



[INTRODUCTION](#)

[1.0.0 - BACKGROUND INFORMATION](#)

[2.0.0 - INSTALLATION](#)

[3.0.0 - QUICK START GUIDE](#)

[4.0.0 - CONTROLS & USER INTERFACE](#)

[5.0.0 - URBAN TERROR WEAPONS](#)

[6.0.0 - URBAN TERROR GEAR](#)

[7.0.0 - URBAN TERROR MAPS](#)

[8.0.0 - SERVER SETUP & ADMINISTRATION](#)

[9.0.0 - COMBAT TECHNIQUES](#)

[10.0.0 - TROUBLESHOOTING](#)

[CREDITS](#)



S I L I C O N I C E D E V E L O P M E N T



INTRODUCTION

1.0.0 - BACKGROUND INFORMATION

2.0.0 - INSTALLATION

3.0.0 - QUICK START GUIDE

4.0.0 - CONTROLS & USER INTERFACE

5.0.0 - URBAN TERROR WEAPONS

6.0.0 - URBAN TERROR GEAR

7.0.0 - URBAN TERROR MAPS

8.0.0 - SERVER SETUP & ADMINISTRATION

9.0.0 - COMBAT TECHNIQUES

10.0.0 - TROUBLESHOOTING

CREDITS

INTRODUCTION

ref: 220-1B-557Z

Re: Project Urban Terror

Status: TOP SECRET

To: all recruits

Since the end of the Cold War there has been a growing terrorist threat from hostiles both foreign and domestic. The power vacuum that was left when the Soviets ceased to be a major threat has encouraged new groups to take their place. Increasingly organized groups of anarchists and dissidents are a growing concern for many world governments. Backed with large donations from unknown corporate benefactors, these groups have become a major threat to peace in this day and age, and constitute a clear and present danger to all developed nations.

Yet our hands are tied. Democratic governments that value freedom must combat this threat, but cannot afford to be seen to engage in the kind of anti-terrorist military operations needed to quash these criminals. Instead we must dither, attempting to negotiate, neither giving in to their demands nor being able to risk the public outcry that a decisive military operation would cause.

With this in mind, and with the full support of world governments in conjunction with leading companies around the world, we have invested in the training of highly skilled counter-terrorist groups, to combat the terrorist threat wherever and whenever it may rear its ugly head.

Working in top-secret independently organized teams designed to combat the terrorists at their level with maximum flexibility, and armed with the best weapons that modern technology can offer, these crack squads will protect our nation's assets and its people against a most insidious enemy.

As an outstanding officer, you have been selected to join us as one of the elite of Project Urban Terror. You will not know the real names of your team members, and your team members will never know your real name; you will use pseudonyms at all times. All knowledge of you and your actions will be disavowed should you be caught. The origin and greater purpose of your orders will be also be unknown, in order to protect the project's goals.

Congratulations, soldier. You have been chosen as the first and last line of defense. You stand as the protectors of democracy, the champions of freedom and the sword of justice. We ask a lot of you. Some of you may fall in the line of duty. But there can be no greater honor than serving your country and its citizens in this most noble of endeavors. Soldiers of Project Urban Terror, we salute you.



INTRODUCTION

1.0.0 - BACKGROUND INFORMATION

- 1.1.0 - What is Urban Terror?
- 1.2.0 - What is a modification [mod]?
- 1.3.0 - What is a Total Conversion?
- 1.4.0 - How much does Urban Terror cost?
- 1.5.0 - Will I need to upgrade my computer to play?
- 1.6.0 - Will I need to purchase Quake III Team Arena?
- 1.7.0 - Who is Silicon Ice Development?
- 1.8.0 - Where do I go for more information about Urban Terror?
- 1.9.0 - What are some of the support sites I can visit?
- 1.10.0 - What do I need to play Urban Terror?
- 1.11.0 - Where can I get files or the necessary point releases?

2.0.0 - INSTALLATION

3.0.0 - QUICK START GUIDE

4.0.0 - CONTROLS & USER INTERFACE

5.0.0 - URBAN TERROR WEAPONS

6.0.0 - URBAN TERROR GEAR

7.0.0 - URBAN TERROR MAPS

8.0.0 - SERVER SETUP & ADMINISTRATION

9.0.0 - COMBAT TECHNIQUES

1.0.0 - BACKGROUND INFORMATION

1.1.0 - What is Urban Terror?

