

## Nov 24<sup>th</sup>, 2019 (Rc1):

- **Campaign balancing is final!** We will not be nerfing or buffing any contracts or tour points!
- Added numerous new maps and missions, bringing the total count to **98** missions (**27** intermediate, **57** advanced, **14** expert).
- Updated numerous maps and missions. See the following thread for detailed changelogs: <https://steamcommunity.com/groups/potatomvservers/discussions/1/1637549649111830614/>
- Updated the nav on coastrock and skullcove to fix sentry busters prematurely detonating due to pathing problems to a sentry gun.
- Added **2 Japan**, **2 Singapore**, and **2 Australia servers** (4 for Asia, 2 for Oceania).
  - o They will be downsized to 1 Singapore and 1 Australia server if we don't get sufficient server donations.
- Added **4 Argentina servers** (for South America players).
  - o This server will be removed within a month or two if we don't get sufficient donations.
- The **gas passer** and **scorch shot** have been permanently banned from the campaign and from all future events for all difficulties. **If you do not agree to the bans, do not play on our servers.**
  - o We will not be adding any additional bans to our servers.
- Fixed a bug in Linux servers not correctly counting medigun medic kills.
- Fixed FastDL not serving newly added map files after it was started up.
- Added backup wave credits logging in case the campaign logic errors out for any reason.
- Fixed a rare crash related to uploading campaign records to the database server.
- Fixed servers sometimes failing to boot up after a map has been updated.
- Fixed broken upgrades being purchasable.
- The servers list has been compacted down to use less vertical screen space.
- Speedrun records are now collapsed and grouped by mission within a map (from expert to intermediate) to allow the user to click which mission's speedruns they want to see.
  - o Speedrun records are automatically expanded if a map has only one mission.
- Changed the tour table to sort by map name instead of mission name.

## Operation Madness vs Machines: Changelog History

- Fixed speedruns not being displayed for certain maps.
- Intermediate mode missions now appear on the speedruns page (originally was expert/adv only).
- Changed /breakdown to /medals and /progress to /tour on the website (the old urls are still backwards compatible).
- Fixed leaderboards rankings being incorrectly calculated. (Credit to **theAgamer11.**)
- The full number of tour points is now displayed on the medals page instead of stopping at 100. (Suggestion by **Zeugziummy.**)
- Fixed a progress reporting bug that caused campaign records to be duplicated when servers reports to the database while the database is undergoing its midnight integrity check.
- Fixed contract percentages being rounded up instead of floored down.
- Added a **Compendium of Completionists** page to honor players who beat all the missions of a difficulty and/or the entire tour.
- The servers list now indicates medieval maps with crossed sword icon next to the map's name. (Suggestion by **Zeugziummy.**)
- The servers list now indicates which servers are playing missions you have already completed with a green bar on the sides. (Suggestion by **Zeugziummy.**)
- Implemented nasty hacks to speed up database midnight integrity checks by 2x.
- Implemented nasty hacks to compress database memory usage by 2x (without sacrificing speed).
- Reduced the database server's memory consumption during the midnight integrity check.
- Fixed Extra Life donations not being reported to the database server.
- Fixed a regression from Compendium of Completionists that caused certain waves (often times the last wave of a mission) to not be recorded in real-time. (The infamous "last wave" bug.)
- Fixed a regression from database optimization that caused contracts to not increment in real-time.
- Added counters to the front page displaying the number of each medal distributed to players.
- Moved the charity donors' wall of fame to its own page to speed up loading the charity page.
- **Global campaign stats will come at a later date (we do not have a date in mind).**

