



The Official e-Store of Shrapnel Games

This Month's Specials

War Plan Pacific- Save \$6.00  
winSPWW2- Save \$6.00

**Main Menu**

- Home
- Our Games
- Our Store
- News
- Customer Support

**Latest News**

Welcome The New Year With A New Approaching Infinity Upgrade!

Refit Approaching Infinity With The New Version 1.2 Update!

Coming May 30-31: The International Roguelike Developers Conference (US) 2015

Available Now, 2015 winSPWW2 and winSPMBT Upgrades to the Upgrades!

Available Now, The 2015 winSPWW2 And winSPMBT Upgrades!

**Forum Notices**

Happy New Year!

Wishing you the best in 2016.

[.com.munity Forums](#) > [The Camo Workshop](#) > [WinSPWW2](#)  
**Question: How Did the SSI to The Camo Workshop Come to Be?**

User Name   Remember Me?  
 Password

[Register](#)   [Forum Rules](#)   [Chat](#)   [All Albums](#)   [FAQ](#)   [Members List](#)   [Today's Posts](#)   [Search](#)

**Notices**

[Order winSPWW2 here.](#)  
Do you own this game? [Write a review](#) and let others know how you like it.

Page 1 of 2   [1](#)   [2](#)   [>](#)

[Thread Tools](#)   [Display Modes](#)

March 22nd, 2015, 08:34 AM

#1

[davidshq](#) Offline  
Private

Join Date: Mar 2015  
Posts: 5  
Thanks: 6  
Thanked 1 Time in 1 Post

**How Did the SSI to The Camo Workshop Come to Be?**

Hi,

This is kind of an arcane question, but, how did the transfer of SSI source code from SSI to The Camo Workshop come to be? And how did there come to be two branches of SP? That from The Camo Workshop and that from Matrix Games?

I'm just an inquisitive fella. 😊

Dave

**The Following User Says Thank You to davidshq For This Useful Post:**

[Paderborn](#)

March 22nd, 2015, 12:28 PM

#2

[DRG](#) Offline  
National Security Advisor

Join Date: Mar 2005  
Location: GWN  
Posts: 7,582  
Thanks: 831  
Thanked 1,245 Times in 634 Posts

**Re: How Did the SSI to The Camo Workshop Come to Be?**

The only way to answer that completely gets me discussing issues that are 15 years in the past and serves little purpose at this time to do anything other than raise my blood pressure. if you have any skill at reading between the lines read the development history in the game guide.

The, short, clean, happy version is in the Fall of 1998 I started PBEMing SP2 with a guy in Italy named Piero Angeli . This was the post SP3 disappointment and we started discussing how it would be nice to play the 50 meter hex WW2 with the added features like the extra units and the better artillery routine..... months past, a few others named in the GG joined in , work was done..... the World Cup interfered then was over and eventually in August 1998 Andy joined us to sort out the OOB..... he had created MOBHack and was familiar with what we needed ( and WE ALL THOUGHT THIS WOULD LAST 6 MONTHS AND BE DONE .....CAN'T YOU JUST FEEL THE IRONY )

From there you can read the development history in the game guide. The first release SP2WW2 was an add on to SP2 with a Hex Edited EXE. In 1999 we co-shared the code ( but had no direct control over ) that had been aquaired by the Gamers Net with their staff. Long story short and I'm REALLY trying to be polite..... it wasn't a good "fit". We ( Andy and I ) knew where we wanted the game to go but other people had other ideas and after SPWW2 DOS Version 2.0 was released we were "told" that future development was going to be on the SP3 engine so we went from the originators to a side show and that was that.

