

2007

Ultra Utility v3

Users Guide

Thank you for downloading Ultra Utility v3 (Beta 16). This manual will explain how to use Ultra Utility and what its capabilities are. Please note that Ultra Utility is still in beta stage and is therefore unfinished. Ultra Utility has been tested and should be bug-free, but if you happen to encounter bugs, post them on Ultra Utility's forum.



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Overview

First off, thank you for downloading Ultra Utility.

This section will give a 'short' summary of what Ultra Utility is all about.

General Information

Title: Ultra Utility

Version: v3 Beta 16

Author: BobaFett

Website: <http://ultra-utility.com> and <http://ultrautility.net.tc>*

About Ultra Utility

Note: the following text is meant to give you an idea what Ultra Utility is all about, it does not cover every single feature and detail.

Ultra Utility is a utility with many tools and features designed to enhance the gaming experience and providing new abilities.

Note: Ultra Utility, since it runs alongside Jedi Academy, needs a decent system to run properly. So trying to run it on older pc's or laptops may result in performance issues.

One of the primary components of Ultra Utility is its kill tracker. This system allows you to keep track of your kills, deaths and much more.

There are, of course, other kill trackers around, but none are as advanced as Ultra Utility's KT, as it keeps track of the players that killed you (or that you killed) with their 'KT profile', it tracks weapons used to kill/die, bots and humans are tracked separately, long names are supported, all languages are supported (the kill tracker is fully language independent, as it does not use console messages for the tracking), and even CTF stats are tracked. And of course you can set your own kill messages.

Now, not everyone likes kill trackers. Therefore the kill tracker is just a component of Ultra Utility and can therefore be turned off at will.

For the people that like special duel music, you can set a special song that should play once you enter a duel.

Next there is a media player, powered by FMOD, supporting many file formats (see features). This way you can listen to your favorite music while chopping up people with your lightsaber.

To make things more interesting, Ultra Utility provides an equalizer, several sound effects and the ability to change the playback speed to make the music sound better or just for the fun of it (chipmunks ^_^).

The media player supports multiple playlists so you can easily group your music and switch playlists on the fly in-game.

Ultra Utility uses the classical 'KT' command system, meaning it uses commands prefixed with ! (exclamation mark). Unlike normal KT's, Ultra Utility does not only support commands typed in chat, but also commands typed in the console!

Likewise, you can also bind UU commands or put them in scripts (.cfg), as they act like real JA commands.

*<http://ultrautility.net.tc> always redirects you to the real website (<http://ultra-utility.com>)

The command responses can be set to appear in the console, in private chat (sent to you) or public chat (not recommended unless you're sure the server admins don't mind)

A thorough list of commands can be found in the manual, or you can use !help for command information in-game.

One of Ultra Utility's special features, which is one of the things that makes it unique: The in-game menu.

This is a menu system that uses the console to display itself (by overriding it). In this menu you got access to predefined messages (so you don't have to waste keys), broadcast messages (ampsay messages, currently only JA+ is supported), emotes, rendering options (the things that do not appear in the options screen ^_^, including a few 'cheat-protected' settings), server info, player info (with homing system), media player info, download manager (to download specific files from the server, if the server allows downloads), a palette editor so you can change the RGBA combinations of the color code (this is client-side only though), player data monitor (so you can see your information such as health/armor, rewards (leftover from JK2, but they work!), inventory, weapons, force powers, position.. etc), and the JA-GPS (live position and movement information about yourself).

Starting the menu is done by pressing a hotkey (ctrl-numpad / by default). The menu itself is controlled using keys, every entry has a key linked to it, just press the key to perform a certain action (open a menu, display a message, change a setting, etc). Closing it can be done by pressing the X key (back) in the main menu or by pressing the hotkey again.

When the menu is closed, Ultra Utility will recover the console fully.

Next in line is the Favorite server list. This feature allows you to keep track of your favorite servers, see who's playing, check the server settings and join it on the fly at any time.

Further more it allows you to use rcon on any server in your list (of course, as long as you have the rcon password). Ultra Utility's rcon feature is the one of the only ones with support for 'multi-word passwords'.

Ultra Utility's game launcher lets you specify which mod to load on startup, and which server to connect to (if any), so you can be on any server you like with any mod pre-loaded on the fly!

Then there is a nice feature for people who run clans: the clan manager.

Now don't be fooled by the name, it is simply a place where you can store information about your clan, such as the server and website, ranks, members, clan wars (TFFA's), and more.

You can optionally export the clan manager info and share it with clan members (who also have Ultra Utility).

Ultra Utility also contains a minimizer (with resolution changing support!) which can be activated either by command (!mini) or by a hotkey.

Ultra Utility allows you to set hotkeys for certain tasks, such as the in-game menu and minimizer (as said above), but also for media operations (play/pause, stop, next, previous). This way you don't have to spam the !next and !prev commands to switch songs, but simply press the hotkey instead.

Furthermore you can make Ultra Utility remember stuff for you by setting reminders (it basically works like a note block), so you don't need to have pen and paper around if you need to write something down.

You can also set 'allies', which will be greeted when they enter the server you're in, and will get alternative kill messages (if specified).

For the people that modify maps (either using BSP editing techniques, or lugormod/makermmod), Ultra Utility provides many commands to make things easier.

Ultra Utility can show entity information (and a lot of it), list entities in the current snapshot (as well as the amount), search for entities using a certain model, effect or sound, or give info of the entity you're aiming at.

Furthermore Ultra Utility can be very helpful if you're trying to place brush entities, as it can calculate the origin you need to specify to move a certain bmodel (*xx) to its target location (with rotation optionally)

Ultra Utility allows you to change your chat messages, either by changing their color, or by applying a style to them (a prefix and suffix). So you can type in your preferred color (non-green) or add some fancy things to your chat messages. (Note: this only works for public chat messages and only if they're typed using the chatbox itself, /say commands are not styled)

Ultra Utility also provides a terminal so you can easily change the settings, check out your media info and view your KT stats on the fly using a UI plug-in (requires a pk3 which can be downloaded from the website)

And last but not least (in this summary) is the skinning system. If you like to give Ultra Utility a personal touch, you can change the looks of the main window using the skin creator, or download skins created by others.

This and more awaits you in Ultra Utility v3 (Beta 16)

Features

- Highly advanced kill tracker
 - Long name support
 - Support for every language, including mods (Language independent)
 - Does not rely on the console for its information, and can therefore not be faked
 - Weapon statistics are tracked
 - Kill stats for humans and bots are tracked separately
 - Suicides are tracked
 - Team kills and team deaths are tracked
 - Vehicle kills are tracked
 - Duels are tracked
 - Support for non-standard duel ends (duel separation, a player joins spec/disconnects, etc.)
 - CTF stats are tracked
 - Customizable kill messages, with support for ordinal numbers (xxth)
 - 3 Message modes: Off, Private chat and Public chat
 - Player stats are tracked and can easily be viewed, sorted, etc
 - Can be turned on and off at will
- Advanced media player
 - Formats supported: WAV, MP2, MP3, OGG, WMA, AAC, ASF, AIFF, MOD, S3M, XM, IT and MIDI
 - Supports the import of M3U, PLS and WLP playlists
 - 10-band equalizer with 18 presets
 - Support for multiple playlists
 - Add directories, with subdirectories included if you want (uses high-speed file scanner)
 - CD-player
 - Internet radio support
 - Zero-Latency Sound Effects: Pitch Shifter, Low pass, High pass, Reverb, Distortion, Echo, Flange and Chorus
 - Ability to change playback rate/frequency
 - Analysis (Oscillators, spectral analysis, volume meters and voice print)
- In-game menu system
 - Complete menu system featuring the following menus:
 - Messages
 - Broadcast messages (JA+ only at the moment)
 - Emotes (Base/JA+ only at the moment)
 - Team chat selector (JA+ only)
 - Profile selector
 - Rendering options - including:
 - Basic cg_ and r_ settings
 - Void color, white walls, global light, etc
 - Wireframe and normals (fully functional) – available unless the server denies the usage of them (see below)

- Ability to unlock camera commands (cg_thirdpersonxxxx commands)
 - Ability to unlock weather control (r_we)
 - And more..
 - Server Information
 - Player Information (+ homing system)
 - When using the homing system, the targeted player is highlighted to make him/her easier to see
 - Media player (+ overlay mode)
 - Palette editor
 - Download manager
 - Player data monitor
 - JA GPS
 - And custom menus which you can create yourself
- Displayed and operated in the console
- Operated by the A-Z keys
- Fully restores the old console state when closed
- Can be activated using a hotkey or a command
- Can be turned on and off at will
- Advanced command system
 - All commands use the classic ! (exclamation mark) prefix
 - Commands are fully registered in-game and can be used in the console, binds, scripts, etc.
 - Commands can be typed in chat (like classic kill trackers)
 - Commands work properly when using chatstyles (see below)
 - Response messages use a color scheme of 4 colors (which can be modified at will)
 - Command responses have 3 message modes: Console, Private chat and Public chat
 - Immune against faked commands (copying someone's name and typing a command)
- Favorite server list
 - Get server info easily (settings, players, allowed force-powers/weapons, etc)
 - Send RCON commands easily (password is remembered per server)
 - RCON supports 'multi-word' passes
 - Allows you to join a server on the fly with the right mod pre-loaded
 - Allows you to give server 'nicknames' so you can address them in-game using commands (to query or join)
 - You can add servers to the list in-game using commands (either the current server or with a specified IP)
- Clan manager
 - Write down information about your clan, the website, the server, etc
 - Keep track of members, clan wars (TFFA's), new promotions, new recruits and more
 - Export the clan manager data and share it with other Ultra Utility users in your clan
 - Protect the clan manager data against editing by setting a password (if you want to share it for example)