Urban Terror is a realism based "total conversion mod" for Quake III Arena. Urban Terror is a completely free add-on to id Software's Quake III Arena.

1.2.0 - What is a modification [mod]?

When id Software released Quake III Arena, they also released many files that make it possible for people with certain programming, sound and graphics skills to modify the original Quake III Arena game code. A modification [mod] is a game based on the Quake III Arena gaming engine. All mods for Quake III Arena are free. Some of them make only small changes [like making weapons more powerful], while others are more complex and create a total conversion [TC].

1.3.0 - What is a Total Conversion?

A total conversion is a special kind of mod that changes so many things in Quake III Arena that it looks like a completely new game. Urban Terror is a TC mod because it adds new weapons, player models, sounds, maps, damage system, physics and many new game play options which make it difficult to recognize the mod from Quake III Arena.

1.4.0 - How much does Urban Terror cost?

Urban Terror is 100% free. It is a condition of the End User Licensing Agreement [EULA] when creating a mod that it not to be released for commercial retail. That means the team who created Urban Terror [Silicon Ice Development] is doing it for free. If you purchased Urban Terror, then some unscrupulous individual may have ripped you off. You should immediately report them to id Software or Silicon Ice Development.

1.5.0 - Will I need to upgrade my computer to play Urban Terror?

10.0.0 - TROUBLESHOOTING

CREDITS

Depends on what you base system specs are. If you can run Quake III Arena, then you should be able to play Urban Terror. If you are unsure, compare your system specifications which those for Quake III Arena. Silicon Ice Development recommends the following as minimum specs:

- CPU: Pentium III 500MHz/Duron 600MHz
- RAM: 128MBs (256MBs Highly recommended on win2k and above)
- VID: Geforce class card with 32megs of ram
- HDD: Space for Quake 3 Arena and 300MBs

1.6.0 - Will I need to purchase Quake III Team Arena?

No, you will not have to spend your hard earned cash on Team Arena. You will be able to run Urban Terror from Quake III as long as you have downloaded and installed the current point release from id Software.

1.7.0 - Who is Silicon Ice Development?

Silicon Ice Development is the group name of the development team that is creating Urban Terror. Silicon Ice Development's only current project is Urban Terror, but in the future it's possible that we may add more projects. Check out the Silicon Ice Development web site for details about the development team, www.silicon-ice.com.

1.8.0 - Where do I go for more information about Urban Terror?

Urban Terror's official web site is located at www.urbanterror.net and Silicon Ice Development's web site is located at www.silicon-ice.com. Both sites will provide you with the most up to date information relating to the development of Urban Terror.

1.9.0 - What are some of the community Urban Terror sites I can visit?

The Urban Terror Community has some excellent support sites. Here is a short list of some of the sites you can visit that support Urban Terror:

- [The 6th Floor](#)
- [Urban TerroristZ](#)
- [urbanterror.de](#)
- [urbanterror.it](#)
- [Dead Llamas](#)

These are just a few of the sites that make up our increasing community. You can also check out the link buttons on the main page or visit the [Urban Terror Community](#) link on the Urban Terror Forums. If you have a site, then please [e-mail](#) Silicon Ice Development.

1.10.0 - What do I need to play Urban Terror?

To start with, the most important thing you need is a retail copy of Quake III Arena [actually the most important thing is a good computer, but that's obvious, right?]. Once you have Quake III Arena installed, you **MUST** install the latest Quake III Arena patch from id Software. Finally, you will need to download the files specific to your platform to take part in Urban Terror.

1.11.0 - Where can I get the mod files or the necessary point releases?

Go to the Urban Terror web site and click on [FILES](#) and choose the files based on your operating system. All platforms can use the .zip files. This will redirect you to a download page that has the latest Urban Terror files, including the id Software Point Releases and all the necessary install files. If you have problems with FilePlanet, some of the other FTPs we list on the downloads page. There will be more prominent FTP sites listed on the web site during days we release new files.