Again... long story short there were "negotiations" and we ended up with un-fettered access to the SP2 code and Andy tucked into that like a terrier after a rabbit ( he had been an uncredited playtester for SP3 ) and that ended any secondary sources making changes we didn't want. EVERYTHING that had been coded or added into V2 was re-coded by Andy and that became Dos V2.2 then V3 was released in July 2000 with 15 leves of terrain and a HOST of other improvements then around that time.. not sure when but I think it was late fall but I could be wrong... "the other game" was released and we went our way and are still developing the game, and they went theirs and here we are today and we are about three weeks from releasing another upgrade to the game(s). ( because we decided we didn't have enough aggravation in our lives so we expanded SP to 92 nations and the date range to 2020 and created **SPMBT** )

**The Following 16 Users Say Thank You to DRG For This Useful Post:**

cbreedon, davidshq, halstein, IronDuke99, jivemi, KAreil, MarkSheppard, Oche, Paulus\_PAK, Pibwl, RAlfons, redcoat2, RightDeve, RVPERTVS, Steves308, void1984

March 22nd, 2015, 12:44 PM

#3

[davidshq](#) Offline  
Private

Join Date: Mar 2015  
Posts: 5  
Thanks: 6  
Thanked 1 Time in 1 Post

Re: How Did the SSI to The Camo Workshop Come to Be?

Thanks for the summary! I apologize, I didn't mean to raise any blood pressure levels! 🙏

Quote

March 28th, 2015, 06:39 PM

#4

[Pibwl](#) Offline  
Second Lieutenant

Join Date: Apr 2011  
Location: Poland  
Posts: 550  
Thanks: 28  
Thanked 130 Times in 112 Posts

Re: How Did the SSI to The Camo Workshop Come to Be?

Thanks for an interesting story. 👍

In the same 1998 I started to correct SP1 and SP2 OOBs and pictures on my own, and now I'm pestering Don... 😊

Quote

March 29th, 2015, 07:11 PM

#5

 [MarkSheppard](#) Offline  
First Lieutenant

Join Date: Jun 2005  
Posts: 691  
Thanks: 32  
Thanked 81 Times in 64 Posts

Re: How Did the SSI to The Camo Workshop Come to Be?

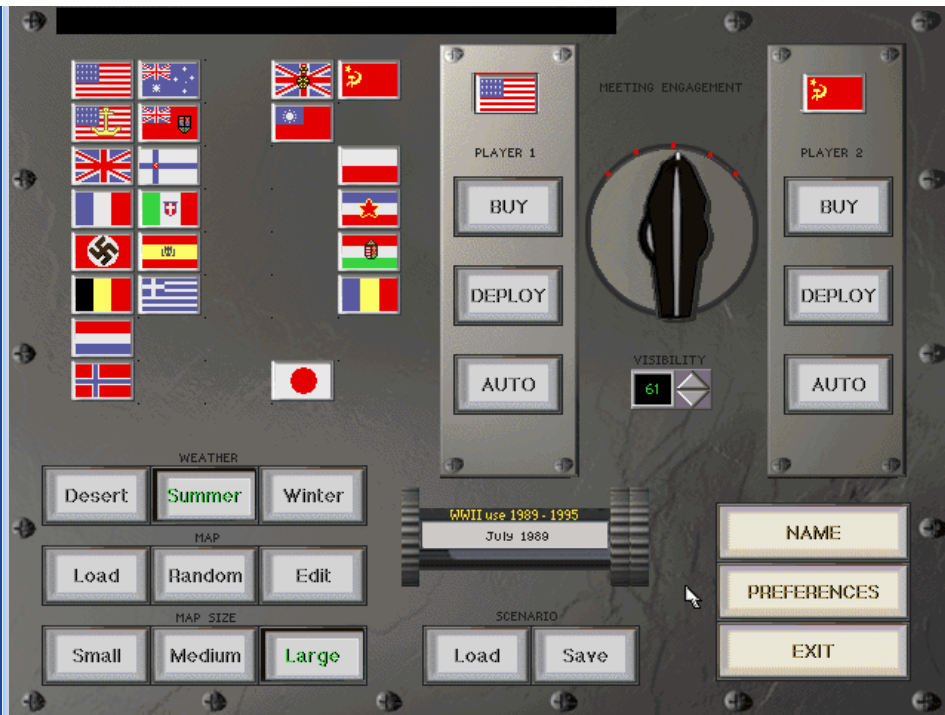
Through sleuthing, I managed to find a copy of the original SP2WW2 that started it all; and here goes:

⚠ This image has been resized. Click this bar to view the full image. The original image is sized 977x534.