- **Duel Music**
 - Play your favorite tune while you're dueling
 - Can be to only play if you were already listening to music (in case you simply don't want to hear music for the time being)
 - Can be enabled and disabled in duel without mess-ups
- **Allies**
 - Create a list of allies (friends)
 - Set up a welcoming message for your allies/friends
 - Set up custom kill/death messages for allies/friends
- **Reminders**
 - Useful to store a message you want to remember, think of it as a notepad
- **Console monitor**
 - Console content display (fully colored)
 - Ability to send commands to the console
 - Lets you chat while your game is minimized With optional (UU): prefix so people know you're minimized
 - Ability to log the console to a file
- **Minimizer**
 - Lets you minimize Jedi Academy any time you like
 - If the desktop resolution differs from your game resolution, the minimize will automatically correct it (unless you tell it not to)
- **Jedi Academy Launcher**
 - Launch Jedi Academy on the fly
 - Preload any mod you like
 - Connect to any server instantly
 - Add your own custom command-line options
 - If you get to the launcher though the favorite server list, the mod and server IP will automatically be set properly
- **Hotkeys**
 - Set up hotkeys for:
 - In-game menu on/off
 - Ultra Utility on/off
 - Media commands (play/pause, stop, next song and previous song)
 - Minimizer
 - Terminal
- **Playtime tracker**
 - Keep track of the amount of time you've been playing Jedi Academy (with Ultra Utility running)
 - Comes with 2 counters, a global and a session counter, so you can track your playtime during a certain period without losing the overall count
- **Chat coloring and chat styles**
 - Chat coloring lets you chat in any color you wish (from ^0 to ^7)
 - Chat styles let you add prefixes and suffixes to your chat messages
 - Chat colors and chat styles are only applied on public chat that is spoken though the chat box (Y key by default), not messages said though the console or team/private chat (to prevent issues)
- **Entity information commands**

- Designed for map modders (BSP editing, lugormod and makermud users alike) and anyone else who's interested in entities
- List all entities (of a certain type)(within a certain range)
- Get extended information about a specific entity
- Locate entities by model, effect or sound
- Get a full listing of bmodels and their bounds and midpoints
- Handy bmodel origin calculation commands (just specify the bmodel and the position you want to move it to (and optionally the angle), and Ultra Utility will calculate the origin to specify)
- Get a listing of all shader remaps currently applied
- Ability to invoke a trace (check what you're aiming at) and get trace results (with surface info) and optionally entity info
- Terminal
 - UI Add-on (requires you to install a pk3 in order to be able to use it)
 - Lets you change Ultra Utility settings on the fly
 - Get a live view of media info
 - Get a listing of all your KT stats (human and bot stats)
 - Open the in-game menu with a single click
- HUD Add-ons
 - Lets you display information on-screen
 - Media Add-on:
 - Displays the current song, index, playlist, position, playback speed, equalizer settings, etc on screen
 - Kill Tracker Add-on:
 - Displays live KT stats on screen (both human and bot stats)
 - If you aim at a player, his KT profile will be shown (how many times you kill him/her, got killed by him/her, etc.)
 - Entities Add-on:
 - See the amount of entities in the current snapshot real-time
 - Get information of the entity you're aiming at (if any)
 - Get the aiming point coordinates and surface normals real-time
- Game integration system
 - Stealth console communication system
 - Messages sent to the console do not appear in the prompt (as it does with other similar programs)
 - No message sent will appear in the command history
 - Chat styling controller
 - Allows the chat coloring and styling (see below) to work without having to send keystrokes to the game
 - Snapshot processor
 - Enables Ultra Utility to get full snapshot and entity information, display entity information and it's used as the information source for the kill tracker
 - Com_Printf hook
 - Enables Ultra Utility to get the contents of the console with full color coding, allowing it to display full color coding in the console monitor and recover the console (after using the in-game menu) properly
 - Text overlay system

- Allows Ultra Utility to display text on screen (currently only used by the HUD Add-ons system)
- Command registration system
 - See 'Advanced command system' above
- Silent mode
 - While this mode is in effect, no messages are shown in public chat (native Ultra Utility messages that is). This also counts for the advertisement line, so if you wish to disable it, enable silent mode.
- Navigation system / Tracking device
 - Allows you to easily find certain locations using Ultra Utility's guidance system
 - Can be used to guide you to specified coordinates or to track the location of certain players
- Restriction system
 - Allows servers to block certain functions which can be abused
 - Works with 3 cvars set server-side (using the sets command)
 - Allows servers to restrict the following:
 - Hide the origin of certain specified models (origin gets shown as ???)
 - Hide the presence of 'hidden' players (no entity info available, and the homing device cannot target them)
 - Disable the use of Ultra Utility's tracking systems (navigation system and homing device)
 - Disallow 'wall-hax'-like rendering options (wireframe and normals)
 - Force Ultra Utility to use silent mode (even if the user has it disabled)
- SP Shield replacement
 - Lets you replace the MP shield (green shield bubble) by the SP variant (comparable to force absorb, graphically)
 - Only applies to protection bubbles, not damage
- JA+ crash fix
 - Ultra Utility automatically patches a 'bug' in Jedi Academy that often causes JA+ to crash shortly after joining a server (or after a map change)
- Get weather forecasts in-game
- Skinning system
 - Lets you create your own skins for Ultra Utility's main interface
 - Skins are to be created with the skin creator (included)
 - Skins can change the background image of the skin, the colors of the interface components and the hit zone locations: the drag bar (to drag the window around), minimize button and close button
 - Skins can be password protected to prevent them from being edited in the skin creator (these passes have no effect on Ultra Utility itself)
 - Ultra Utility contains a skin manager with a list of all installed skins (skins must be placed in the /skins directory) with live preview

System Requirements

In order to use Ultra Utility along-side Jedi Academy, you'll need a decent system in order to keep things going smoothly.

Recommended system specs:

Operating system: Windows 2000/XP/Vista*

CPU: 1.5 GHz+ Intel processor or equivalent

RAM: 256 MB minimal, 512 MB or 1 GB recommended

The rest of the specs are the same as Jedi Academy's specs, so if you can run JA, you can run Ultra Utility.

In order to run Ultra Utility you need to have the VB Runtimes installed. Normally the VB Runtimes are preinstalled on windows, but if you get errors about a missing 'msvbvm60.dll', download the runtimes: <http://www.microsoft.com/downloads/details.aspx?FamilyID=bf9a24f9-b5c5-48f4-8edd-cdf2d29a79d5&displaylang=en> and install them.

To prevent issues, keep the screen resolution above 800x600 (both on your desktop and in Jedi Academy).

It is not recommended to run Ultra Utility on a laptop as it can cause performance issues.

Ultra Utility is only compatible with Jedi Academy 1.01!

If you have Jedi Academy 1.00 you will have to get the update if you intend to use Ultra Utility.

Ultra Utility knows the difference between a server and a client and will not attach to a jump.exe server, but it is recommended you use jumpded.exe if you intend to host servers on your own PC.

*In order for Ultra Utility to run properly on Vista, you must run it as administrator. To do that, right-click on either the exe itself or a shortcut to it and choose 'Run as Administrator'. You can also go to properties to make it run as administrator by default.

How to use

Ultra Utility is quite simple in use. First off, start the program. Ultra Utility is not a JA mod but a standalone program, so you must run it in order to use it.

First off, I'll start using the following two abbreviations from now on:

UU: Ultra Utility

JA: Jedi Academy

Interface

When you start Ultra Utility you'll get the main interface. From this interface you can change settings, alter the configuration, get a summary of your kill tracker stats, get basic media info and controls and access other parts of Ultra Utility. The main interface is divided in 5 sections: Settings, Config, Kill Tracker, Media Player and Navigation which can be accessed through the top bar. The layout of this interface will be explained in detail later on.

Commands

Once you start Jedi Academy, Ultra Utility automatically hooks up to it. Inside Jedi Academy, you control Ultra Utility using commands. All commands are prefixed with a ! (exclamation mark). For a full list of commands, check the command reference section below. In-game, you can also use !help for command information.

There are 2 ways to enter commands. First off you can type them in chat (public chat only). You can type them with colors if you want to but not with anything else added to it (prefixes or suffixes) unless you're using chatstyles. Ultra Utility also registers its commands in Jedi Academy and you can therefore also type the commands in the console, bind them to keys or use them in scripts (vstr or .cfg's).

When you use a command, you usually (but not always) get a response, this can either signify success of a command, or an error. Where this message is displayed can be set with the Message mode setting, which can be either: console (display it in the console), private chat (sends a PM to yourself) or public chat (says it in public chat). Note that not everyone will appreciate it if you get all your responses to show in public chat. You can change this setting in the main interface (settings section) or by using the !msg command in-game.

A response message has this basic set up: Category – Message

The category specifies what kind of message you're dealing with, for example Media signifies the message is from Ultra Utility's media player, Error signifies something went wrong (the command couldn't do its work or you typed invalid arguments), also, you can occasionally get Syntax responses, this happens when you type a command without arguments that requires arguments. There are many different categories where messages can come from, but the important part is the message itself, not the category it comes from.

You can set a color scheme for the messages, consisting out of 4 colors: Category, Separator (the dash), normal text, and highlight text (emphasized words). You can set this to your own liking in the interface itself (Main interface -> config -> Message color scheme) or you can use the !colors command to change it while you're playing.

All commands are grouped in categories, to make them easier to find using !help or this manual. For a full listing of commands, check the command reference section in this manual.

Kill Tracker

This system allows you to keep track of your kills, deaths, suicides, duels, and much more in JA. By default, the kill tracker is activated and starts tracking. Every time you kill someone, or get killed, UU will create a kill message and display it. If and how the kill message is displayed, depends on the Kill Tracker messages setting, which can be either: off (don't display any messages), private (send a PM to the person involved) or public (display it to everyone). You can change this setting in the main interface (in the settings section) or by using !killmsg in-game. To change your kill messages, you'll have to access the Kill Tracker interface, to get there, do the following: Main interface -> Navigation -> Kill Tracker Statistics. You can optionally also get there by going to the Kill Tracker summary on the main interface, which also has the Kill Tracker Statistics button. In the Kill Tracker Statistics window, go to the messages tab and you'll be able to set your messages there. Messages can contain variables (prefixed with %) so you can make them dynamic depending on the situation. For example, you can put the name of the killer/victim in your message (with or without coloring), your total score, and more. Click on the variables button for a list of variables.