[Back to top](#)



INTRODUCTION

1.0.0 - BACKGROUND INFORMATION

2.0.0 - INSTALLATION

2.1.0 - Point Release Information

2.1.1 - Check your version of Quake III

2.1.2 - Point release upgrades

2.1.3 - Do I need to upgrade to the current point release?

2.1.4 - Point release error messages

2.2.0 - Necessary Game Files

2.2.1 - Current Urban Terror files

2.2.2 - Linux files

2.2.3 - Macintosh files

2.2.4 - Windows files

2.2.5 - Check your game files

2.3.0 - Patches/Upgrades/Additional Files

2.3.1 - Installing patches and upgrading

2.3.2 - Map packs

2.3.3 - Installing community maps

3.0.0 - QUICK START GUIDE

4.0.0 - CONTROLS & USER INTERFACE

5.0.0 - URBAN TERROR WEAPONS

6.0.0 - URBAN TERROR GEAR

7.0.0 - URBAN TERROR MAPS

8.0.0 - SERVER SETUP &

2.1.0 - Point Release Information

2.1.1 - Check your version of Quake III

When you purchase Quake III from a retail store and install it, the version you install will most likely be 1.11. To confirm your version number, start Quake III, when the main menu comes up, press the tilde key [~] to drop into the console. In the bottom right hand corner of the console, you will see the version number. In order to play Urban Terror, you must be running the most recent Point Release from id Software. See our [Files Section](#) on the website for a link to the point release.

2.1.2 - Point release upgrades

Point releases are changes to the code for Quake III released by id Software and required to be downloaded and installed to keep your version of Quake III current. If you have never upgraded, then you are running the out of the box version of Quake III, 1.11. Install Point Release version 1.32 from id Software to ensure your version of Quake III is the latest version. This is NOT a SID file, but should be installed regardless of your version of Urban Terror to correct any bugs within the Quake III code. See Section 1.11.0 for a list of FTP sites where the point release can be downloaded.

2.1.3 - Do I need to upgrade to the current Point Release to play?

Yes, the 1.32 Point Release is the current point release by id Software. It was intended as a final release for Quake III. Silicon Ice Development requires the 1.32 Point Release in order to play Urban Terror.

2.1.4 - Point release error messages

There are also compatibility messages if you are not running the same version of the point release as the server.:

- 'PROTOCOL 45' [Server running 1.17]
- 'PROTOCOL 48' [Server running 1.27]

[ADMINISTRATION](#)

[9.0.0 - COMBAT TECHNIQUES](#)

[10.0.0 - TROUBLESHOOTING](#)

[CREDITS](#)

- 'PROTOCOL 66' [Server running 1.29 or 1.30]
- 'PROTOCOL 67' [Server running 1.31]
- 'PROTOCOL 68' [Server running 1.32]

2.2.0 - Necessary Game Files

2.2.1 - Current Urban Terror files

In order to play Urban Terror you must have the current files provided by Silicon Ice Development. You can find those in the [Files Section](#) on the Urban Terror web site. If you are unsure what to download, we have provided you a list of files based on your operating system. These paks contain all the files necessary to install and play Urban Terror, including the SID created levels. For a list of what levels are included read [Section 7.0.0 - Maps](#). All other levels must be downloaded from our map depot or community support web site.

If you have never downloaded the mod before, then we recommend the **beta26_full.zip**. For those who are upgrading from Beta 2.5, you just need to download the **beta26_upgrade.zip**. If you happen to receive an error message after extracting the files, download the run the CRC Checker 2.6. See Section 2.2.5 for more information.

2.2.2 - Linux files

- beta26_full.zip [239MB]: Beta 2.6 Full Zip

2.2.3 - Macintosh files

- beta26_full.zip [239MB]: Beta 2.6 Full Zip

2.2.4 - Windows files

- beta26_full.zip [239MB]: Beta 2.6 Full Zip
- beta26_full.exe [approx. 251MB]: Beta 2.6 Full Installer

2.2.5 - Check your game files

For those receiving error messages after installation, which are causing connectivity issues when attempting to play online, you can confirm your download by downloading the CRC Checker. This program will allow you to check your installed Urban Terror and point release files, against those that are current. You can find the [CRC Checker 2.6](#) in the Files Section. Note: this is only for the Win32 operating system.