## Oct 4<sup>th</sup>, 2019 (Beta 8)

- **Added 12 EU servers and 12 more USA servers.**
  - o APAC (Asia Pacific) servers will come on Sunday morning (Tokyo time). We will be working on them all Saturday afternoon (Eastern Time).
- Updated **Brugge**:
  - o Fixed a case of sentries being able to be built on top of a van
  - o Fixed a few sets of prop having incorrect fade distances
  - o Updated some out of bounds detailing
  - o Fixed mini billboard
- Updated some missions (minor changes).
  - o **Goldrush** (*Goldpit Adv*) – Fixed sentry busters being stunned by the gate.
  - o **Bandwidth Beatdown** (*Steep Adv*) – Minor bot changes
  - o **Flash Flood Flurry** (*Downpour Int*) – Changed some wavespawns to support limited.
  - o **Sketchy Swing** (*Casino City Adv*) – Attempted to fix the tank sinking into the hatch.
  - o **Midnight Gambling** (*Casino City Int*) – Minor changes.
- Rolled back **Waterlogged** to rc4g (from rc5) due to a regression on how gate B operates.
- Tour point rewards per mission have been reduced by 2.
  - o We know that some people think even with this reduction it's too easy to get 100 tour points, but we decided not to reduce the weighting any further. **This change is final.**
- Fixed the Concheror contract counting healing even when the soldier's health is full. The Concheror contract has been completely reset to remove the overly-inflated data.
- Fixed the sniper headshot contract not counting headshot kills for the Hitman's Heatmaker.
- Fixed contract progress percentage using standard rounding instead of flooring, which caused some contracts to show as 1% even though they were 0.501% completed.
- Completed missions now appear at the top of the tour table instead of the bottom.
- The Explode on Ignite upgrade is now banned entirely in the campaign, not just in expert mode. The gas passer accolade has also been removed.
- Changed some contract requirements. (See table on the next page.)
  - o Note that, **as per the instructions manual**, we reserve the right to increase contract requirements up to **Oct 31<sup>st</sup>, 2019** (our "warranty period").
  - o These requirements are subject to further increases/decreases as we collect more data.

Operation Madness vs Machines: Changelog History

Contract	Old	New	Difference
<b>All-Class</b>			
Bullet Sponge	5,000,000,000	1,250,000,000	-3,750,000,000 (-75%)
Holy Crit!	8,000,000	6,000,000	-2,000,000 (-25%)
Breaking Out The Big Guns	20,000	60,000	+40,000 (+200%)
Flawless Victory	10,000	50,000	+40,000 (+400%)
Canteen Crashers	800,000	400,000	-400,000 (-50%)
Extra Credit	100,000	125,000	+25,000 (+25%)
<b>Scout</b>			
Target Acquired!	250,000	600,000	+350,000 (+240%)
Too Slow!	250,000	70,000	-180,000 (-72%)
<b>Soldier</b>			
Hold The Line!	100,000,000	6,500,000	-93,500,000 (-93.5%)
Not So Fast!	100,000	25,000	-75,000 (-75%)
Flagbearer	500,000	250,000	-250,000 (-50%)
<b>Pyro</b>			
3 <sup>rd</sup> Degree Burns	2,000,000	3,550,000	+1,550,000 (+77.5%)
Firefighter	100,000	32,500	-67,500 (-67.5%)
Melted Metal	500,000,000	250,000,000	-250,000,000 (-50%)
Ashes to Ashes...	1,000,000	350,000	-650,000 (-65%)
I Spy...	100,000	14,500	-85,500 (-85.5%)
<b>Demoman</b>			
KA-BOOM!	100,000	35,000	-65,000 (-65%)
<b>Heavy</b>			
Sandvich Dispenser	100,000	15,000	-85,000 (-85%)
Immovable Object	1,000,000,000	250,000,000	-750,000,000 (-75%)
<b>Engineer</b>			
Time is Money!	100,000	30,000	-70,000 (-70%)
You Break It, I Fix It	1,000,000,000	125,000,000	-875,000,000 (-87.5%)
<b>Medic</b>			
I am BULLETPROOF!	5,000,000,000	800,000,000	-4,200,000,000 (-84%)
Sharing is Caring	100,000	17,000	-83,000 (-83%)
<b>Sniper</b>			
Most Valuable Sniper	1,000,000	2,000,000	+1,000,000 (+100%)
Golden Shower	2,000,000	50,000	-1,950,000 (-97.5%)
Bloody 12 Feet Tall	100,000	18,000	-82,000 (-82%)
An Apple a Day	250,000	60,000	-190,000 (-76%)
<b>Spy</b>			
Behind Enemy Lines	50,000	7,500	-42,500 (-85%)