Ultra Utility's kill tracker gets its data straight from the server (UU detects EV_OBITUARY events coming from the server, the same events that cause kill messages to display in your console). Because of this, the kill tracker does not use the console and therefore, the size of your name doesn't matter (unlike other kill trackers, which can't track if your name is longer than 27 characters, excluding JAMTracker v3), it is fully language independent (so you can use any language you please or use modified kill messages) and you cannot fake kill messages by echoing them into the console (which often does work with other kill trackers).

Now, not everyone likes kill trackers. But Ultra Utility is not a kill tracker, it contains one. Therefore, you can turn it off easily without affecting the rest of it. So if you don't like using a kill tracker, just turn it off in the main interface (settings section) or use !ktpower in-game to toggle it.

Ultra Utility lets you specify duel music (Main interface -> Navigation -> Duel Music), so you can listen to your favorite 'duel-track' while dueling.

Duel music works even if the Kill Tracker itself is disabled. You can always turn off duel music through the interface or by using the !duelmusic command.

Media Player

The media player (Powered by FMOD Ex 4.04 and Windows Media Player) lets you play your favorite music in and out of your game. It can be controlled through the interface, in-game using commands, and via hotkeys. Therefore you can basically use it as a real media player even if you're not playing JA. The media player many file formats, has a cd-player, and supports internet radio. There are 3 play modes: repeat, continuous and shuffle. Repeat makes the same song start over when it finishes, but advances to the next or previous song if told to do so. Continuous simply advances to the next song when a song finishes, if the end of the playlist is reached, it starts over at the first song. Shuffle randomly selects a song when a song finishes. Note that when you're using shuffle, the next and previous buttons/commands/hotkeys will also make it choose a random song.

To get started, go to the media player interface (Main interface -> Navigation -> Media Player Control), you can also get there through the Media Player section. In there, go to the playlist tab and set up the playlist by adding songs/directories to your liking.

For a complete list of media player commands, check the command reference section.

In-game menu

The In-game menu system is one of Ultra Utility's unique abilities. It is a menu system displayed in the console.

Screenshot:



This is a screenshot of the in-game menu in action. As you can see, the menu runs in the console. To activate the menu, either press the in-game menu hotkey (ctrl+numpad /) by default or use `lopenmenu` (There are also other commands that cause the in-game menu to activate)

Controlling the in-game menu is quite easy: As you can see in the screenshot, every action has a key assigned to it, like the Message Menu has A assigned to it, and Close Menu has X assigned to it. Just press the appropriate keys to open a menu or perform a certain action (such as going back to the previous menu, closing it or yet something else).

As you might have noticed, the prompt bracket () has turned blue. While this is the case, every key you press will be processed by the menu. All the keystrokes will be removed from the prompt immediately. If you want to enter a command in the console while the menu is up, type / or \, this will make the bracket turn red and let you type commands without having the menu respond to every key you press.

Quite a few menus work with a column based list system, as going through every item isn't quite handy. In this system 2 or 3 columns are displayed at once, but only one of them is 'active' (colored), and the rest is 'inactive' (black). You can change the 'active' column using the arrow keys and use the keys assigned to the rows to pick items from the list. If more than 2 (or 3) columns have to be displayed, multiple pages will be created so when you have the last column selected and you proceed to the next one, you'll enter the next page with a new column of items. (The current pages and the amount of pages are displayed at the bottom of the menu).

Some menus have the ability to display text on top of the screen when you close the console (but not the in-game menu). An example of this is the Media Player menu. When you close the console while it's on, you'll see Media info on top of the screen (where you normally get the latest console messages)

Navigation system

The navigation system (used to guide you to a certain location or player). To make it home in to a player, go to the Player Information menu, pick a player, and go to Homing device (by pressing the right arrow to change the category). Then just lower the console to show the homing device.

To activate the navigation system, use !navigate and specify either the entity number to navigate to or the coordinates to navigate to).

!navigate 315 will start the navigation system, guiding you to entity number 315 (see entity commands for more info). !navigate 100 200 0 will make it guide you to those coordinates.

To illustrate, here is a screenshot of the homing device overlay:



And here is a screenshot of the homing device in the console:



The position and angles (first column) display your own position and 'rotation'. The target position is the position of your target (either a player or static location).

The distance is the distance (in game units) between you and your target's coordinates.

The Yaw and Pitch displays work pretty simple. For the explanation I'll use the Yaw display:

It looks like this: <<<< X >>>>

<<<< X >>>>: Your target is to your right. (same goes for the left side) The more arrows that are red, the further your target is to your right or left.

<<<< X >>>>: Your target is within the field of view (Note: even when the center X is yellow, you can still get red arrows if your target is a little to the left or right!)

<<<< X >>>>: You're very close to your target! (less than 15° (yaw) or 8° (pitch) off)

<<<< X >>>>: You're almost aiming exactly at your target (less than 5° (yaw) or 4° (pitch) off)

<<<< X >>>>: You're aiming exactly at your target (less than 1° (yaw and pitch) off)

Interface Guide

Main Interface

The main interface is split up in 5 'sections'. Settings, Config, Kill Tracker, Media Player and Navigation respectively.

To change sections, click the respective buttons on top of the window.

When you minimize the main window, it will be moved to the system tray (the place where the clock normally is). Right-click on the tray icon for a menu, or double click on it to restore the window.

Settings section

This section allows you to change the basic UU settings.

Power: Turns Ultra Utility on/off in game. When it's off, no commands work, the kill tracker is off and the in-game menu is off.

Messages: Sets the method used to display command responses. Console makes them show up in the console. Private sends them to you in a PM in chat. Public sends them to public chat.

Kill messages: Sets the method used to display kill messages. Off turns off kill messages. Private sends a PM to the affected player (or to yourself in case of a suicide). Public makes you say kill messages in public chat.

Ultra Utility is (Active/Inactive): This turns Ultra Utility's JA interfacing system on and off. When UU is inactive, it will not hook up to Jedi Academy (or 'disconnect' from JA if it already is) and you will not be able to use Ultra Utility in Jedi Academy at all. (double-click to change)

Kill Tracker: This turns the kill tracker on and off.

Ingame menu: This turns the ingame menu on and off. If you turn the ingame menu off while its active, the menu will automatically be closed.

Silent mode: Turns silent mode on and off. While silent mode is on, message mode is forced to Console, kill messages are not displayed and the advertisement line (which is displayed when you enter a server) will not be displayed.

Name: By double clicking on this you'll open the 'Change name' window. (Your name normally gets auto-detected, so only use this if you want to override it)

JA Connection: Displays the current state of Ultra Utility's interfacing system.

Change name window

By default your name gets auto-detected, but should you ever feel the need to override it, here is where to do it.

In order to enable editing, turn off auto-detection. Doing this will automatically enable the use of the /name 'command' to get your name updated. If you want to obtain your name from the game's Config files, use the Auto-detect button. (press the down arrow button to access more

advanced settings regarding the auto-detect (from config files) function such as the directory to look in). It is recommended you leave auto-detection on.

Config section

This section holds the main configuration of Ultra Utility as well as backup functions.

Auto Save settings: Opens a window where you can configure the auto-saving system.

Message color scheme: Opens a window where you can configure the response message coloring scheme.

Skin Manager: Opens the skin manager window. It may take a second to show up depending on the amount of skins you have installed.

Restore Jedi Academy: This is normally disabled, but if you minimized Jedi Academy, you can use this to restore it. (normally a little window will pop up with a restore button on it, but if you close that, use this one)

Create backup: This lets you create a backup of Ultra Utility's data.

Load backup: This lets you load a backup previously created.

Skin manager window

In this window, you can preview and change Ultra Utility's skin.

Note: Depending on the amount of skins installed, it may take a moment for the window to show as all skins are loaded.

In order to install new skins, add the skin file (.uus) to the skins directory (c:\program files\ultra utility v3\skins by default). You can open this directory easily by clicking the 'Open skins directory' button.

In this window you'll see a list with all currently installed skins. Just pick a skin out of the list to see a preview in the box below it (you can drag this window around and click the minimize/close buttons to test them (you'll get a message if you click either)).

The preview interface is a clone of the main interface. Most cosmetic parts work, such as highlights, but besides that, the interface is non-functional. It's merely there to show you what the skin looks like.

If you wish to change the skin, choose a skin from the list and click on Apply skin.

Kill Tracker section

This window shows your kill tracker statistics.

Click on Human/bot stats to change the stats displayed respectively.

Click on Kill Tracker statistics to open the Kill Tracker window.

Media Player section

This section shows the state of the media player. (song playing, position, etc)

You can use the control buttons to change song, play, pause, stop, etc.

Click on Repeat/Continuous/Shuffle to change the playback mode respectively.

To change the volume, click and hold down your mouse button on the up or down arrow. Use the right mouse button to make it change faster.

Click on Media Player Control to open the media player window.

Navigation section

This section provides access other parts of Ultra Utility,

Clicking on any of the buttons here will open the appropriate window.

Favorite server list

This window lists and controls your favorite server lists.

It is split up in 2 parts: the list and query status on top, and the controls/information down below (in tabs).

The list itself lists all servers added to it. By clicking on an entry in the list, Ultra Utility will automatically refresh it (unless disabled). Every server has a status code, telling you what the state of the server is. The following states are possible:

Off-line: the server did not reply to the ping sent (the server might block pings, try disabling pings)

Server down: the server does not seem to be running.

Unresponsive: the server did not reply to the query (note that, even if you get this result, the player count usually does update).

OK: the server replied to the query and seems to be fine.