/quake3/baseq3/

- pak0.pk3 - 457MB (479,493,658 bytes)
 - pak1.pk3 - 365KB (374,405 bytes)
 - pak2.pk3 - 7.16MB (7,511,182 bytes)
 - pak3.pk3 - 269KB (276,305 bytes)
 - pak4.pk3 - 9.15MB (9,600,350 bytes)
 - pak5.pk3 - 187KB (191,872 bytes)
 - pak6.pk3 - 7.00MB (7,346,884 bytes)
 - pak7.pk3 - 313KB (320,873 bytes)
 - pak8.pk3 - 443KB (454,478 bytes)
-
- **/quake3arena/q3ut2/**
 - pak0.pk3 - 66.9MB (70,156,288 bytes)
 - pak1.pk3 - 4.80MB (5,046,272 bytes)
 - pak2.pk3 - 430KB (442,368 bytes)
 - pak3.pk3 - 57.0MB (59,850,752 bytes)
 - pak4.pk3 - 21.1B (22,194,954 bytes)
 - pak5.pk3 - 3.02MB (3,173,440 bytes)
 - pak6.pk3 -118MB (124,029,371 bytes)

2.3.0 -Patches/Upgrades/Additional Files

2.3.1 - Installing patches and upgrading

During development Silicon Ice Development will release patches that will fix problems, tweak existing features or add new features. In order to connect successfully to a server, you must be using the same version of Urban Terror as the server. If you have a different version, you'll get unpredictable results, usually in an error message, '**CLIENT/SERVER MISMATCH**'.

This will cause client problems if the version is not the same as the server. Make sure you are running the current Point Release in order to avoid these messages and connection problems. More information can be found in [Section 10.0.0 - Troubleshooting](#).

2.3.2 - Map packs

Urban Terror Beta 2.6 comes with Silicon Ice Development created maps only. For a list of maps included in Beta 2.6 see [Section 7.0.0 - Maps](#). Any additional maps must be downloaded separately from our map depot link or an Urban Terror support site. We do highly recommend the four map packs we offer in our map depot. Those include:

- Level Design Map Contest: Paradise, Silema, Dam, Campus, Afterhours, Complex
- TS/TDM Pak: Pgrounds-nd, Bungalow, Cambridge, Cargo_lite, Office
- CTF Pak: Subway, Citygardens, Intermodal, Druglord2, Eagle

- Popular Pak: Laneway2, Golgotha, Demolition, Dville, Druglord

2.3.2 - Installing community maps

Each map available is designated with the extension, *.pk3*, *.zip* or *.pk3.zip*, please take note of the file you downloaded. Files with *.pk3* extensions can be downloaded and placed in your ***quake3/q3ut2/*** directory.

If the file has a *.zip* extension open the file using Winzip. If you see many files within this *.zip*, close Winzip and rename the *.zip* extension to *.pk3*.

If you open the file using Winzip and see a *.pk3* file, extract the contents to your ***quake3/q3ut2/*** directory.

Some level designers attach a *.pk3.zip* to their level. If this is the case, rename the extension to *.pk3* and place in your ***quak3/q3ut2*** directory.

Remember all map *.pk3*s will be placed in the ***/quake3/q3ut2*** directory. DO NOT create a separate, */map* directory or DO NOT extract files from a *.pk3*, this will only cause a problem and the maps will not load correctly.

[Back to top](#)



INTRODUCTION

1.0.0 - BACKGROUND INFORMATION

2.0.0 - INSTALLATION

3.0.0 - QUICK START GUIDE

3.1.0 - Getting started

3.1.1 - What files do I need?