## Oct 2<sup>nd</sup>, 2019 (Beta 7)

- **Canteen Crasher's rust medals have been distributed!** That campaign is now gone forever.
- **Donor and contest medals have been distributed!** We also distributed donor medals to some donors who forgot to include their steam account in their donations.
  - o If you donated but didn't get your medal(s), let us know ASAP. We are only going to get busier as time moves on so the earlier you tell us (when things are at infancy) the better.
- **We are keeping the public testing server alive during the entirety of MM.** The new testing server's port number is **27202**. Creators can continue to use it while the campaign runs.
  - o We plan on giving the website and contest infrastructure a massive overhaul to give more tools to creators. We don't have a date set yet on when this will happen.
- The EU server has been freshly reinstalled with all the default settings. We will carefully set it up for MM and hope that there will no longer be significant lag issues on those machines.
- Upgraded the CDN server to support complicated convoluted server patches with trivial effort.
- Updated the server donors list with all the donors up to Sept 30<sup>th</sup> 2019.
- Fixed banned players/cheaters not being thrown out of the contract records and leaderboards.
- Fixed the broken website preview image when potato.tf is linked in a chatroom.
- Updated the map and mission counts on the text preview when potato.tf is linked in a chatroom.
- The stats page has been removed from the hamburger menu for now (until we finish it).
- Renamed **Breakdown** to **Medals** on the hamburger menu to be more explicit.
- Added url paths **/medals** and **/tour** (synonymous to **/breakdown** and **/progress** respectively).
- Changed the player links on the leaderboards and hall of fame to display a hover menu linking to the player's steam profile, tour page, and medals page (instead of just linking their steam profile).
- Fixed the charity wall of fame not displaying donors who donated exactly \$10.00 USD.
- Re-processed all charity records on Extra Life to catch missed steamids and award them medals.
- Fixed a calculation error while applying accolade bonuses to the time victorious contract.

## Operation Madness vs Machines: Changelog History

- Fixed the leaderboard stats for the mission completion contracts stacking every few minutes.
- Fixed the player death contract counting dead ringer deaths as valid player deaths.
- Centered the list of chosen class icons on the server list (they were originally left-aligned).
- Fixed the asset pack button pointing to the Memes vs Machines asset pack.
- The asset pack now has a version number file to indicate which version the player has installed. The filename also contains the version number in it. (Requested by **Delta** and **LazyOne**.)
- Fixed Nuclear Winter (Doppler Expert) having the incorrect wave count on the tour page.
- Fixed the speedruns page filtering out expert missions instead of intermediate missions.
- Fixed a rare bug that prevented some icons from being added to the fastdl downloads table, thus erroneously causing a missing icon error on clients. (Credit to **Startacker!** for discovering it.)
- Added server-side detection to prevent clients from downloading icons that are already packed in the map, thus further improving players' downloading times.
- Optimized the SSL certificate renewal process to avoid the mess that is certificate expiration.
- Added some empty space below the contract leaderboards table for easier scrolling.
- Added a workaround to prevent a Sourcemod bug that causes linux servers to fail on startup.
- Added fallback logic to resolve donors' steam profile links even if the steam API is offline.
- Fixed the contract leaderboards not having players who have the same rank ordered by the amount of CP they contributed.
- Polished the server donors page to match the rest of the site's layout.
- **Global stats have been disabled for now. We will release them midway during the campaign once they have been debugged, tested, and polished.**
- We will work on creating asset packs for our past events (Titanium Tank, Canteen Crasher, Madness vs Machines) over the next month. **This will be the judges' homework.**

Currently we have 12 USA servers running the campaign. If nothing major pops up, we will launch 12 EU servers on Thursday, October 3<sup>rd</sup>.

Asian, Australian, and South American servers will arrive at the start of November, once we exit the beta.

## Sept 23<sup>rd</sup>, 2019 (Beta 6)

- **Canteen Crasher is now a thing of the past.** It was a lovely **13** months but it's time to move on.
  - o Please note that the rust medal distribution is **still backlogged** (by about 3600 medals). We will get them distributed as soon as the medal distribution limit is increased.
  - o We are not bringing back Canteen Crasher, ever. If you missed it, sorry.
  - o An asset pack of the Canteen Crasher missions will be made available later this year for those who wish to run the campaign rotation on their servers.
- Fixed a crash caused by stupidity in the global stats grinding logic.
- Fixed a crash caused by specifying a garbage steam ID on the tour page. (Credit to **Interrobang**.)
- Updated contract names and descriptions (again) after more bikeshedding.
- Changed jarate contract description to only count jarate bottle throws. (Sydney Sleeper does not count due to a Valve bug.)
- Optimized the loading speeds of steam avatars on the leaderboards.
- Upgraded the image quality of the maps in the **Mission of the Day** and **Hall of Fame** pages. The loading times have also been reduced (don't ask how this is possible).
- Added pictures of the two donor medals to the charity page.
- Updated [charity](#) and [campaign](#) information to the latest version of this event.
- Fixed broken links on the front page.
  - o **The asset pack link still points to the Memes vs Machines assets. We will fix that later.**
- **Global stats and contract stats are the only things we have left to do. We are working on them.**
- **Donor and contest medals will arrive on the next beta update.** We need to still check over everything while operating in debug mode before we can flip the switch to live mode.
- **The 3 contest servers will be removed in a few days. Download all the demos that you want to keep and get any important tests in before they are gone.**