The rest of the columns in the list represent server settings.

Double clicking on a server will automatically open the Launch JA window with the server's information entered.

Manager tab

This tab lets you manage the basic settings of the favorite server list, as well as adding, removing or modifying servers.

Note: The nickname given to servers is used for some commands in game as well as easy recognition of the server. They do not affect the servers themselves!

The buttons should be self-explanatory.

The checkboxes do the following:

Skip ping: When this is checked, the ping step will be skipped. Only use this if you try to query a server that blocks pings.

Filter special characters/color codes in server names: These 2 checkboxes control the name filters used for the name of servers. This way you can see the name properly without seeing all color codes and weird symbols.

Automatically update servers when selected: When this is checked, clicking on a server in the list will automatically make Ultra Utility update it. Otherwise you'll have to click on Update selected server to update it.

Cvars tab

This tab contains a list showing all server settings and values (of the currently selected server).

Players tab

This tab lists all players currently present on the server along with their score and ping.

RCON tab

This tab enables you to send rcon commands to the selected server.

Before you can do this, you'll have to enter the rcon password for it (Ultra Utility remembers the rcon password you enter for each server). Then either type your command or click on preset commands to get a list. To send the command, either hit enter or click on Send.

To clear the rcon logs, click on Clear.

Force tab

This tab shows you which force powers are allowed on the currently selected server.

Weapons tab

This tab shows you which weapons are allowed on the currently selected server.

Clan manager

The clan manager is a place where you can store your clan related information. The layout is very simple and doesn't need a lot of explanation.

Clan manager tab (including all sub-tabs)

This should be pretty self-explanatory. Note that editing is only allowed if you are logged in.

Clan manager administration tab

This tab lets you manage the administration part of the clan manager. Since you can export the clan manager data to share it with others, you are also able to set a password so others cannot edit it. As long as you're logged in, you can edit the clan manager data, but as soon as you log out, you can't. If you're logged in you can change your password by entering your old one (if you had one) and typing the new one twice. If you keep the new password fields blank, you'll clear the password.

Note: the 'clear-password' is 'password', so by changing your password to 'password' will make Ultra Utility think you cleared it!

You can use the Import and Export buttons to import and export a clan manager file. (.uuc files)

If you click on Reset clan manager, all data will be erased.

In-game menu settings

In this window you can set the lists for the in-game menu (messages, broadcast messages, profiles and custom menus).

Messages and broadcast messages tab

Since these are basically the same I grouped them. In these tabs you can enter new messages or broadcast messages to appear in the same-named menus. You can, of course, also remove, edit, clear, and move the messages.

Profiles tab

In this tab you can set profiles to add to the profile menu. The setup is the same as the previous tabs, there are only more things to enter this time around. Please note that for saber color, custom colors only work on JA+ servers!

Custom menus

In this tab you can create your own menus that will be shown in Custom menus (in-game menu).

First off, there are 2 kinds of menus, a main menu and a submenu. Main menus are shown when you open the Custom Menus menu, submenus are only opened if another menu links to it.

Creating a new menu is quite simple:

First off, enter the menu ID, this name is used to identify the menu (for linking up menus). The ID is only used internally but 2 menus cannot have the same ID, so make sure you don't give it a too common ID.

Next is the menu description, this is what will be displayed on top of the in-game menu when this menu is opened. If the menu is to be displayed in the 'main menu' this name will be listed. It is recommended you don't use spaces in the menu ID, use underscores (_) instead.

And lastly, if you want this menu to be listed when you open Custom menus, check Show in Main Menu.

After you have created the menu, it will be added to the list to the left, after that, you can start adding menu items to it. To do this, select the menu in the list and click on Open Menu Editor. This will open the editor.

In the editor, there is a list to the left, which are the current menu items (which should now be empty). First you can change the menu description as well as whether or not it is to be shown in the main menu. You can optionally choose to display a different name in the main menu.

For example: imagine you are making a menu system to store teleport coordinates, when you open the first menu, you get a list of maps, and when you choose one of those, you get coordinates to teleport to. You can then make the menu ID something like: *teleport_main*. Then make the description something like: *Teleport locations – Choose map*. And make it show as *Teleport locations* in the main menu. Please note that this is just an example.

Next you can add menu items. A menu item can do 3 things: execute a single command, execute a script or open another menu. Just enter the menu item's name (this is how it will be displayed in the menu), the type (command, script or link) and the command/script/menu to link to.

Note that, if you want to use UU commands in scripts (which is possible), it is recommended you start your script with *!noreply on* and end it with *!noreply* in order to prevent response messages from showing.

Linking to other menus is done by specifying the menu ID to open. You get a list of currently created menus but you can also manually enter a menu ID (if you plan to make the menu afterwards for example).

After you've set up your menu, close the editor window.

You can export custom menus if you want to share them with other people, you can do that by clicking Export menus, choosing which menus to export and save it.

Likewise you can also import new menus, but keep in mind that if any of the menus you import have the same ID as one of your current menus, you'll either have to overwrite yours, rename the

menu (which can cause issues with menu linking) or skip the menu altogether. So if you decide to export menus, make sure you make the menu ID's in such a way that the chance of conflicts is minimal.

Duel Music

This window is very straightforward.

If you wish to have a special song played while you duel, specify the song to play and enable duel music. (you can toggle it in-game using !duelmusic).

You can choose to only play duel music if you were already listening to music, in case you simply don't want to listen to music for a while.

Allies/Reminders

This window lets you manage your allies and reminders.

The controls are pretty straightforward as well.

You'll notice that that allies have a Full and Partial mode, using this you can either add an ally based on its complete name, or by typing a part of it (such as a clan tag or the name without tags).

Kill Tracker Statistics

In here, you can get an overview of your kill tracker statistics and change your kill messages.

Statistics tab

In this tab you'll see a full overview of your general kill tracker stats. Toggle between human and bot stats by clicking on the appropriate option buttons. You can also choose to reset your stats. Note that resetting your stats is final and cannot be undone. (unless – of course – you have a backup)

Messages tab

In this tab you can enter the kill messages to show in certain events. Leaving any of these empty will disable that kill message. Every message can contain any color codes you want, as well as variables (%x style), click on the variables button for a list of variables to use.

The checkboxes next to each message let you override its private chat behavior. If your kill message mode is set to private and the box is checked, the message will be send though private chat, otherwise it will be sent to public chat. You can use this to have specific messages sent to public chat while keeping others in private. Like publicly greeting allies/friends when they enter, or publicly saying your duel messages. It is, however, recommended you keep them all checked.

If you wish to take a look what your messages look like, click on preview to see a fully colored version of your messages.

Player info

This tab contains the player list. Listing all players the kill tracker listed along with the stats tracked. You can click the columns to sort the list.

If you want to refresh the player list, just click on the refresh button.

If you click on reset player list you'll clear all player profiles. This action cannot be undone unless you have a backup, so make sure you actually want to reset it before you do so.

If you wish to remove a specific player from the list, select it and click on Remove selected player.

If you have a lot of players in your list and experience performance issues when you kill someone in game (or do other kill tracker related things), you might want to disable automatic sorting. When automatic sorting is disabled, changes made to the list will not cause it to resort and therefore prevent a performance hit in JA. Of course, this is only needed if you actually get a performance hit due to this (which should only happen if you have a slow PC or an enormous amount of players in the list). If sorting is disabled, you can of course still sort the list by clicking on a column or by clicking on refresh.

Media Player Control

This window lets you control the media player.

Media player controls tab

In this tab you'll find the current song info, playback controls and position slider, as well as the playback rate and volume sliders.

You can also adjust the playback mode here. (Repeat, continuous, shuffle)

If Lock playback rate is enabled, the playback rate will not revert to 1.00x when the song changes or starts over.

Accurate timing is used to get the timing of module music and VBR MP3's correct.

Equalizer tab

In here, you can set up the equalizer, you can either specify a setting manually, or use a preset. Note that you have to enable the equalizer first.

Playlist tab

This is the place where you can control your playlist.

The top dropdown box lists the current playlists, use the playlist buttons to add, remove or change playlists.

Each playlist can hold up to 32000 songs (though it's not recommended you add that many songs). To add songs to a playlist either use Add File(s) to add one or multiple files, Add Directory to add a complete directory (and optionally subdirectories) or Import playlist to import playlist files. You can also drag 'n drop files into the playlist to add them to it.

To add internet radio stations, click Add URL, specify the URL (with http:// or mms:// prefix!) and the display name. Internet radio stations are played by windows media player, so to make things easier, simply listen to radio using WMP and use file -> properties to get the URL.

Note: When you're playing a URL (internet radio) you can no longer change the playback rate, use the equalizer, use sound effects or use the analysis.

Double clicking on a song in the playlist will make it play.

If you want to know where a song is located, select it and click on Go To Media File. This will either open up a new explorer window with the file in question highlighted, or show a box with a URL (if it is a URL instead of a file).

If you wish to remove all non-existent files from the playlist, click on Remove Bad Files. This may take a moment to complete depending on the amount of songs in your playlist. You will get a message when it's finished saying how many songs got removed (if any).

If you wish to play a CD instead of using the playlist, click on the Cd-player option button and choose a drive with a music CD in it. When CD-player mode is active, all playlist related buttons are disabled.

Filters / SFX tab

In this tab you can enable and control sound effects to apply to the music.

Analysis tab

This tab provides oscilloscopes, spectral analysis, volume meters and a voice print sound analysis. Note that turning this on will raise the CPU usage quite a bit, so it's not recommended to have this active while you're playing Jedi Academy.

Console monitor

This window displays the console contents and lets you send commands to the console (or send chat messages). You can also enable/stop logging here.

If you wish to copy something from the view, turn off auto-update first, select, copy, then turn it back on.

If you wish to clear the view, click on Clear. (this automatically happens if it becomes too full)
To update the view while auto-update is up, click on Update.