3.1.2 - Installation/Setup/Controls

3.1.3 - PunkBuster setup

4.0.0 - CONTROLS & USER INTERFACE

5.0.0 - URBAN TERROR WEAPONS

6.0.0 - URBAN TERROR GEAR

7.0.0 - URBAN TERROR MAPS

8.0.0 - SERVER SETUP & ADMINISTRATION

9.0.0 - COMBAT TECHNIQUES

10.0.0 - TROUBLESHOOTING

CREDITS

3.1.0 - Quick start guides

3.1.0 - Getting started

These guides were created to get you into Urban Terror as quickly as possible. These guides will assume you are running the current point release from id Software (version 1.32) and have never downloaded any previous files for Urban Terror. If you have not upgraded your point release, we recommend you read [Section 2.1.0 - Point Release Information](#).

3.1.1 - What files do I need?

You will need to have the following files in order to successfully run Urban Terror Beta 2.6:

- **Quake III Arena (legal copy with CD key)**
- **Current Quake 3 Point Release - 1.32**
- **beta26_full.zip**

3.1.2 - Installation/Setup/Controls

After you download the *beta26_full.zip* extract the contents to YOUR default Quake 3 Arena directory, based on your operating system. All the Urban Terror files need to be extracted in the **quake3/q3ut2** directory. If you do not have this directory, then create it and extract the contents of the zip file.

If you want to get into the game immediately, then start Quake 3 Arena. Click on the **MODS** and you will see a list of the mods you have installed. Click on *Urban Terror Beta 2.6*, followed by **LOAD**. This will start the loading sequence and bring up the main Urban Terror menu. In order to skip the start up screen, you can make a copy of your Quake 3 Arena shortcut. Right click on this shortcut and go to properties. Inside this screen, you can add **+set fs_game q3ut2** at the end of the Target line [example: "C:\Program Files\Quake III Arena\quake3.exe" +set fs_game q3ut2]. The previous example is where of a default install of Urban Terror. This will allow you to load right into Urban Terror without having to start Quake 3..

At the very least, you should configure your online alias, along with a minimum number of keys in order to play Urban Terror. Click on **SETUP** and enter your **NAME**. Click on **CONTROLS** and bind the unique keys, such as zoom, previous and next weapon, reload, bandage and use/open door. This will allow you to get going quickly without having to go through all your keys. You can bind the other keys in game as you need them.

For more information on controls, we recommend you check [Section 4.0.0 - Controls and UI](#). This section goes into more details on each key, along with radio commands, string variables binds and scripts in order to make things simpler when playing.

3.1.3 - Punkbuster setup

The 1.32 Point Release implemented [PunkBuster](#), an online service that detects certain variables that are usually associated with cheating. Before you can join an online server you must enable PunkBuster. There are a few ways to do this. You can start Quake 3 Arena, click on **MULTIPLAYER** and toggle it to **ENABLED** or you can opt to do it through the console. In order to access the console press the tilde key [~]. Once in the console type, **PB_CL_ENABLE** or **CL_PUNKBUSTER 1**. That is it. The rest is taken care of on the server side. You did want to get right into the game correct? So go play!

If you encounter problems, we recommend you check [Section 10.0.0 - TROUBLESHOOTING](#) or the [FAQ](#) for further information. We are also available online, click the [#urbanterror](#) link located on our web site.

[Back to top](#)



[INTRODUCTION](#)

[1.0.0 - BACKGROUND INFORMATION](#)

[2.0.0 - INSTALLATION](#)

[3.0.0 - QUICK START GUIDE](#)

4.0.0 - CONTROLS & INTERFACE

- 4.1.0 - **Key Bindings**
 - 4.1.1 - Any new keys that I need to bind?
 - 4.1.2 - Key/Command Chart
- 4.2.0 - **Client CVARs**
 - 4.2.1 - Changing the color of the crosshairs
 - 4.2.2 - Add sub section here
 - 4.2.3 - Add sub section here
 - 4.2.4 - Add sub section here
- 4.3.0 - **Configuration Files**
 - 4.3.1 - What is a Configuration File
 - 4.3.2 - What is the autosec.cfg?
 - 4.3.3 - Modifying, saving and executing
- 4.4.0 - **User Interface**
 - 4.4.1 - User interface
 - 4.4.2 - The starting interface (out of game)
 - 4.4.3 - The in-game interface
 - 4.4.4 - Joining a team and selecting your gear.
 - 4.4.5 - Choosing your player model and skin
 - 4.4.6 - The player models/skins
 - 4.4.7 - The heads up display (HUD)
 - 4.4.8 - Visible weapon switching interface

4.0.0 - CONTROLS & USER INTERFACE

4.1.0 - Key Bindings

Urban Terror requires you bind quite a few keys that are non standard to Quake 3 Arena. As mentioned in Section 3.0.0, there are about five keys required to play. If you would like to take more time to set up your keys for movement, weapons, special use keys and radio commands, then go through Section 4.0.0.

