



# USER GUIDE



*Mod Launcher v1.0 (06/06/09)*

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## **Introduction**

The UT3 Mod launcher is a small application that can list your currently installed mods and let select and play them without having to create shortcuts or deal with the command line.

## **Installation**

Extract the contents of the zip file to any location on your computer.

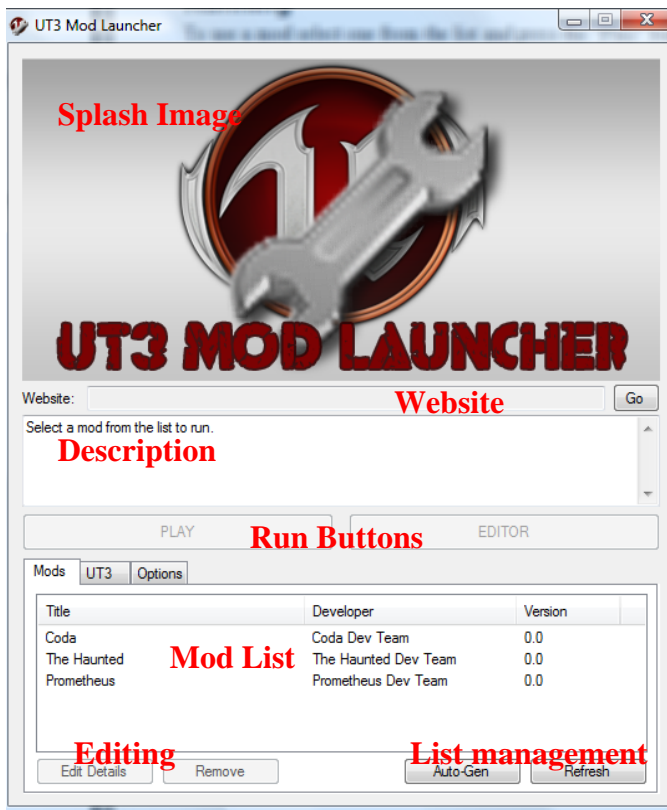
The application was developed in Visual Basic 2005. It uses some System functions, which may require you to install a .net library. The application has been tested on several PC's with both XP and Vista and has worked.

## Initial Set up

On your first run you will be asked to set the paths to your UT3 directories. These are:

- UT3 Installation directory – Where you installed the actual UT3 game, examples of locations are:
  - Default – Program Files\Unreal Tournament 3\
  - Steam – Program Files\Steam\SteamApps\common\unreal tournament 3\
- UT3 Home directory – Where your mods are installed, generally this directory is created when you first run UT3 in:
  - My Documents\My Games\Unreal Tournament 3\

After you have set these directories you should have a screen that looks similar to the below (minus the mods):

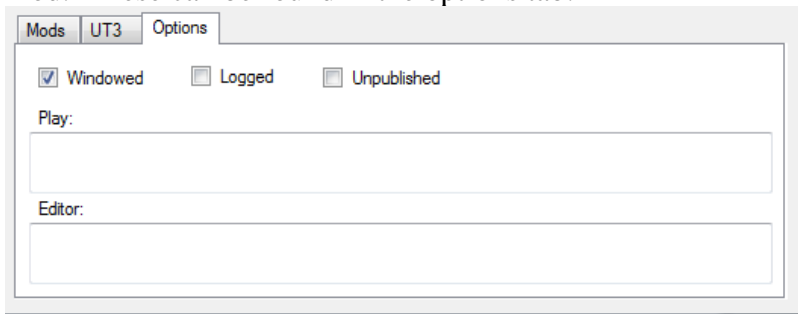


# Running

To use a mod select one from the list and press the “Play” button to run the mod or the “Editor” button to run the editor for the mod. You can also go directly to the mods website by clicking the “Go” button next to the link.

If you have added mods while the application is running you will need to click the refresh button in the “Mods” tab.

You can also set extra command line options for when you run the mod. These can be found in the options tab:



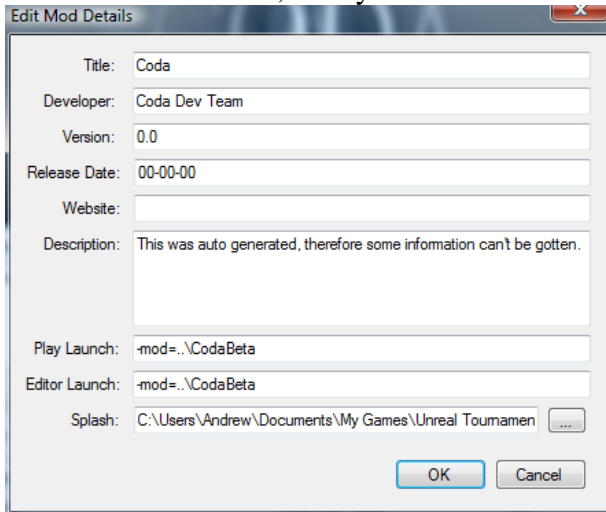
- Windowed – Run in a window
- Logged – Run with the log visible
- Unpublished – Run with unpublished content found in the Unpublished folder of the mod (for development)
- Play – Any extra play options you want
- Editor – Any extra editor options you want

You can also change the paths to you UT3 directories in the UT3 tab.

### Mod List

Upon first run your list may be blank, in order to fill it click the “Auto-Gen” button, this will attempt to find all your mods in the UT3 home directory and create an entry for them. (It does this by searching out the DefaultEngine.ini files for the technically minded.)

If you want to edit the information displayed, click the “Edit Details” button when the mod is selected, here you can edit all entries:



The screenshot shows a dialog box titled "Edit Mod Details" with a standard Windows window border. It contains several text input fields and a description area. The fields are labeled as follows:

- Title: Coda
- Developer: Coda Dev Team
- Version: 0.0
- Release Date: 00-00-00
- Website: (empty)
- Description: This was auto generated, therefore some information can't be gotten.
- Play Launch: -mod=..\CodaBeta
- Editor Launch: -mod=..\CodaBeta
- Splash: C:\Users\Andrew\Documents\My Games\Unreal Tournament

At the bottom right of the dialog are two buttons: "OK" and "Cancel".

If you don't want a mod in the list, select it and click the remove button to remove its information.

## Mod Listing Files

In order for mods to show up in the list they require some files. These files can be included in a mods distribution in order to automatically show up in the MOD Launcher when a user runs it. These files can be placed under a ModLauncher folder in your root mod directory.

### UT3MLConfig.ini

Contains information about the mod, the application searches for this file in order to add it too the list. Its format is:

- <Title> - What's the mod called.
- <Developer> - Who made the mod.
- <Version> - What version is this.
- <Date released (DD-MM-YY)> - When was it released.
- <Website> - Site for the mod, don't forget <http://>.

### UT3MLDescription.txt

A description of the mod that shows up when it is selected can be multiline.

### UT3MLLaunching.txt

Contains the running options for playing and the editor. The first line is the run options and the second is the editor options.

### UT3MLSplash.bmp

A splash image to be shown when the mod is selected. Can be of any size or popular format but it will always stretch to a 512 x 256 image in the launcher.

## Credits

### Programming:

Andrew Glover

## Contact

Send an email to:

[impactinteractivemods@gmail.com](mailto:impactinteractivemods@gmail.com)

With any bugs, feature requests and the like.