

Ultraviolet Movie Mod

Enemy Territory Quake:Wars

Table of Content

- Introduction 2
- Cvar Commands 3
- Console Commands 4
 - Freecam 4
 - Point Collection 4
 - Jitter 4
 - Misc 5
- HUD 5
- Camtrace 3D 6
- Tutorial 7

Introduction

Ultraviolet Movie Mod is a new Platform for Movie Maker in the ET: QW Scene. It adds new functions that will help you a lot to create your very own cameras with Camtrace 3D or even with the help of Maya. I have ported some functions from the Movie Mod of ET like scanDemo, which lets you scan the current demo for frag sprees. This is most likely more interesting for players and not for the Movie Makers. Then you will also be able to only show only your own frags in the popups again.

Cvar Commands

uv_showRadialWeaponMenu

Display weapon switch Radial Menu

uv_debugPlayers

A roughly hacked in cvar to display the name and ID of each player over his head.

uv_showOwnFragmentsOnly

Displays only your very own frags in the popups.

uv_showGetKilledByMessage

Displays the You got killed by popup.

uv_chatLineTimeout

Ported from g_chatLineTimeout to the mod, to make it easier access able.

uv_fakeEnabled

Enables the name replacement. E.g.: Local Player has played with fake name but made a good frag, we want the right name for that. (only one player can be replaced, so you cannot fake any frags!)

uv_fakeOldName

This name gets replaced, be sure to use NO color tags here.

uv_fakeNewName

This will be the new name, be sure to use color tags here.

uv_jitterInterpolateValue

This sets the frame number the jitter interpolation holds on. Larger values will make a smoother transition, lower values will make the switch from one point to another shorter.

Console Commands

Freecam Commands:

Freecamgetpos

Prints the position and angles of the camera and of the noclip camera from SD, in the world to the console and Clipboard.

Freecamsetpos

USAGE: FREECAMSETPOS <X> <Y> <Z> <PITCH> <YAW> <ROLL>

Sets the position and angles of the camera and of the noclip camera from SD, in the world.

Freecam

Enables Camtrace 3D camera Mode. I do not suggest using this mode, except for recaming. If you want to fly through a demo use demo_noclip.

FreecamLookat

USAGE: FREECAMLOOKAT <PLAYERID> [0,...,31]

Locks the camera view to a Player.

FreecamLookatPoint

USAGE: FREECAMLOOKATPOINT <POINTID> [0,...,127]

Locks the camera view to a Point from the point Collection

Point Collection Commands:

setPoint

USAGE: SETPOINT <POINTID> [0,...,127]

Adds a new point to the collection, or overwrites an existing. The current camera position will be added as a point!

exportPoints

USAGE: EXPORTPOINTS <FILENAME>

Export all points in out Collection to a file.

importPoint

USAGE: IMPORTPOINT <X> <Y> <Z> <#> WITH # [0,...,127]

Import a Point from a file or from the console.

Jitter Commands:

jitterLookatPlayer

USAGE: JITTERLOOKATPLAYER <PLAYERID>

Calculates the correct r_jitterRadial value while locking the camera to a Player.

jitterLookatPoint

USAGE: JITTERLOOKATPOINT <POINTID>

Calculates the correct r_jitterRadial value while locking the camera to a Point from the point Collection.

Misc Commands:

exec_at_time

USAGE: EXEC_AT_TIME <FRAMETIME> <CONFIGFILE>

Executes a cfg file at the given frame time.

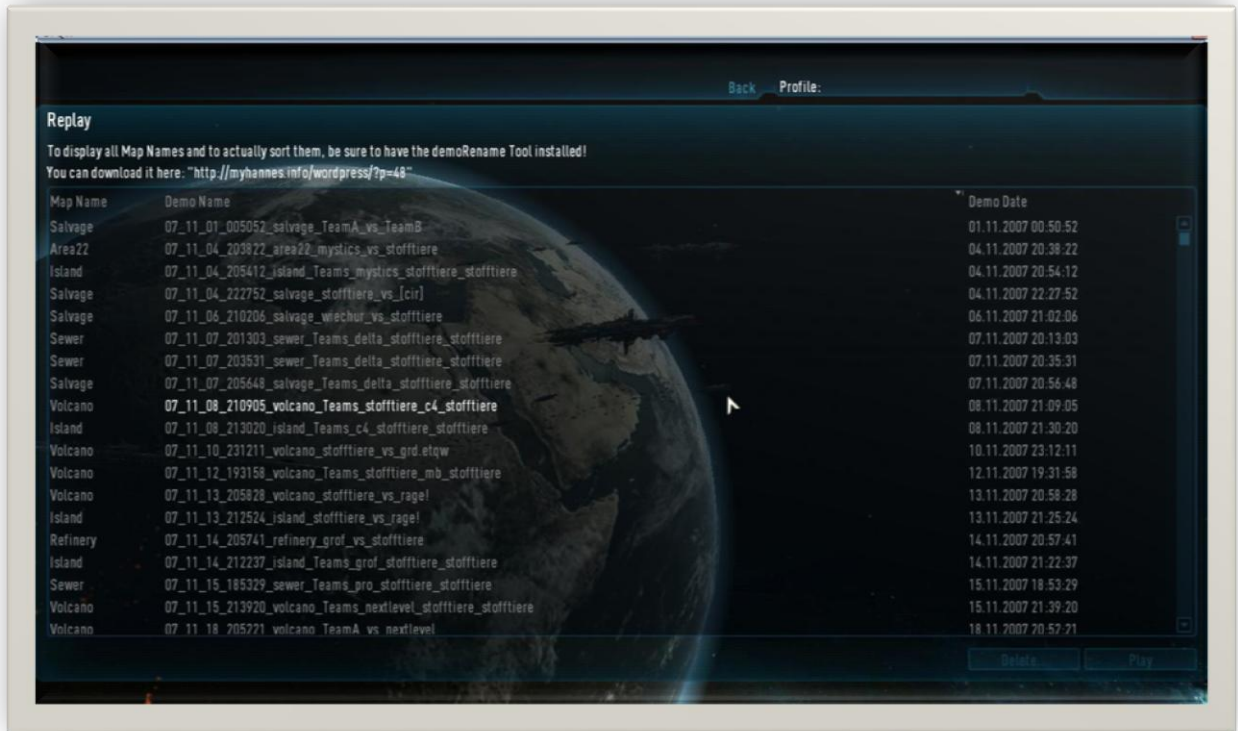
scanDemo

USAGE: SCANDemo <MIN FRAGS>

Scans a demo for frags from the Local Player. You can define a min Frag value, so only frags with more or equal victims will be added to the file.

HUD

This would be the new demo Replay Menu:



And this would be the new ingame HUD. Its very similar to the old ET HUD:



Tutorials