4.1.1 - Are there any new keys that I need to bind for Urban Terror?

There are quite a few new options and controls to configure for Urban Terror. You have two methods of setting your controls, in-game and in your configuration file (config or .cfg file). Controls can be modified before entering a game by clicking **SETUP->CONTROLS**. Alternatively, if you are in game and wish to change controls, simply hit the ESCAPE key and click the CONTROLS option that appears. Another method, for advanced users only, is to pull down the Quake3 console (usually with the tilde key), and type in the command at the console prompt. For example, type `/bind x ut_radio 1 1` (x being any key you choose and with spaces between the 1 and the 1).

The following section will list the controls, the default keyboard/mouse mapping, a description and the Quake III command for each key.

4.1.2 - Key/Command Chart

Controls->Look	Default Key	Definition	Command
Look Up	PAGE DOWN	Looks up	+lookup
Look Down	DELETE	Looks down	+lookdown
Mouse Look	\	Activates ability to look in 360 degrees with the mouse when held down.	+mlook
Center View	END	Centers your view	centerview

4.4.9 - The radio interface
 4.4.10 - Keeping score
 4.4.11 - The mini-map
 4.5.0 - **Specific Commands**
 4.5.1 - Stop myself from bleeding to death
 4.5.2 - Healing your teammates
 4.5.3 - Ability to grab and climb ledges
 4.5.4 - How do I turn items off?
 4.5.5 - How do I open doors?
 4.5.6 - Using the alternate fire key
 4.5.7 - Assigning the string variables

5.0.0 - URBAN TERROR WEAPONS

6.0.0 - URBAN TERROR GEAR

7.0.0 - URBAN TERROR MAPS

8.0.0 - SERVER SETUP & ADMIN

9.0.0 - COMBAT TECHNIQUES

10.0.0 - TROUBLESHOOTING

CREDITS

Zoom Weapon In	???	Zooms your weapon in (If the weapon has a scope)	ut_zoomin
Zoom Weapon Out	???	Zooms your weapon out (If the weapon has a scope)	ut_zoomout
Zoom Reset	???	Resets your weapon zoom (If the weapon has a scope)	ut_zoomreset
Free Look	On by default	Setting that enables / disables ability to look in 360 degrees with the mouse	cl_freelook (0/1)

Controls->Move	Default Key	Definition	Command
Always Run	On by default	Setting that forces your player to always run instead of walk	cl_run (0/1)
Run / Walk	Shift	Toggles between running and walking when depressed	+speed
Walk Forward	W or UPARROW	Primary forward movement key	+forward
Backpedal	S or DOWNARROW	Primary backpedal movement key	+back
Strafe Left	A	Primary left movement key	+moveleft
Strafe Right	D	Primary right movement key	+moveright
Up / Jump	SPACE	Primary jumping/move up key	+moveup
Down / Crouch	C	Primary crouching/move down key	+movedown
Turn Left [optional]	LEFTARROW	Turns player to the left	+left
Turn Right [optional]	RIGHTARROW	Turns player to the right	+right
Sidestep / Turn	ALT or MOUSE2	Turns the player to the side	+strafe
Sprint	???	Makes your player sprint (faster then running, but at a cost of losing stamina)	+button8

Sprint (alternate method)	???	Alternate method of sprinting (only works when you have strafe left bound and strafe right each bound to a single key only)	Hold down left and right strafe keys, while pressing move forward.
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Controls->Shoot	Default Key	Definition	Command
Attack	Control or MOUSE1	Primary attack key	+attack
Reload	???	Reloads current weapon	+button5
Weapon Fire Mode	???	Changes current weapon's firing mode: semi-auto, burst, or fully auto (only if current weapon supports more then one firing mode)	+button3
Previous Weapon	[or MWHEELUP	Cycles to the previous weapon in your inventory	weapprev
Next Weapon] or MWHEELDOWN	Cycles to the next weapon in your inventory	weaponnext
Drop Weapon	3	Drops current weapon	ut_weapdrop

