, and how to post pics on our Forum, [Taking Screenshots and Posting Pictures](#).

Courtesy when absent



We like to keep the community active, and occasionally Members will have to vanish from activities for a while, for a whole range of personal reasons. If you do, please let someone know that you'll be absent, and give us an idea for how long. A post on the Forum is the best way to do it. It's a courtesy thing, and saves us from kicking you out of the Community for apparently losing interest in being a participating member.

Being AWOL is a Court Martial offence, possibly meaning a Discharge.

Multiple memberships

We prefer members to only be a member of one gaming community unless there is a very good reason. Clearly this is largely a trust issue as we all play this game for fun.

Your name

If you become a member of the [1FJD], you can play with whatever name you choose, so long as it is not the same as any other known player. However, you should prefix the name with the tag [1FJD] with a single space between the tag and your name. For example, if you want to play as Grenade, then your profile should be modified to read as [1FJD] Grenade.

HD2 Sabre Squadron limits the number of characters in your name to 16 if you change it through the Profile menu in the game. However, find your profile folder(s) under C:/Program Files/Illusion Softworks/Hidden & Dangerous 2/Players Profiles/ then you can rename any profile folder with exactly the name you want. You can change an existing folder, or if you would like a new one for your community activities, you can copy and paste an existing folder and then rename it to whatever you like. When you next play the game, find the new profile from the Profiles menu in the game, and you are away.

Overuse of capitals in names is frowned upon.

OTHER INFORMATION

Taking Screenshots and Posting Pictures

Posting

To post a pic on the Forum, it needs to be placed on an image hosting site, and the URL linking to the hosted image inserted in the post as follows:

[img]URL[/img]



Hosting

[Image Shack](#) provides a very good free image hosting service. Go to the site, and browse your PC for the pic, then Press “Host it!”. Then copy the appropriate link address that Image Shack returns, into your post. Voila!!

If you do a lot of pic posting, it pays to register on Image Shack, as that allows you to manage your database of hosted pics online.

Pic sizes

You should make sure your **pic sizes are no wider than 750 pixels** so that they don't stretch the thread width beyond the average screen and printer width and people then need slider to read the text in the thread. Not everyone has a large screen, so we need to respect that.

You should also make sure the hosted picture file size is as small as possible, so that it minimises any slowing down of page loading. Image Shack sets a file limit, but most pics can be a lot less than this without any noticeable loss of quality on a screen.

Taking screenshots

The simplest way to take a screenie, is to hit the PrtScrn button. That stores a pic of your screen shot into your clipboard. To use the pic, you then have to drop it into some sort of imaging software and save it to your drive. Most people have access to Microsoft Photo Editor, or Microsoft Paint, as they come with Windows, but it's preferable to have access to more sophisticated software to allow picture sizing to be managed more easily (see [Resizing screenshots](#)).

Multiple screenshots

The BIG DRAWBACK with PrtScrn is that you can only take one pic at a time, each time you do it you overwrite the previous grab. That means that you have to keep dropping out of the game to save your screenie. There are a lot of freeware screengrabbers on the web that can overcome this problem. Try [Fraps](#) or [Screengrab](#).

Resizing screenshots

Unprocessed screen shots normally reflect your screen resolution, and will usually be 1024 pixels wide or more. **Screenshots should not be hosted on our site without processing to reduce the size below a width of 750 pixels.** It makes the thread too wide for most viewers to see without using the horizontal slider, which is a pain, and not necessary. 750 pixel wide screenies look good.

There are several ways to do this. I use Adobe PhotoShop with a simple resizing capability, but you can use Microsoft Paint if you don't have more sophisticated imaging software. Open the file in Paint and press Ctrl+W and select 60% for horizontal and vertical resizing. Then resave the file. How easy is that!!

XFire

Installation of the free [XFire](#) download provides a means of finding members who are online and playing, provides a chat facility similar to MSN, and a range of other features. You can launch HD2 from XFire and it keeps a log of your playing times (for all supported games as well as HD2). This is a useful optional utility, whose usefulness is dependent on the extent of use by members.