When you use the console monitor to chat (while minimized for example), you can choose whether or not to add a '(UU):' prefix (so others know you're using UU to chat. You can also set the message mode to use (public, team or private chat) and which color to write the message in.

Launch Jedi Academy

With this you can launch Jedi Academy or connect to a different server. Normally you'll get here though the favorite server list, but you can also open the launcher manually using the Navigation section.

By clicking on advanced you can access additional launch settings, such as the mod to load, the server to connect to (and the password to use) and other additional settings.

If JA is already running, you can only connect to another server (and only if you have a server specified to connect to).

Hotkey assignments

In here you can set hotkeys to bind to certain actions. Before you can specify hotkeys, you'll first have to turn off the hotkeys by clicking on Edit hotkeys. To set a hotkey, click on a box and press the keys (ctrl, alt and/or shift in combination with a key). Though it is allowed to use a single key as hotkey, its highly recommended you don't as the key in question becomes unusable (as its now set as a hotkey). After you've set the hotkeys click on apply.

Playtime tracker

This window shows the state of the playtime trackers. This keeps track of the time you spend playing Jedi Academy.

If you want to time your game time in a certain time span, you can reset the 'session counter' so it starts counting from 0.

If you wish to reset both counters, click on reset all.

Chat styles

This is the place where you set up chat styles to use with !chatstyle.

Each chat style basically consists out of a prefix and a suffix that are added to your chat message. You can use color codes in your messages of course. Just one warning, if you start or end your chat style prefix/suffix with a space, chances are it won't save correctly and the trailing/leading space will be removed. So if you want to add a space, end/start the prefix/suffix with a color code followed by a space instead.

Command Reference

This section lists all Ultra Utility commands, grouped by category.

As mentioned above, every command can be typed in public chat or in the console, or used in binds and scripts.

Every command will have its syntax listed. Which works as follows:

< > signifies a required argument.

[] signifies an optional argument

The text inside them tells you what kind of argument you should pass. (the description may show more info about it.)

If an argument is written with quotation marks (['test']) it is not a description of the argument, but the literal argument you must provide. So if you see the following syntax: !mini ['nores'], it means you can either type just !mini, or !mini nores. The description will tell you what nores does.

There are some commands which have multiple versions (such as !power and !uupower, which both do exactly the same thing)

Miscellaneous commands

These commands do not belong to a specific category.

| | |
|---------------------|--|
| Command: | !help |
| Syntax: | !help [category/command/'all'] |
| Description: | Displays all command information If no argument is specified, the command categories will be listed If [category] is specified, all commands belonging to that category will be listed If [command] is specified, information of that command will be shown If you use !help all, every command will be listed |
| Command: | !spshield |
| Syntax: | !spshield <'on'/'off'> |
| Description: | Enables or disables the SP Shields When this is enabled, the MP shield bubbles are turned into the SP style shield |
| Command: | !sethud |
| Syntax: | !sethud <addon name> |
| Description: | Enables the specified HUD Addon Valid addons are: 'media', 'kt', 'ents' Specify 'none' to disable the HUD Addons |
| Command: | !openmenu |
| Syntax: | !openmenu |
| Description: | Opens the ingame menu |

| | |
|---------------------|--|
| Command: | lopencustommenu |
| Syntax: | lopencustommenu [Menu ID] |
| Description: | Opens the Custom Menus main menu, or loads a specific custom menu if specified Note: This command opens the ingame menu |
| Command: | !setscreenshot |
| Syntax: | !setscreenshot [number] |
| Description: | Sets the screenshot number (shotxxxx) to use If no number is specified UU will scan the screenshot directory and autodetect it |
| Command: | !activategps |
| Syntax: | !activategps |
| Description: | Activates the JA GPS system Note: This command opens the ingame menu |
| Command: | !eval |
| Syntax: | !eval <expression> |
| Description: | Evaluates the expression and displays the result Expressions are to be typed in VBScript format Such as: 1+1, (2*3)/4, sin(30)*cos(30), atn(1)*4 (shows PI), etc |
| Command: | !navigate |
| Syntax: | !navigate <entity number> or <x> <y> <z> |
| Description: | Activates the navigation (homing) system, targetting the location specified If you specify coordinates (3, X Y and Z respectively) it'll guide you to the specified coordinates If you enter an entity number, the position for it is looked up and used as target Please note that, if you use an entity number, the position of the entity, at the moment the command was entered, will be used If it moves, the target position will not update |
| Command: | !terminal |
| Syntax: | !terminal |
| Description: | Activates Ultra Utility's Terminal |
| Command: | !weather |
| Syntax: | !weather [weather type] |
| Description: | Changes the ingame weather Use !weather help to get a list of possible weather types These types can be combined (except for some, such as clear and freeze (pauses/unpauses weather system)) |

| | |
|---------------------|---|
| Command: | !about |
| Syntax: | !about |
| Description: | Displays the advertisement message (Ultra Utility's version + website) The same message is shown when you enter a server |

| | |
|---------------------|---|
| Command: | !mini |
| Syntax: | !mini ['nores'] |
| Description: | Minimizes Jedi Academy If you use !mini nores, resolution changing will be skipped |

| | |
|---------------------|---|
| Command: | !restrictions |
| Syntax: | !restrictions |
| Description: | Lists the restriction settings for the current server |

| | |
|---------------------|--|
| Command: | !restrictpass |
| Syntax: | !restrictpass <password> |
| Description: | Sets the password to override the server restrictions IMPORTANT: Always type this in the console, never in chat! |

| | |
|---------------------|--|
| Command: | !noreply |
| Syntax: | !noreply ['on'] |
| Description: | Turns command replies on or off. If you specify 'on' as argument, you'll disable the replies, anything else will re-enable it. This command should *ONLY* be used in scripts! (so you can execute multiple commands without getting spam) |

Settings commands

These commands alter Ultra Utility's settings.

| | |
|---------------------|--|
| Command: | !power |
| Syntax: | !power |
| Description: | Activates or deactivates Ultra Utility ingame When deactivated, no commands will function (with the exception of !power), the killtracker will be inactive and the ingame menu will be disabled |

| | |
|---------------------|---|
| Command: | !uupower |
| Syntax: | !uupower |
| Description: | Same as !power Activates or deactivates Ultra Utility ingame When deactivated, no commands will function (with the exception of !power), the killtracker will be inactive and the ingame menu will be disabled |

| | |
|---------------------|--|
| Command: | !silent |
| Syntax: | !silent |
| Description: | Enables/disables Silent mode When activated, the message mode is locked to Console, kill messages are not displayed and the advertisement line (when entering a server) is not displayed |
| Command: | !colors |
| Syntax: | !colors <category> <separator> <normal text> <highlights> |
| Description: | Sets the colors used in response messages Valid values for each color are 0-7, representing the respective color codes |
| Command: | !msg |
| Syntax: | !msg [mode] |
| Description: | Changes the way Ultra Utility replies to commands [mode] can be: 'public': Displays the messages in public chat 'private': Displays the messages in private chat (sent to yourself) 'console': Echoes the messages in the console If no mode is specified it'll cycle to the next mode |
| Command: | !echomsg |
| Syntax: | !echomsg [mode] |
| Description: | Same as !msg Changes the way Ultra Utility replies to commands [mode] can be: 'public': Displays the messages in public chat 'private': Displays the messages in private chat (sent to yourself) 'console': Echoes the messages in the console If no mode is specified it'll cycle to the next mode |
| Command: | !killmsg |
| Syntax: | !killmsg [mode] |
| Description: | Changes the way Ultra Utility displays kill messages [mode] can be: 'public': Displays the messages in public chat 'private': Displays the messages in private chat (sent to the victim, or to yourself if there is none (suicides)) 'off': Doesn't display kill messages at all If no mode is specified it'll cycle to the next mode |
| Command: | !ktpower |
| Syntax: | !ktpower |
| Description: | Turns the kill tracker on/off |
| Command: | !menupower |
| Syntax: | !menupower |
| Description: | Turns the ingame menu on/off |

Information commands

There commands give you specific kinds of information.

| | |
|---------------------|---|
| Command: | !remaps |
| Syntax: | !remaps |
| Description: | Displays a list of all shader remaps (if any) |

| | |
|---------------------|---|
| Command: | !csdump |
| Syntax: | !csdump <filename> |
| Description: | All configstrings will be saved in the file specified This file will be located in Ultra Utility's directory |

| | |
|---------------------|------------------------------------|
| Command: | !time |
| Syntax: | !time |
| Description: | Displays the current data and time |

| | |
|---------------------|--|
| Command: | !maptime |
| Syntax: | !maptime |
| Description: | Displays how long the map has been running and, if available, the time remaining until the timelimit |

| | |
|---------------------|--|
| Command: | !sethud |
| Syntax: | !sethud <addon name> |
| Description: | Enables the specified HUD Addon Valid addons are: 'media', 'kt', 'ents' Specify 'none' to disable the HUD Addons |

| | |
|---------------------|---|
| Command: | !uptime |
| Syntax: | !uptime |
| Description: | Displays how long the server has been running |

| | |
|---------------------|---|
| Command: | !forecast |
| Syntax: | !forecast <now/measure <measurement scale>/<days in future>> <location> |
| Description: | Displays a weather report for the location specified |

Examples:

!forecast now <location> displays the current weather at the specified location

!forecast 2 <location> displays the weather of the location the day after tomorrow

!forecast measure [mode] will change measurements between metric ('m' or 'metric') and imperial ('s' or 'imperial') mode

If a location gives multiple results, a list of codes and locations will be displayed in the console