Controls->Misc	Default Key	Definition	Command
Show Scores	TAB	Displays the current scoreboard	+scores
Bandage	???	Bandages your wounds	+button6
Use / Open Door	???	Uses / opens objects in the real world, such as doors or waypoint computers	+button7
Team Select Menu	???	Opens the team selection interface	ui_selectteam
Gear Select Menu	???	Opens the weapon/item selection interface	ui_selectgear
Next Item	???	Cycles to the next item in your inventory	ut_itemnext
Previous Item	???	Cycles to the previous item in your inventory	ut_itemprev
Drop Item	???	Drops current item	ut_itemdrop

Use Item	???	Activates current item (turns on or off, example: laser sight)	ut_itemuse
Sensitivity	N/A	Move the slider to the right to increase mouse sensitivity, to the left to decrease it.	sensitivity (1-30)
Invert Mouse Y Axis	Off by default	Inverts the vertical axis if your mouse (up becomes down, down becomes up)	ui_mousepitch (0/1)
Smooth Mouse	Off by default	Smooths mouse by averaging mouse input over a distance.	m_filter (0/1)

Controls->Chat Menu	Default Key	Definition	Command
Chat	T	Enables you to chat with people on the server	messagemode
Team Chat	???	Sends your chat messages to only those on your team	messagemode2
Target Chat	???	Sends your chat messages to person under crosshairs	messagemode3
Attack Chat	???	Sends your chat messages to the person who last attacked you	messagemode4
Radio Menu	???	Opens the radio message interface	ui_radio

4.2.0 - Client CVARs

Urban Terror also implements new client variables, known as CVARs. These are variables, that you can change from their default setting. The CVARs listed in our manual are the ones that are Urban Terror specific or related.

4.2.1 - Client CVAR Chart

Client cvars can be changed by anyone, but they only affect what happens on your computer - you cannot affect what other people see or hear by changing client cvars. To change a cvar, go to the console (press the ~ key) and type a slash (/) followed by the name of the cvar, followed by the value you want to set it to. For example: **/cg_maxFragments 16**. This cvar would set the cg_maxFragments cvar to "16". You can enter the name of the cvar without a value to see what it is presently set to.

CVAR	Default	Description
------	---------	-------------

cg_antilag	10	Recommended to remain at '1', as it helps to predict weapons. This cvar determines whether your aim is effected by ping. Example, a 300 ping would require you to lead your shot by 300ms.
cg_autoRadio	0	Toggles a 'Fire in the hole' message that is played globally. If set to '1' the message will be heard.
cg_chatHeight	4	Number of lines of chat text that you see. Longer lines means you'll be able to follow a conversation longer, but it will clutter up your screen more. Less lines makes it harder to read discussions when it's busy. Most people drop to the console (press ~ key) if a big conversation is happening.
cg_chatTime	4000 (4 seconds)	Number of milliseconds that a chat messages stays on the screen before it goes.
cg_crosshairFriendRGB	1 0 0 1	Color of your crosshair when it is placed over a teammate.
cg_crosshairRGB	1 1 1 1	Color of your crosshair.
cg_drawHands	1	If set to 1, you'll see hands holding the weapon in first person (normal) view. If set to 0, the hands won't be shown. Turning off hands can produce a small performance boost.
cg_drawTeamOverlay	0	If set to 1, you'll see hands holding the weapon in first person (normal) view. If set to 0, the hands won't be shown. Turning off hands can produce a small performance boost.
cg_fov	90	Your default field of vision. This variable is limited between 90-110.
cg_gunCorrectFOV	1	If set to 1, fixes the perspective on the in-view weapon so it doesn't look so distorted. Normally you'll want this on.