### Steel Panthers 2 for World War II

Developed by: SP Camo Workshop, Wild Bill & the Raiders, The Gamers Net, and SSI.





No Campaigns, no nothing; just the "Raiders ride to work" scenario; and a near complete conversion of all the OB data from SP1 to SP2.

[Quote](#)

March 29th, 2015, 08:49 PM

#6

**DRG** Offline  
National Security Advisor

Join Date: Mar 2005  
Location: GWN  
Posts: 7,582  
Thanks: 831  
Thanked 1,245 Times in 634 Posts

Re: How Did the SSI to The Camo Workshop Come to Be?

It doesn't sound like much now but it let people play ww2 especially PBEM with the added units / formations of SP2 and the more advanced SP2 artillery routines and trust me **NOBODY and I mean NOBODY** expected to be **STILL** updating the game as a full windows version in 2015 with a couple dozen updates behind it..... that would have been crazy talk.. complete and utter insanity

Don

[Quote](#)

The Following 5 Users Say Thank You to DRG For This Useful Post:

[anlubue](#), [cbreedon](#), [ERISS](#), [mkr8683](#), [RAIfons](#)

April 2nd, 2015, 10:33 AM

#7

**ERISS** Offline  
Private

Join Date: Oct 2008  
Location: France  
Posts: 38  
Thanks: 2  
Thanked 14 Times in 4 Posts

Re: How Did the SSI to The Camo Workshop Come to Be?

Quote:

Originally Posted by **DRG**

**NOBODY** expected to be **STILL** updating the game as a full windows version in 2015 with a couple dozen updates behind it... that would have been crazy talk... complete and utter insanity  
Don



Thank for your madness



[Quote](#)

April 2nd, 2015, 07:36 PM

#8



**Paderborn** Offline  
Corporal

Join Date: Jul 2011  
Location: Mattawan, Michigan-USA  
Posts: 86  
Thanks: 52  
Thanked 10 Times in 7 Posts

Re: How Did the SSI to The Camo Workshop Come to Be?

Fascinating chronology of the battle-scarred path to the wonderful games we enjoy today in the form of winSPMBT and winSPWW2. As a reminder of what was, and thankfully what is no longer-I keep the various SSI games I've owned and played on

a bookshelf in line-of-sight of my game computer with the winSPMBT and CD winWWII game installations. Thank you guys for all you've done to make these games so enjoyable and equally important-playable!

Quote

The Following User Says Thank You to Paderborn For This Useful Post:

[cbreedon](#)

March 2nd, 2016, 09:02 PM

#9



**MarkSheppard** Offline  
First Lieutenant

Join Date: Jun 2005  
Posts: 691  
Thanks: 32  
Thanked 81 Times in 64 Posts

Re: How Did the SSI to The Camo Workshop Come to Be?

And before that; SPCAMO workshop got it's name from the repaints

SP2:

Original SSI Art:



SPCAMO Green SHP Repaint



Quote

March 2nd, 2016, 10:35 PM

#10

**DRG** **Offline**  
 National Security Advisor



Join Date: Mar 2005  
 Location: GWN  
 Posts: 7,582  
 Thanks: 831  
 Thanked 1,245 Times in 634 Posts

Re: How Did the SSI to The Camo Workshop Come to Be?

Crude now but a big change to the game at the time and I really started doing that as experiments to see how to work with the game palette and mapping the Icon locations for the ww2 changeover

Quote

Post Reply

Page 1 of 2 1 2 >

**Bookmarks**



**Tags**

[source code](#), [spwaw](#), [ssi](#), [winspww2](#)

« Previous Thread | Next Thread »

**Posting Rules**

You **may not** post new threads  
 You **may not** post replies  
 You **may not** post attachments  
 You **may not** edit your posts

BB code is **On**  
 Smilies are **On**  
 [IMG] code is **On**  
 HTML code is **On**

[Forum Rules](#)

Forum Jump  
 WinSPWW2 Go

All times are GMT -4. The time now is 09:45 PM.

[Contact Us](#) - [Shrapnel Games](#) - [Archive](#) - [Top](#)