To use the codes, specify the code as location with an @ prefixed (so to use locationcode USPA0123, specify '@USPA0123' as location)

| | |
|---------------------|--|
| Command: | !forecastfull |
| Syntax: | !forecastfull <now/measure <measurement scale>/<days in future>> <location> |
| Description: | See !forecast This variant displays the entire weather report in the console instead of showing a short version |

| | |
|---------------------|-------------------------------|
| Command: | !settings |
| Syntax: | !settings |
| Description: | Displays the current settings |

| | |
|---------------------|---|
| Command: | !playerinfo |
| Syntax: | !playerinfo <partial name> |
| Description: | Displays the profile of the player in the console |

| | |
|---------------------|--|
| Command: | !playerinfoid |
| Syntax: | !playerinfoid <player id> |
| Description: | Displays the profile of the player in the console Use !playerlist (or other commands) to get ID's |

| | |
|---------------------|--|
| Command: | !playerlist |
| Syntax: | !playerlist |
| Description: | Lists all players with their ID, team and name |

| | |
|---------------------|---|
| Command: | !serverinfo |
| Syntax: | !serverinfo |
| Description: | Displays information of the current server in the console |

| | |
|---------------------|---|
| Command: | !players |
| Syntax: | !players |
| Description: | Displays how many players are currently present in the server Its displayed as follows: <clients in the server>/<amount of open slots> (<total amount of slots>) |

Media commands

These commands affect the media player

| | |
|---------------------|-------------------------|
| Command: | !duelmusic |
| Syntax: | !duelmusic |
| Description: | Turns duel music on/off |

| | |
|---------------------|---|
| Command: | !mediarestart |
| Syntax: | !mediarestart |
| Description: | Restarts the media player Only use this if something messed up |

| | |
|---------------------|--|
| Command: | !play |
| Syntax: | !play [song name] |
| Description: | Plays the currently selected song If a song is specified, the specified song will be played instead Note that you must specify the full name of the song This command can be used to restart the current song |
| Command: | !playsearch |
| Syntax: | !playsearch <(part of the) song name> |
| Description: | Searches for the song in the current playlist and plays it (if found) |
| Command: | !stop |
| Syntax: | !stop |
| Description: | Stops playback |
| Command: | !next |
| Syntax: | !next [count] |
| Description: | Advances to the next song (or picks a random song if shuffle is on) If [count] is specified, the media player will advance the specified amount of songs (unless shuffle is on!) |
| Command: | !prev |
| Syntax: | !prev [count] |
| Description: | Plays the previous song If [count] is specified, the media player will go back the specified amount of songs (unless shuffle is on!) |
| Command: | !mediatiming |
| Syntax: | !mediatiming |
| Description: | Turns accurate timing on/off When this is enabled, song lengths will be properly calculated Required if you want to play module files (MOD/S3M/XM/IT) without looping |
| Command: | !seek |
| Syntax: | !seek <mins:secs> |
| Description: | Changes the playback position to the position specified |

| | |
|---------------------|---------------------|
| Command: | !pause |
| Syntax: | !pause |
| Description: | Pauses current song |

| | |
|---------------------|---|
| Command: | !resume |
| Syntax: | !resume |
| Description: | Resumes current song (use after !pause) |

| | |
|---------------------|---|
| Command: | !currentsong |
| Syntax: | !currentsong [type] |
| Description: | Displays the name of the current song If [type] is specified, other info is displayed (as well) [type] can be: 'path': Displays the full file path instead of the name 'index': Displays the song's index as well as its name 'type': Displays the song's type (MP3, WMV, OGG.. etc) |

| | |
|---------------------|---|
| Command: | !currentplaylist |
| Syntax: | !currentplaylist |
| Description: | Displays the name of the current playlist |

| | |
|---------------------|---|
| Command: | !currentposition |
| Syntax: | !currentposition |
| Description: | Displays the playback position of the current song, along with the length of it |

| | |
|---------------------|-----------------------------|
| Command: | !currentvolume |
| Syntax: | !currentvolume |
| Description: | Displays the current volume |

| | |
|---------------------|---|
| Command: | !playlist |
| Syntax: | !playlist [filter] |
| Description: | Displays the current playlist If [filter] is specified, only songs containing [filter] will be listed Please note that, if the playlist is too long, it will not be displayed |

| | |
|---------------------|--|
| Command: | !playlistindex |
| Syntax: | !playlistindex <start index> [end index] |
| Description: | Displays the current playlist starting with index <start index> If [end index] is specified, only songs up to [end index] are displayed Otherwise, all songs until the end of the playlist are displayed |

| | |
|---------------------|--|
| Command: | !setsfx |
| Syntax: | !setsfx <effect name> <property> <new value> |
| Description: | Changes sound effects settings When a property is changed, the effect is automatically turned on if it wasn't the case already To enable/disable effects, use !setsfx <effect name> <'on'/'off'> |

Sound effect table (with properties and value ranges):

| Effect name | Property | Range |
|-------------------------|-----------|-------------|
| pitchshift | pitch | 0.50 - 2.00 |
| lowpass/highpass | cutoff | 1 - 22000 |
| | resonance | 1.0 - 10.0 |
| reverb | roomsize | 0.00 - 1.00 |
| | damp | 0.00 - 1.00 |
| | wetmix | 0.00 - 1.00 |
| | drymix | 0.00 - 1.00 |
| distortion | width | 0.00 - 1.00 |
| | level | 0.00 - 1.00 |
| | delay | 10 - 5000 |
| | decay | 0.00 - 1.00 |
| echo | wetmix | 0.00 - 1.00 |
| | drymix | 0.00 - 1.00 |
| | rate | 0.0 - 20.0 |
| | depth | 0.00 - 1.00 |
| flange | wetmix | 0.00 - 1.00 |
| | drymix | 0.00 - 1.00 |
| | rate | 0.0 - 20.0 |
| | depth | 0.00 - 1.00 |
| chorus | wetmix | 0.00 - 1.00 |
| | drymix | 0.00 - 1.00 |
| | rate | 0.0 - 20.0 |
| | depth | 0.00 - 1.00 |

| | |
|---------------------|---|
| Command: | !setplaylist |
| Syntax: | !setplaylist <playlist name> |
| Description: | Changes the playlist to the one specified You must enter the full name of the playlist |

| | |
|---------------------|---|
| Command: | !setplaylistindex |
| Syntax: | !setplaylistindex <playlist index> |
| Description: | Changes the playlist to the one specified Use !showplaylists to get playlist indexes |

| | |
|---------------------|--|
| Command: | !showplaylists |
| Syntax: | !showplaylists |
| Description: | Shows all playlists in the console along with their index number |

| | |
|---------------------|---|
| Command: | !volume |
| Syntax: | !volume <new volume> |
| Description: | Changes playback volume The volume must be 0-100 |
| Command: | !vol |
| Syntax: | !vol <new volume> |
| Description: | Same as !volume Changes playback volume The volume must be 0-100 |
| Command: | !playindex |
| Syntax: | !playindex <song index> |
| Description: | Plays the specified song Use !playlist or !playlistindex to get song indexes |
| Command: | !eq |
| Syntax: | !eq |
| Description: | Turns the equalizer on or off |
| Command: | !seteq |
| Syntax: | !seteq <EQ preset> [10 EQ values (0.00-2.00)] |
| Description: | Changes the EQ preset to the preset specified Possible presets are: <i>normal, classic, club, dance, dance, fullbass, fulltreble, fullbt (full bass & treble), headphones, largehall, live, pop, rock, ska, softrock, soft, techno and reggae</i> To set a custom EQ setting, specify the preset 'custom' followed by 10 numbers between 0.00 and 2.00 specifying the amplification per band manually |
| Command: | !geteq |
| Syntax: | !geteq |
| Description: | Shows the current equalizer preset |
| Command: | !setfreq |
| Syntax: | !setfreq <frequency (0-100000)> |
| Description: | Sets the playback frequency of the current song (in Hz) |
| Command: | !setrate |
| Syntax: | !setrate <rate (0.0-2.0)> |
| Description: | Sets the playback rate of the current song |

| | |
|---------------------|--|
| Command: | !lockrate |
| Syntax: | !lockrate |
| Description: | Locks or unlocks the playback rate When locked, the rate is not reset to 1.0x when changing songs |

| | |
|---------------------|---|
| Command: | !getfreq |
| Syntax: | !getfreq |
| Description: | Displays the current playback frequency |

| | |
|---------------------|------------------------------------|
| Command: | !getrate |
| Syntax: | !getrate |
| Description: | Displays the current playback rate |

| | |
|---------------------|---------------------------------|
| Command: | !repeat |
| Syntax: | !repeat |
| Description: | Changes playback mode to Repeat |

| | |
|---------------------|-------------------------------------|
| Command: | !continuous |
| Syntax: | !continuous |
| Description: | Changes playback mode to Continuous |

| | |
|---------------------|----------------------------------|
| Command: | !shuffle |
| Syntax: | !shuffle |
| Description: | Changes playback mode to Shuffle |

| | |
|---------------------|---|
| Command: | !playmode |
| Syntax: | !playmode |
| Description: | Toggles between normal playback mode and CD-Player mode |

| | |
|---------------------|---|
| Command: | !cddrive |
| Syntax: | !cddrive <drive> |
| Description: | Sets the drive to use in CD-Player mode |