## Sept 21<sup>st</sup>, 2019 (Beta 5)

- Added some more accepted contest submissions to the rotation (2 new maps and 2 new missions).
- Removed about 100 icon files to further reduce player fastdl times.
- Private servers will now display a lock icon instead of a join button to discourage people from joining them. The lock icon is still clickable and will prompt steam to ask for a password to join the server (which is useful if you know the password and need to join it).
- The servers list now displays icons on which classes are chosen by the players connected to it. (Requested by **Zeugziomy** in the Canteen Crasher feedback thread.)
- Fixed the medal server leaking ridiculous amounts of memory due to a Python bug.
- Fixed some missing creators from the creators' Wall of Fame page.
- Servers running the Mission of the Day are now highlighted in a light gray with a blue edge on the sides to make them easier to find.
- Added instructions/tips on how to properly use the servers list below the asset pack button.
- Removed CP progress and remaining stats from the completed contracts and added the date completed in place of them. (Requested by **Haltere White**.)
- Added charity donation instructions/details to the charity page (above the list of donors).
- Finished and polished the detailed contract page with the top 100 leaderboards. **The stats graphs are currently missing and will come at the next update.**
- The speedruns maps page now displays only maps that have at least one speedrun record.
- Changed url colors to be blue instead of the white so they are more obvious from the white text.
- Added privacy settings to toggle your visibility on the leaderboards. Click on your avatar on the top menu while logged in to view and change your privacy settings.
- Fixed a rare bug where a very long end-of-mission progress report was malformed due to an improperly-sized string buffer.
- **NOTE: The stats page does not exist at the moment. It will come at the next release.**

## Operation Madness vs Machines: Changelog History

- **NOTE: Some of the front page links are broken. We will fix them in the next release.** If anything else is broken, do let us know.

### Sept 15<sup>th</sup>, 2019: (Beta 4a)

- Fixed the website displaying 0 remaining progress on all contracts on fresh installation.
- Fixed the contract progress remaining counter incorrectly showing 0 for certain all-class contracts.
- Removed grayscaling on region flags on the servers list.
- Fixed a rare website crash caused by visiting the creators page.
- Removed links to steam profiles on the Mission of the Day display.
- The servers list now displays the difficulty of each mission and the difficulty text is color-coded (green = int, yellow = adv, red = exp).
- Clicking on a server region and/or difficulty will filter the server list by that region/difficulty. This can be stacked/combined to create a region + difficulty filter.
- Fixed a parsing bug on the contracts parser that broke the player's scoreboard on their breakdown page.
- Fixed map images breaking due to a space in their names.
- Fixed creators' names not being exactly centered.
- Polished region flags for the servers list.
- Updated some contract names, descriptions, and tips.

### Sept 14<sup>th</sup>, 2019: (Beta 4)

- Added the mission of the day (**MOTD**) feature to encourage players to (eventually) play every mission in the event.
  - o A random intermediate, advanced, and expert mission is chosen every day.
  - o A **15% accolade** is awarded to players who complete the MOTD from start to finish.
  - o The bonus can only be claimed once per day per mission.
  - o Assuming no interruptions to the database server, every mission is guaranteed to be chosen as the mission of the day at least once a month.
- Admins can now bypass the expert mode requirement check for spectating purposes.

## Operation Madness vs Machines: Changelog History

- Fixed speedrun logic not reporting the server number to the database server.
- Uploaded new database server.
- Uploaded new medal server (running in simulation mode – no medals are actually given out).
- Uploaded new beta website, which you can view here: <http://potato.tf:27800>
- All players' progress have been erased so people can more easily view the contracts progressing.
  - o Currently, all contracts are set at **0.1%** of their original requirements. We would like to see how long it takes for the beta testing team to complete the full campaign this way.
- Added more accepted submissions to the server rotation.
- Please report all bugs to the **steam group chat** or [the official bug thread](#). **Bugs reported elsewhere will be ignored.**
- **Known issue:** The time victorious contract is buggy because of a unit calculation error. Ignore that contract for now. We will look into it over the next few days.

