



Ultraviolet mmMod – ET 0.0.6 Build 378 Public

This is a short How To, and should help you to use the software without any knowledge.

CVARS:

New:

- `mm_popUpType [0;1]`
→ Switches between normal ET popUps and CS'ish popUps.
- `mm_drawInfoOverlays [0;1]`
→ Shows Informative Overlays such as following Player "xyz".
- `mm_grenadeBubbles [0;1]`
→ "effect:" Shows bubbles instead of normal Nade Trail.
- `mm_panzerAnim [<particle>]`
→ "effect:" Replaces the normal Panzerfaust Particles by your own ones. Advanced users only!
- `mm_panzerCam [0;1]`
→ PanzerFaust cam. Very crappy implemented. Use camtrace instead!
- `mm_grenadeCam [0;1]`
→ Grenade cam. Very crappy implemented. Use camtrace instead!
- `mm_drawThirdPersonCrossHair [0;1]`
→ Draw a crosshair while being in ThirdPersonView.
- `mm_fakeNameRoh [0;1]`
→ Prints PlayerNames into the console. (condump to view colorcodes)
This is only interesting for name Replacements.
- `mm_fakeNameReplacedBy [<Name with colorcode>]`
→ Name that replaces the old name.
- `mm_mm_fakeNameToReplace [<Name with colorcode>]`
→ Name that will be replaced.
- `mm_fakeNames [0;1]`
→ Activate the Name Replace.
- `mm_drawWeaponHud [0;1]`
→ Draws the weapon icon on the screen while being in `cg_drawhud 0` Mode.
- `mm_drawAmmo [0;1]`
→ Draws the Ammo value on the screen while being in `cg_drawhud 0` Mode.
- `mm_drawHealth [0;1]`
→ Draws the health value on the screen while being in `cg_drawhud 0` Mode.
- `mm_clientCoronas [0;1]`
→ Use coronas in the client? (Recommend in ETPRO demos).
- `mm_demoFreecamSpeed [0;1]`
→ Speed with which the cam moves in freecam mode (Bugged!).
- `mm_drawWeapons [0;1]`
→ Removes all weapons from all players (Usefull for animations).
- `mm_backpack [0;1]`
→ Removes the backpacks from the Models. (Usefull for animations)
- `mm_shownades [0;1]`
→ Removes the Nades from the players hand. (Usefull for animations)

- `mm_hitsounds [0;...;2]`
→ ETMAIN hitsounds. (Bugged `b_realhead` !?) → Etpro hitboxes
1 = normal hitsounds, 2 = only headshots.
- `mm_CenterMessageSmallFontSize [int]`
→ Change the centerprint Font size (for small prints only).
- `mm_CenterMessageFontSize [int]`
→ Change the centerprint Font size (for normal prints only).
- `mm_popupTime [int]`
→ Popup delay time. We suggest not to change it.
- `mm_PopupFontSize [float]`
→ Change the Console Popup font size.
- `mm_PopupStayTime [int]`
→ Change the time how long the popup will stay. (in msec)
- `mm_PopupFadeTime [int]`
→ Change the time how long the popup will fade. (in msec)
- `mm_maxPopups [1;...;8]`
→ How many popups?
- `mm_useConsoleFontsForPopups [0;1]`
→ Use console font for the popup instead of normal font (wolfcam)
- `mm_drawPopUps [0;1]`
→ Draw popups at all?
- `mm_drawChatMsg [0;1]`
→ Draw the chatbox?
- `mm_drawYourOwnFragmentsOnly [0;1]`
→ Draw your own frags only?
- `mm_drawShadowedPopups [0;1]`
→ Use shadowed popups?
- `mm_drawYouWereKilledMsg [0;1]`
→ Shows you who just killed you.
- `mm_drawVotes [0;1]`
→ May i display Votes?
- `mm_drawOtherMessages [0;1]`
→ May i display Objective and some other Messages?
- `mm_drawPickupMessages [0;1]`
→ May i display Pickup Messages?
- `mm_enableTracers [0;1]`
→ Tracers welcome?
- `mm_drawFollowing [0;1]`
→ Draws the name of the player you are following at the top of the screen (wolfcam).
- `mm_muzzleFlash [0;1]`
→ You want muzzleflash?
- `mm_execAtTimeVal [readONLY]`
→ Which cfg will be executed?
- `mm_execAtTimeTime [readONLY]`
→ When will we execute that cfg?
- `mm_execAtTime [readOnly]`
→ Are we execing smth at a specific time?
- `mm_useETDemoBinds [0;1]`
→ Would you like to use standard et Demo binds?
- `mm_standardGlowSkin [0;...;4] // nullskillz version.`
→ Available colors: green, red, blue, silver.

- mm_useLightyGlowSkins [0;1]
→ Boost lights on players.
- mm_useGlowSkins [0;2]
→ 1. only on revives and repawn, 2. permanent skins.
- mm_debugErrors [0;1]
→ Shows debug stuff in console.
- mm_fakelag [0;1]
→ (wolfcam)
- mm_forward

COMMANDS:

New:

- /freecam
→ Updated Freecam.
- /demoFF [seconds]
→ Forward the demo xx seconds.
- /demoInfo
→ Only functional with the Media Manager by uv (gets released later) or with the MovieMaker which you can find here http://myhannes.info/wordpress/?page_id=7 .
- /freecamsetpos
→ Camtrace is also supported
- /exec_at_time
→ Allows you to exec a specific file at a specific time.
- /show_framecount
→ Displays the current demoFrame. USE cg_drawSnapshot 1 instead!
- /players
→ Shows you the players and its IDS / you can use the new Scoreboard aswell for that
- /follow (wolfcam)
→ follow other players (note not all mmMod features will work in wolfcam mode)
- /jumpToFrag
→ Jumps Right to the Frag. (If ET has this info available)
- /setMark <"short Description">
→ You can set a Mark @ the Current Position, the MediaManager will recognize that then.
- /scanDemo [playerID] [Number of frags >= 1]
[Time for the spree in seconds] [timescale factor]
→ Scans for frags from the player's ID with more or equal to the Number of frags value. The id can be retrieved from the /players command. Dont use too high timescales on lower machines

For example: Player id = 10; minfrags = 2; spreetime = 20 sec;
timescale = 50 → scandemo 10 2 20 50

The output will then be stored in uvMovieMod\demoInfos*.demoscans
(Those are textfile and you can open them with notepad)

Changed:

- /viewpos
→ <x y z> : <y p r> : FrameNumber (needed for the exec_at_time feature)

ChangeLOG:

- 0.0.1
→ First build
- 0.0.2
→ Added the freecam, backpacks and nade switch (thx to erik)
→ Added the Console Management (size, stay, fade, only own frags and stuff like that.)
- 0.0.3
→ HUD customised.
→ Added the glowskins.
→ Implemented coronas to the client.
→ Added fixes for the client from churker.
- 0.0.4
→ Remodled the complete cgame democode. Now supporting your normal binds. Not cvared anymore.
→ Some more console Management.
- 0.0.5
→ Added support for the media manager. Demoinfos with popups.
→ Replace Names supported.
→ show_framecount (bugged)
- 0.0.6
→ First public release.
→ Added /setMark, /jumpToFrag, /demoInfo, /scanDemo

Infos / How to's:

Note: this is only a test version and NOT meant to be productive. There will be a "watermark" in the middle of the screen to let u focus on testing and giving feedback and not to actually "use" the mod for your movie.

Replace Names:

Create a cfg with the following cvars: THIS IS NOT AVI in the pub rls!

```
mm_fakeNames "1" /toggle this to 1 and exec the cfg and it will be active.  
mm_fakeNameToReplace "ETPlayer"  
mm_fakeNameReplacedBy "^7cLg ^0Hannes"
```

Record your own frags only:

For that I made 2 cfgs, one for cleaning up old frags and the waiting loop, and the second for the actual popUp settings.

Clear the console:

```
seta mm_popUpStayTime "0" // 0 for cleanup
seta mm_popUpFadeTime "0" // 0 for cleanup
seta mm_maxPopUps "6" // stays the same
seta mm_drawPopUps "0" // 0 for cleanup
seta mm_drawChatMsgs "0" // chat yes no?
seta mm_drawYourOwnFragsOnly "0" // 0 for cleanup
seta mm_drawOtherMessages "0" // obj msgs?
seta mm_drawPickUpMessages "1" // pickups?
```

Record settings:

```
seta mm_popUpStayTime "99999" // will never dissappear
seta mm_popUpFadeTime "99999" // will never fade
seta mm_maxPopUps "6" // 6 Popups
seta mm_drawPopUps "1" // ahm yes please
seta mm_drawChatMsgs "0" // chat yes no? No thanks
seta mm_drawYourOwnFragsOnly "1" // yep
seta mm_drawOtherMessages "0" // nope (not tested with cs console)
seta mm_drawPickUpMessages "0" // nope (not tested with cs console)
```

/DemoInfo Command:



Note: by now this feature can only be accessed with the Moviemaker or with the Beta Media Manager. Use its demolauncher.

HOWTO FREECAM: // Taken from the RTCW MOD, just transfer it to ET.

First of all I am gonna explain the freecam scripts. Start rtcw and got to a map or fire up a demo. I suggest you a map since i didnt get RTCW to recognize my mouse movement in demo mode. (thats the only thing im gonna have a look for after that rls). So now you go into freecam mode "freecam" if you are in demo Mode, otherwise just fly around.

If you use my scripts for the cams you will have mwheelup "set a point" and mwheeldown delete all points and start over binded. So go to a position where you wanna have a cam and do a "mwheelup", if you now trigger the console youll will see the output. Do this for all waypoints. My script currently only supports 20 waypoints.

When you are finished with that exit rtcw and fire camtrace up.
File -> import → choose the rtcw/cam/pos folder and camtrace will import your waypoints. Camtrace will now parse even all yaw, pitch values.

Now adjust your cam do some basic ct3d settings and export the cam to the cameras folder.

Now after you created the cam just go to the cam directory and change the current.cfg.

```
freecam; ← gets you into cam mode
cg_draw2d 0; ← nope we do not want a hud
mm_demoPopUp 0; ← nope we do not want popups during cams
mm_demoCrosshair 0; ← nope we do not want a xhair during cams
cl_avidemo 100; ← guess you know what that is...
exec cameras/YOURCAM/cam ← specify the cam to play
```

now again go load the demo and again: if you use my binds press F3 and you will see the cam (note that it will record the cam, unless you comment the cl_avidemo out int the current.cfg). After the cam finished, press F2 to stop recording, close rtcw and hf doing the avi.

Hope that helped you a bit. HF recaming in RTCW

Note this is only a short and dirty cgame hack. So i do not guarantee for a stable release! Its useable and supports CT3D plus a small dirrrrty "freecam". Feedback is welcome.

#ultraviolet, #smireboule

<http://myhannes.info>
<http://ct3d.twen.name>
<http://www.ultravioletproductions.co.uk/>