Kill Tracker commands

These commands display Kill tracker info or change settings

| | |
|---------------------|--|
| Command: | !stats |
| Syntax: | !stats [category] |
| Description: | Displays killtracker stats If [category] is specified, certain stats will be shown, possible categories are: 'bot': Displays bot KT stats 'ctf': Shows capture the flag stats 'team': Shows teamkill stats 'vehicle': Shows vehicle kills 'current': Shows your current score and deaths |

| | |
|---------------------|--|
| Command: | !suicides |
| Syntax: | !suicides |
| Description: | Displays how many times you've committed suicide |

| | |
|---------------------|--|
| Command: | !ratio |
| Syntax: | !ratio ['current'] |
| Description: | Displays your Kill/Death ratio If you type !ratio current, your score/death ratio will be displayed instead |

| | |
|---------------------|---|
| Command: | !kills |
| Syntax: | !kills |
| Description: | Displays your kills and your kill/death ratio |

| | |
|---------------------|---|
| Command: | !weapstats |
| Syntax: | !weapstats <weapon ID> |
| Description: | Displays the kills/deaths committed with the specified weapon Valid Weapon ID's are: <i>generic, stunbaton, lightsaber, bryar, blaster, disruptor, sniper, bowcaster, repeater, repeateralt, demp2, flechette, flechette mine, rocket, homing, thermal, tripmine, triptimed, detpack, darkforce, telefrag, forcetoss, sentry and melee</i> |

| | |
|---------------------|---|
| Command: | !weapperc |
| Syntax: | !weapperc <weapon ID> |
| Description: | Displays the percentage of kills/deaths committed with the specified weapon Valid Weapon ID's are: <i>generic, stunbaton, lightsaber, bryar, blaster, disruptor, sniper, bowcaster, repeater, repeateralt, demp2, flechette, flechette mine, rocket, homing, thermal, tripmine, triptimed, detpack, darkforce, telefrag, forcetoss, sentry and melee</i> |

| | |
|---------------------|--|
| Command: | !info |
| Syntax: | !info <name> |
| Description: | Shows the kill tracker profile of the specified person The specified name must be the full name of the person you want KT stats for |

| | |
|---------------------|---|
| Command: | !infosearch |
| Syntax: | !infosearch <partial name> |
| Description: | Shows the kill tracker profile of the specified person The specified name can be the full name or a part of the name of the person you want KT stats for |

| | |
|---------------------|---|
| Command: | !infoindex |
| Syntax: | !infoindex <profile ID> |
| Description: | Shows the kill tracker profile of the specified profile ID To get profile ID's, use !showplayers |

| | |
|---------------------|--|
| Command: | !deaths |
| Syntax: | !deaths |
| Description: | Displays your deaths and your death/kill ratio |

| | |
|---------------------|---|
| Command: | !duels |
| Syntax: | !duels |
| Description: | Displays the amount of duels you've had along with how many you've won and lost |

| | |
|---------------------|--------------------------------------|
| Command: | !duelratio |
| Syntax: | !duelratio |
| Description: | Displays the percentage of duels won |

| | |
|---------------------|--|
| Command: | !showplayers |
| Syntax: | !showplayers <filter> |
| Description: | Displays a list of all KT profile ID's of players names containing <filter> Use this to get ID's for !infoindex |

| | |
|---------------------|--|
| Command: | !lastkill |
| Syntax: | !lastkill |
| Description: | Displays the last person you killed, along with the amount of times you've killed him/her in total |

| | |
|---------------------|---|
| Command: | !lastdeath |
| Syntax: | !lastdeath |
| Description: | Displays the last person that killed you, along with the amount of times you've been killed by him/her in total |

Entity commands

These commands provide you with information about entities

| | |
|---------------------|--|
| Command: | !findmodel |
| Syntax: | !findmodel <filter> [distance] |
| Description: | Lists all entities using a model containing <filter> If [distance] is specified, only entities within the specified distance will be listed |

| | |
|---------------------|--|
| Command: | !findeffect |
| Syntax: | !findeffect <filter> [distance] |
| Description: | Lists all entities using an effect containing <filter> If [distance] is specified, only entities within the specified distance will be listed |

| | |
|---------------------|---|
| Command: | !findspeaker |
| Syntax: | !findspeaker <filter> [distance] |
| Description: | Lists all entities using an sound containing <filter> If [distance] is specified, only entities within the specified distance will be listed |
| Command: | !entinfotrace |
| Syntax: | !entinfotrace |
| Description: | Runs a trace. If an entity is hit (excluding the world entity), the trace results and entity info of that entity is displayed This will display the data of the entity you're aiming at |
| Command: | !trace |
| Syntax: | !trace |
| Description: | Runs a trace and displays the results This will display information of the entity or surface you are aiming at |
| Command: | !bmodels |
| Syntax: | !bmodels [start index] [end index] |
| Description: | Lists all bmodels (brush models) in the current map along with their bounds and midpoints You can specify a range if you like (between 1 and the amount of bmodels) If only a start index is specified, the listing will start at that index, otherwise the bmodels from the start to the end index are displayed |
| Command: | !entbounds |
| Syntax: | !entbounds <entity number> |
| Description: | Lists the bounds of the specified entity if known, if the specified entity is a brush, the brush's bounds will be displayed |
| Command: | !listents |
| Syntax: | !listents <type> [distance] |
| Description: | Lists all entities of the specified type and shows some info Valid types are: 'model', 'effect', 'item', 'speaker', 'mover', 'npc', 'light' and 'all' If you specify a distance, only entities within the specified radius will be listed |
| Command: | !entcount |
| Syntax: | !entcount |
| Description: | Lists the amount of entities in the current snapshot |

| | |
|---------------------|---|
| Command: | !brushmoveorigin |
| Syntax: | !brushmoveorigin <bmodel id> [position to move it to (X Y Z)] |
| Description: | Calculates the origin the brush needs to be placed at the designated absolute origin The bmodel ID must have the * prefix The position needs to be specified as 3 numbers (X Y Z) Example: !brushmoveorigin *5 250 300 750 -> bmodel: *5, position: (200 300 750) If the position is omitted, your current location is used |

| | |
|---------------------|--|
| Command: | !brushmrorigin |
| Syntax: | !brushmrorigin <bmodel id> [position to move it to (X Y Z)] <rotation to use (X Y Z)> |
| Description: | Calculates the origin the brush needs to be placed at the designated absolute origin with the specified rotation The bmodel ID must have the * prefix The position and rotation need to be specified as 3 numbers (X Y Z) Example: !brushmrorigin *5 250 300 750 0 90 0 -> bmodel: *5, position: (250 300 750), rotation: (0 90 0) If the position is omitted, your current location is used |

| | |
|---------------------|---|
| Command: | !entinfo |
| Syntax: | !entinfo <entity id> |
| Description: | Displays information about the specified entity |

Allies commands

These commands affect the allies list

| | |
|---------------------|---|
| Command: | !addally |
| Syntax: | !addally <name> |
| Description: | Adds an ally/friend to the allies list The name you specify must be the full name of the ally/friend |

| | |
|---------------------|--|
| Command: | !addallypart |
| Syntax: | !addallypart <partial name> |
| Description: | Adds an ally/friend to the allies list The name you specify can be the full or a partial name |

| | |
|---------------------|---------------------------------|
| Command: | !allies |
| Syntax: | !allies |
| Description: | Lists all allies in the console |

| | |
|---------------------|---|
| Command: | !remally |
| Syntax: | !remally <index> |
| Description: | Removes the specified ally To get indexes, use !allies |

Reminder commands

These commands affect the reminders list

| | |
|---------------------|--|
| Command: | !remind |
| Syntax: | !remind <text> |
| Description: | Adds the specified message to the reminders list |
| <hr/> | |
| Command: | !reminders |
| Syntax: | !reminders |
| Description: | Lists all reminders |
| <hr/> | |
| Command: | !remreminder |
| Syntax: | !remreminder <index> |
| Description: | Removes the specified reminder To get indexes, use !reminders |

Server commands

These commands affect the favorite server list

| | |
|---------------------|---|
| Command: | !addserver |
| Syntax: | !addserver [name] |
| Description: | Adds the current server to the favorite server list The server will be given the 'nickname' specified in [name] |
| <hr/> | |
| Command: | !addserverip |
| Syntax: | !addserverip <IP:Port> [name] |
| Description: | Adds the specified IP to the favorite server list The server will be given the 'nickname' specified in [name] |
| <hr/> | |
| Command: | !queryserver |
| Syntax: | !queryserver <IP:Port> |
| Description: | Queries the specified server and (if possible) shows the results in the console |
| <hr/> | |
| Command: | !queryservernp |
| Syntax: | !queryservernp <IP:Port> |
| Description: | Queries the specified server and (if possible) shows the results in the console The query will skip the ping step so servers that block pings can be queried as well |
| <hr/> | |
| Command: | !queryfavserver |
| Syntax: | !queryfavserver <name> |
| Description: | Queries the specified favorite server and (if possible) shows the results in the console The name must be the nickname you've given the server in the Favorite server list |

| | |
|---------------------|--|
| Command: | !queryfavservernp |
| Syntax: | !queryfavservernp <name> |
| Description: | Queries the specified server and (if possible) shows the results in the console The name must be the nickname you've given the server in the Favorite server list The query will skip the ping step so servers that block pings can be queried as well |

| | |
|---------------------|---|
| Command: | !gotofavserver |
| Syntax: | !gotofavserver <name> |
| Description: | Connects to the specified favorite server |

Chat-related

These commands affect chat coloring and styles

| | |
|---------------------|---|
| Command: | !chatcolor |
| Syntax: | !chatcolor <color> |
| Description: | Changes the color used in public chat messages Valid colors are 0-9, using the ^0 to ^9 color codes respectively To disable automatic coloring, set the color to -1 Note: Overrides chatstyles |

| | |
|---------------------|--|
| Command: | !chatstyle |
| Syntax: | !chatstyle <style> |
| Description: | Changes the chatstyle to the one specified The provided style can either be the name of the style, or the ID Use style -1 to disable chatstyles Note: Overrides chat coloring |

| | |
|---------------------|----------------------|
| Command: | !chatstyles |
| Syntax: | !chatstyles |
| Description: | Lists all chatstyles |

Restriction system information

Information

In order to prevent potential abuse of Ultra Utility's capabilities, servers have the option to restrict certain abuse-able features).

These are the restrictions you can set:

1. **Hide the origin of a specific model.**
This restriction is primarily aimed at lugormod servers, so they can prevent Ultra Utility users from using the entity commands to locate and track down the stash. This restriction will only hide the origin and trajectory information of entities using a specific model (which you can set as well)
2. **Hide entity information of invisible players.**
This restriction is primarily aimed at JA+ servers, so they can prevent Ultra Utility's homing device from targeting ghosted admins.
3. **Disable the navigation system.**
This will prevent people from using the navigation or homing system. This restriction should only be used of people often abuse the navigation system.
4. **Disable wallhax-like rendering options.**
This restriction disables the wireframe and normals rendering option. Use this if people are abusing it as wall-hax (and it becomes a problem)
5. **Force silent mode.**
This restriction should only be used on servers with rather strict spamming rules and want to silence Ultra Utility altogether. While this restriction is set, Ultra Utility will remain in silent mode regardless of UU's settings.

