

:: KaMod BETA ::

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Introduction

Hello, fellow members of the Jedi Knight 2 community, or at least what's left of it! My name is Kevin, though most of you would probably know me better as "Kameleon".

Back when I first started modding a few years ago I had absolutely no experience with C. My first mod was a mod for my previous clan, based on the DS-Online code, which ended up being a total shipwreck. My second mod was for JK2 1.02, which was based off a basejk sourcecode, and had all the features of my first mod, though most of them had been improved quite a bit, as well as a whole lot of new features, but still ended up being a small shipwreck with bad design choices, bugs, and being very non-user-friendly, as it wasn't designed to be released to begin with.

That makes this my third mod, but the first of them to be officially released. This mod was made with a release in mind, so a lot of thought have gone into it, making it very user-friendly and quite feature packed. The mod was based off the basejk sourcecode, and most pieces have been written from scratch, and the pieces that have been implemented has been rewritten and improved heavily.

I don't see this mod as "the definitive mod", and there are probably a lot of things that could have been done better, but this mod is far from being a shipwreck, and is the best I can do with my current modding experience. If I am ever a part of another modding project, then it would be a collaborative mod with some of the other modders from the remaining community, which will probably end up being a far superior mod to this one, but until the day comes when/if that project fully takes flight, I am going to take a break from modding for a while. I feel like I have earned it.

This mod was made for the remaining Jedi Knight 2 community, with feature suggestions from the community, and has been tested by the community during development. Now I can only hope that they will enjoy the result.

Should you be interested in reading the sourcecode, then that will also be uploaded on JKHub.

I'd say that concludes the introduction, now it's time to have a look at the content.

Installation

There are two different ways you can install this mod, which I am going to explain in great detail down below.

Installing into the KaMod folder

If you only want to use the clientside on KaMod servers, then you must install the mod into your *GameData/KaMod* folder. This way it will not be loaded on any of the servers that aren't running KaMod, and you can be certain that all features, e.g. the duel are fully supported. If you also want to use it on other modded servers, but not use it on *all* servers, then add the clientside to those directories as well.

Installing into the base folder

If you want to use the mod on all servers, then you should put the clientside into the *GameData/base* folder. There are a few features that only work on servers that *support* them, e.g. the *mini-keyboard display*, or which work best on supported servers, e.g. *duel invisibility*, which is why I would usually recommend people to only install the mod into the KaMod folder, and on other servers that supports these features. However, the mod comes with its own UI, which makes it incredibly easy to disable the duel invisibility on e.g. servers running DcMod, which support neither of those two features. On servers that doesn't support the duel invisibility you would bump into other players while in duel, even though you couldn't see them, but in that case you could just disable the duel invisibility through the menu and then that wouldn't be a problem anymore.

If you do install it into the base folder

If you do install the clientside into the base folder, make sure to check that you don't have any other clientsides for that particular JK2 version conflicting, e.g. the DS-Online clientside. Otherwise they might overwrite each other, which could lead to some conflicts, mainly regarding the UI.

Compatibility

Most features are supported on all servers, except for the duel invisibility and the mini-keyboard display, which you can read more about above or in their respective section of the documentation, but you can just disable those through the menu on servers without support for them. Duel invisibility will work fine on servers that supports those features, such as DS-Online servers, [DARK]Twimod servers, and of course KaMod servers, and should improve your overall duel experience, especially if you're using the EDI mode (Enhanced Duel Invisibility), with the mini-keyboard display only working on KaMod and JK+ servers at the moment.

Everything else in the clientside works on **all** servers, regardless of the mod.

Features

I am not going to make a list of every single cVar, as the clientside comes with its own UI, which allows you to easily enable/disable the different parts of the mod. Instead I will just explain the different features, so that you know exactly what they do.

Duel invisibility

This will make everyone except you and your duel opponent invisible while the duel is in progress. With **EDI** enabled this also includes any sounds and effects made by others, which should heavily improve your overall duel experience. Without EDI enabled you will still be able to hear them and you see effects, so if a server supports the feature I'd recommend you to use it. On servers that supports this feature, e.g. servers running DS-Online, [DARK]Twimod, KaMod, etc, you will be able to **walk through** the players you are not in a duel with, and they can walk through you too. On servers that doesn't support duel invisibility, simply disable it through the new "Settings" menu.

Custom hilts

This feature will allow you to select a custom hilt from a hilt selector, much like you would select your skin, which can be found in the "Player" menu. This will allow you to add a more personal touch to your game, without the stress of installing/uninstalling a new hilt every now and then, and players using this clientside or clientsides with similar features, e.g. DS-Online will be able to see your hilt too. As something new in KaMod, custom hilts work on **any** server, regardless of the mod it may or may not be running. By default you will only be able to choose between the Reborn, Luke, and Desann hilts, but you can download a collection of mod compatible hilts here: <http://jkhub.org/files/file/2613-mod-compatible-hilt-collection/>

RGB saber colours

This feature will allow you to change your saber colour into a custom one, by using the new "RGB saber" menu. There you will find a set of three sliders, which will allow you to change the colour of the saber, as well as a small preview. Please note that you can have the same colour with different glow intensities, by lowering/increasing the values, i.e. R: 50, G: 50, B: 50, and well as R: 100, G: 100, B: 100, would both be white in colour, but the last example would have a more intense glow to it. Players without the clientside, or with RGB colours disabled would simply see the colour you have selected in the "Player" menu, which you can still use to get the basejk colours. The RGB feature works on **any** server, regardless of the mod.