### Aug 25<sup>th</sup>, 2019: (Beta 3a)

- Fixed the tank racing off faster than the speed of light after the gate is captured on hillside.
- Removed an engineer nest on teien that causes giants to be stuck when they use its teleporter.
- Fixed the forwards upgrades station not re-enabling after a wave failure on certain maps.
- Fixed the slow download kicker kicking admins sitting on spectator.
- Fixed an error caused by players (notably their sentry guns) damaging bots in their spawnroom right as they spawn but before their spawnroom invulnerability kicks in (Valve bug).
- Improved the garbage collection logic for the damage contracts to keep memory usage low.
- Removed the (now useless) debug messages for the damage contracts.
- Fixed an exploit where cash pickups are double-counted if money from the previous wave is collected the instant the next wave begins.

## Aug 24<sup>th</sup>, 2019: (Beta 3)

- Fixed sentry buster friendly fire granting contract progress to robots.
- Fixed bots earning accolades due to the above bug.
- Fixed the progress report being malformed by stats earned by bots or unauthorized clients (e.g. if steam is down).
- Fixed time victorious appearing on the progress report with a value of 0.
- Fixed some bugs with server logging.
- Fixed the tank accolade not being properly rewarded due to a Valve error.
- Fixed an error caused by the huolong heatmaker triggering damage to all players and bots on the server (including unspawned robots) while revved up.
- Fixed wave completion and flawless mission completions not gaining accolade bonuses due to a misplaced function call.
- Fixed the score and cash contracts not incrementing for money picked up at the end of the last wave being beaten if not all the money is collected by the time the mission restarts.
- Increased the mission victory time interval before the mission is restarted from 15 to 20 seconds.
- Added mvm\_frostwynd to the client-side texture bug workaround logic to reduce the likelihood of players seeing missing textures between maps that share the same models.
- Installed a beta database server that will record campaign progress from the beta servers in real time. **We will need people to “seed” the database with progress reports to make developing and debugging the website easier.** The more data we can get the better.
  - o Please complete at least **10 games across all 3 difficulties using all 9 classes**. The more “scrambled” data (highly entropic data) we get, the more corner cases we’ll catch.
  - o Please also try to complete the games using every **unique** weapon in the game (**excluding reskins**) if possible so we can check if arcane weapons (like the huolong heatmaker) will break any of our contracts logic. Use intermediate mode for trash gear.
- (*Beta only*) Added a watchdog to check the server for memory leaks over time.

### **Aug 22<sup>nd</sup>, 2019: (Beta 2a)**

- Fixed two memory leaks.
- Fixed rare error caused by the damage contract.
- Fixed the expert mode deadlock logic erroneously triggering on a map with only intermediate and expert missions.
- Fixed the expert mode logic printing the expert mode warning more than once.

### **Aug 21<sup>st</sup>, 2019: (Beta 2)**

- Fixed time victorious printing wrong times for everybody on the first wave after a fresh map load.
- Fixed the flawless mission completion contract awarding to players who were not present for the entire mission.
- Fixed the server lagging horribly due to a garbage collection error.
- Fixed tank kills not awarding the contract when the final killing blow was dealt by a non-player.
- Fixed an incorrect progress string being used for the healing contract.
- Fixed an error caused by pushing a medic into a death pit.
- Fixed the medic kills contract erroneously incrementing on combat medics (e.g. syringe gun, crossbow, or melee medics).
- Fixed the slow download kicker kicking admins out of spectator.
- Fixed contract progress sometimes adding negative numbers to player sums (credit to **Crinitus**).
- Fixed erroneous sentry buster contract logic (credit to **Crinitus**).
- Fixed typo in welcome message (credit to **theAgamer11**).
- Fixed the expert mode logic nagging players with the expert mode warning on every wave failure (credit to **theAgamer11**).
- Removed printouts of the feedback plugin to reduce chat spam (credit to **theAgamer11**).

## Operation Madness vs Machines: Changelog History

- *(Beta-only fix)* Fixed the password clearing out when everyone leaves the server. *(This will be removed on release.)*
- *(Beta-only fix)* Pre-judges and judges now have full admin on the beta servers. *(This will be removed on release.)*

### **Aug 19<sup>th</sup>, 2019: (Beta 1)**

- Released the beta (without a database and website).