You can optionally set a password so people who know the password can override the restrictions (such as admins).

You can use the `!restrictions` command to list currently active restrictions and `!restrictpass` to enter an override password. It is very important that you never use `!restrictpass` in chat, as you'll basically give away the password if you do.

Setting up restrictions

Restrictions are set up server-side using special cvars. The cvars are as follows:

uu_restrict: this cvar contains the currently active restrictions in bitvalue form.

uu_hidemodels: this cvar contains a list of models to hide, separated by the @ symbol.

uu_password: this cvar contains the override password (as an MD5 hash).

All cvars are to be created on the server using the sets (**Set Server-cvar**) command.

By using sets, you will create a server-info cvar which will be sent to all players on the server, so UU get read the right settings. Please note that in order for the new setting to be sent to players, you need to trigger an 'update'. This is done by **changing** a server setting, not creating one. So using sets for the first time will not cause the settings to go in effect. Only if you change a setting after creating the cvars. Therefore, it is recommended to put these settings somewhere in your server.cfg instead of using rcon to set them. (you can, of course, use rcon to change them)

Restriction cvar: uu_restrict

uu_restrict is quite simple to set up, use the following table:

| Restriction | Value |
|--|-------|
| Hide origins of specific models | 1 |
| Hide entity info of specific players | 2 |
| Disable the navigation system | 4 |
| Disable wallhax-like rendering options | 8 |
| Force silent mode | 16 |

Choose the restrictions you want to apply, and add their values together. Set that as value of uu_restrict. For example: if you want to hide origins of specific models and force silent mode, the value you have to use is $1+16=17$. So add this line to your server.cfg: `sets uu_restrict 17`.

Restriction cvar: uu_hidemodels

uu_hidemodels should contain a list of models to be hidden. Ultra Utility will load the list and hide the origin of every model containing one of the entries in the list. You don't have to specify the full model name, a part works too as it will hide every model containing that part.

For example, if you want to hide the stash in lugormod (models/items/datapad.glm), just add 'datapad' to the list. Like this: `sets uu_hidemodels "datapad"`.

If you also want to hide the origin of, for example, catwalks (just a random example here), do it like this: `sets uu_hidemodels "datapad@catw"`. You can add as many models to hide as you want, though its recommended you only add models that **should** be hidden (such as stashes).

Restriction cvar: uu_password

This cvar should contain the MD5 hash of the password you want to use. In order to create these hashes, use MD5Gen (comes with Ultra Utility) to create it, just type the password you wish to set and generate a hash.

For example, 'password' has the following MD5 hash:

5F4DCC3B5AA765D61D8327DEB882CF99

So if you wish to use the override password 'password' on your server (not recommended of course), add this to the server.cfg:

`sets uu_password "5F4DCC3B5AA765D61D8327DEB882CF99"`

Usage

Just add the settings you wish to use to your server.cfg and start your server. If you want to ensure they're working, join the server and use !restrictions. If you get told there are no restrictions in effect, then you probably did something wrong. You may also want to try moving the sets lines a bit further upward in the server.cfg to ensure they go in effect (remember the update thing mentioned before?)

It is also worth noting that the restriction cvars are visible to anyone querying your server. Be it JA's server list or others, such as the all seeing eye, or – of course - the favorite server list in Ultra Utility.)

Despite the fact this restriction system is available, it is recommended you only use it if it is really necessary.

Ultra Utility Skin Creator

About skins

Skins give you the ability to alter the looks of Ultra Utility's main interface. You can either download skins from the website (see overview) or create them yourself (if you have decent graphics skills that is).

To use downloaded skins, just place them in the skins directory (C:\Program Files\Ultra Utility\Skins for example). You can also click on the 'Open skins directory' button in the skin manager place your skin in there, and reopen the skin manager to list the new skin.

Skins consist out of an image, interface colors (for the controls and highlights), hit zone locations (clickable areas such as the minimize and close button, and the 'drag bar' - the part of the interface that lets you drag it around) and information like the author and name of the skin. All of this is saved in a small .uus (Ultra Utility Skin) file.

Creating skins

In order to create your own skins you'll have to use the Skin Creator (included). To get started, start the Skin creator (start menu -> Programs -> Ultra Utility -> Skin Creator).

The skin creator itself is quite easy to use. If you're new to creating skins, you might want to obtain the skin template image by clicking on 'Export template image' and choosing a location to save it. This will create a black/white image showing the base outlines of the interface. Because you cannot change the position of the controls you'll have to keep in mind where the borders are supposed to be. With that template you can then start creating a new skin.

The preview interface is a clone of the real interface. You can highlight entries and even click some (like sections). You can drag the interface around (within the box) and click on the minimize and close button to get a confirmation you clicked them (to test hit zones)

Note: saving skins and exporting the skin image is only possible when a custom image is loaded

Creating a new background image

Use your favorite editor (such as Photoshop, gimp, or even paint) to create a new background image. The size must be 350x150 and it must be saved in either bmp or jpg format. (other file formats are not supported by the skin creator). Use the template image as reference for placing the borders and title bar.

The background image should contain the title ('BobaFett's Ultra Utility v3'), the minimize button and the close button. These are not created by Ultra Utility itself so they're your responsibility to add. Note that this way you can make them look anyway you want.

Once you've made the image, save your image as bmp or jpg to proceed.

Importing the new background image and setting up the skin information

To load your newly created image, simply click on the Browse button next to the Skin Image text box. Choose your image to load it. Doing so will update the preview so you can see what it looks like. Next you should enter the skin information: skin name and author.

If you want, you can protect your skin against editing by specifying an Edit password. Note that this password will not affect Ultra Utility at all, it will load the skins just fine. But if someone tries to open your skin in the skin creator, they'll be asked to enter the password.

The JPEG Quality slider can be used to set the jpg quality to use to save your image in the skin file. The lower the quality, the smaller the skin file, but the uglier the image, and vice versa. It is recommended to use 90% or 100% if you really want maximum quality (at the cost of a bigger file size).

You can use the Change/Revert background color button to change the background color of the box containing the preview interface so you can see what it looks like with a different background.

Setting up colors

The interface text coloring is grouped into several categories as you can see in the skin creator. You can use the Change buttons next to each color in order to change it. Check the preview to see if it looks good. You can also optionally hide the separator line if your skin image provides an alternative.

Setting up hit zones

If you have relocated the minimize and close button, or changed the size of the title bar, you may want to modify the hit zones. To do so, simply click on Edit Hit zones to open the hit zone editor.

Save and install

When you are done with your skin, click on save skin to create a skin file. This skin file has the image compressed into it so you don't need the original image. Please note that the quality of the image saved in the skin file depends on the JPEG Quality setting.

To install your skin in Ultra Utility, simply put it in the skins directory as explained above.

Editing skins

If you have created a skin, you may end up wanting to modify it. To do so, click on load skin and choose the skin you wish to edit. Please note that if you entered a password, you'll be asked to enter it before you can load the map. The password text box will be greyed out if a password was set. If you want to change it, click on the reset button next to it to clear the pass and set a new one (or not).

If you wish to save the original skin image, click on export skin image.

Starting a new skin

Starting a new skin is as simple as it gets, simply click on the reset button above the preview to fully reset everything so you can get started on a new skin.

Terminal

The Terminal is a UI add-on that lets you control Ultra Utility using JA's interface. In order to use it, you have to download the pk3 from the website and install it in the right location (the pk3's come with installation instructions).

The Terminal looks like this:



To activate the terminal, simply use the `!terminal` command. If you use `!terminal` while the plug-in isn't installed, it will reply saying the terminal isn't installed.

The terminal itself is controlled like any other window in JA. With the terminal, you can change settings, control the media player, and view your kill tracker stats. You can also open the in-game menu with it.

As long as the Terminal state says Operational, everything should work fine. If it does not say operational, it means that either Ultra Utility is not running, or it is deactivated.

HUD Add-ons

The HUD add-ons allow you to display information on-screen.

The following add-ons are available:

Media add-on

This add-on displays real-time media player info on your screen, such as the current song, position, playlist, playback speed, volume, EQ settings, etc.

To enable this, use `!sethud media`

Kill Tracker Add-on

This add-on displays real-time kill tracker statistics on your screen, both human and bot stats (bot stats are enclosed in parenthesis).

If you aim at a player, Ultra Utility will attempt to find a player profile of him/her and display it if found.

To enable this, use `!sethud kt`

Entities Add-on

This add-on displays real-time information about entities. You can see the entities in the current snapshot, as well as the targeted surface coordinates and normals.

If you aim at an entity, information of it will be displayed (and updated real-time of course).

Note that, in order to ensure stability and keep performance hits to a minimum, the targeting info gets refreshed 4 times per second only. So you'll have to keep your reticule on an entity for a split-sec before the information of it gets shown. Please note that only solid entities can be 'targeted'. If you wish to get entity information of non-solid entities, use `!listents` and `!entinfo`

To enable this, use `!sethud ents`

Turning add-ons off

To turn the add-on's off, use `!sethud none`

Notes

The add-ons will be written on-screen over anything that might currently be displayed.

The add-ons will automatically be hidden if the console opens or the UI activates. However, at this moment, Ultra Utility does not detect the displaying of the score list and the add-ons will be written over it. If this makes it impossible to read the scores, temporarily turn the add-ons off.

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The media player is powered by **FMOD Ex 4** (<http://fmod.org>) and **Windows Media Player**.

(<http://www.microsoft.com/windows/windowsmedia>)

Weather forecasts provided by **The Weather Channel**. (<http://weather.com>)