FOV

In basejk, the FOV was capped at 97, which have always been too low for most players. With the KaMod clientside installed, you will be able to increase your FOV between 1 and 160. I expect that 160 will be too much for more or less all players, but now you would be able to do so if you wanted to. I personally prefer my FOV to be between 106 and 110, but that is up to your preferences of course. The increased FOV cap works on **any** server, regardless of the mod. As an alternative to FOV you can also use the now unlocked cg_thirdPersonRange and cg_thirdPersonVertOffset cVars.

Bacta indicator

When you're in the middle of a fight, it can sometimes be difficult to remember if you've already picked up a bacta canister. With this mod, you can have a bacta attached to your hip when you currently have a bacta in your inventory, and/or have a bacta indicator on your HUD, just above the in-game clock. The bacta indicator works on **any** servers, regardless of the mod.

Clock

When you're having fun playing JK2 you easily lose track of time, unless you constantly check your phone, watch, or play in windowed mode. If the only reason you are playing in windowed mode is to keep an eye on time, then this feature will solve that issue for you, even when playing in full screen. The mod comes with an in-game clock, which will display what the clock is in real-time on your PC, rather than using the time of wherever the server is located. The in-game clock works on **any** server, regardless of the mod.

Speedometer

If you've always wanted to see how fast you're actually moving in JK2, or if you enjoy racing on some of Acrobat's maps, then this is a feature you're going to enjoy. This mod features a speedometer, which will show your current speed in "Units Per Second", and you can even enable another speedometer for the Z axis, should you be interested in that too. You can also set a custom colour for each of them. This feature can especially be useful you enjoy strafe jumping. The speedometer works on **any** server, regardless of the mod.

Client list

If you've ever had to send a private message to a player from great distances, then you know that the best option when using the `/tell` command, would be to use the clientnumber of the player instead of their name, as using the name can sometimes result in your message being delivered to the wrong player. Not all servers allow you to see those numbers though, but with the new `clientlist` command you will not have to worry about that anymore. The `clientlist` command works on **any** server, regardless of the mod.

Duel glow

If you're like me, then you are probably not a great fan of the "duel glow", and would have wished there was a way to disable it. Well, now you can. This mod will allow you to easily enable/disable the duel glow through the new "Settings" menu. This works on **any** server, regardless of the mod.

Duel music

While the background music for duels can be nice, sometimes you might prefer to listen to the default music of the map instead. This mod will allow you to easily enable/disable the duel music through the new "Settings" menu. This is especially useful in the private 1v1 FFA mode in KaMod, as the duel music would otherwise restart at each respawn, which quickly gets annoying. This works on **any** server, regardless of the mod.

Skin selector

No, I didn't make a new skin selector, but I did make a slight update to it. If you enjoy using custom skins, then you might have experienced that some of them simply won't show up in the skin selector. This mod will allow you to see more skins the skin selector, so that you don't have to either remove some of the skins, or have to remember their model name. This feature works on **any** server, regardless of the mod. It does have its limit, but it will allow you to see quite a few more than in basejk.

Client names

Trying to find the player you want to talk to in the middle of a group of Kyle's can sometimes be a pain in the butt, as you would have to point the crosshair on each of them until finally finding the one you were searching for. This feature will draw the names over the heads of the players, for as long as they are in your field of view, and isn't standing behind anything. This feature works on **any** server, regardless of the mod.

In-game serverlist

The clientside comes with an in-game serverlist, which allows you to easily jump between servers, without having to disconnect first. This feature works on **any** server, regardless of the mod. *Please note that it currently doesn't filter bots from the list.*

Terminator effects

The clientside comes with a few effects, which is used to enhance the serverside "amterminator" command. The effects include a "Flamethrower", "Optic Radar", "Deflector shield", Shadowtrooper-styled "Cloaking device", and even comes with their own unique icons in the "force power" selector. It also includes a jetpack model, which can be placed on your back while being a terminator, but if your model already has one, e.g. Boba Fett skins, then it can be disabled by each individual player on KaMod servers. This feature only works properly on servers running **KaMod**, as no other servers supports these "Terminator powers".

Merry Christmas

The mod comes with a "santa hat" feature, which will make all players appear to you as if they were all wearing a santa hat. Aside from being a great addition for the Christmas season, it also fits the theme of e.g. Bespin Christmas very nicely. This feature works on **any** servers, regardless of the mod.

Mini Keyboard Display

The mod comes with a "Mini Keyboard Display" feature, which can be useful for people who would like to learn how to strafe jump, or do certain saber related moves, or for recording tutorials on how to do these moves. This feature only works on servers which support it, e.g. KaMod and JK+ servers.

Mod info

Although it isn't an important feature, the mod also comes with a command called "kamodinfo", which will show you the credits and cVars in your console. The credits are the same as in this documentation, and you don't really need to remember the cVars, as you can just use the "Settings" menu, but I thought I'd add the command nonetheless, as some might want to bind certain cVars to different keys.

Credits

In all honesty, I don't feel like there is much for me to take credit for, aside from a few UI's, a clock, and a few minor features. The clientside features most of what I'd personally want in a clientside, but most of it wouldn't have been realized, had it not been for the modders who have contributed to the clientside in one way or another, be it with code pieces, or icons for various things.

In short, I'd like to thank all of them, as this mod wouldn't have been possible without them. Especially since my strength lies with the serverside programming, and I had never worked with clientsides before.

Special thanks to ...

- Nerevar, for his "bacta on hip", "santa hats", "in-game serverlist", and for his "Draw client names" function, which I used as a base for my own.
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