cg_gunSize	0	If set to 1, makes the size of the in-view weapon smaller for people who prefer it that way.
cg_mapAlpha	.6	Changes the transparency of the mini-map on the screen.
cg_mapArrowScale	1	Changes the size of your player arrow on the mini-map.
cg_mapArrowAlpha	.7	Changes the transparency of the player arrow on the mini-map.
cg_mapPos	0	If set to 0, the mini-map is not represented. The mini-map can be moved counter-clockwise around the HUD using 1-9 for the different positions.
cg_mapSize	150	Changes the size of the mini-map on the screen.
cg_mapToggle	1	Toggles the mini-map on and off.
cg_markTotaltime	10000 (10 seconds)	Number of milliseconds that a mark, like a bullet hole will stay on a surface before it disappears. The more marks you have the slower the game gets, so setting this value high is only useful if you have a fair bit of grunt on your system. Recommended to leave at 10000.
cg_maxFragments	32	Determines the maximum number of fragments a breakable object will break into. The map sets this value for each breakable object, so if you have maxFragments set at 32 and the map only asked for 16, then you'll still only see 16.

cg_maxPrecip	128	Maximum number of drops of rain, or flakes of snow you will see on maps that have it. Normally a map will define the maximum amount of drops, but the effects can impact on performance a great deal. Cutting back on maxPrecip can make a big difference. You can even turn off weather effects altogether with cg_maxPrecip 0, if it is slowing you down too much.
cg_msgHeight	4	As cg_chatHeight, but for messages (for example, console messages, server messages and hit locations)
cg_msgTime	4000	As cg_chatTime, but for messages (for example, console messages, server messages and hit locations)
cg_radar	1	Enables the radar screen in specific game modes.
cg_radarRange	2000	Changes the radar in units the radar can detect.
cg_scopeRGB	0.9 0 0 0.65	Default color of the scope when zoomed in
cg_scopeFriendRGB	0 0 0 0.8	Default color of the scope when your crosshair is over a teammate.
cg_sfxBrassTime	2500 (2.5 seconds)	Number of milliseconds that brass (ejected shells) stay lying around on the ground. A lot of shells can cause a performance hit. If you have a beefy system then you can extend this time so ejected shells remain on the ground much longer.
cg_sfxBreathing	1	If set to 1, allows you to hear heavy breathing when a player is exhausted. Set this to 0 if you find the sound distracting. Note that others will still hear you breathing if you turn it off.

cg_sfxMuzzleFlash	1	If set to 0, the muzzle flash from weapons won't be shown. Please note this is not a cheat. You only turn them off in your view: you will not be able to see other people's muzzle flashes, but they'll still see yours.
cg_sfxParticle	1	If set to 0, will turn off all particle effects except hit effects. This can be used to reduce the frame rate impact caused by particle effects, which can potentially become large if there is a lot of action going on.
cg_sfxParticleSmoke	1	If set to 0, turns off smoke effects associated with some particle effects, including blood clouds caused by player hits. Setting this to 0 can improve frame rate a small amount.
cg_sfxShowDamage	1	If set to any number other than 0, will use damage skins on models when a player gets hit. Setting this to zero will save a small amount of memory. By default damage skins are on.
cg_sfxSurfaceImpacts	1	If set to one, shows bullet impact effects on hitting surfaces. There may be a small performance boost to be gained from turning this off, but it needs to be balanced against the difficulty of seeing where shots are hitting.
cg_sfxTeamBands	1	If set to 0, removes the arm bands and leg bands from players in team games. Note, this will only affect what you see; others will still see you wearing arm bands and leg bands. This is included so people who don't like the arm bands and leg bands don't have to see them.
cg_sfxZoomedWeapon	0	Controls whether you see your weapon in first person view when zoomed or not. Usually zooming changes the perspective of near things a great deal, so by default the in-view weapon is removed from your view when you are zoomed. Some people may prefer it on.

cg_showBulletHits	1	If set to 1, prints messages about where you were hit and where you hit others. Some people find these messages distracting, and prefer them to be turned off. Set cg_showBulletHits to 0 to turn them off.
cg_spectatorShoutcaster	0	If set to 1, will display player name, weapon and health in team color above the player model in spectator mode only.
cg_standardChat	0	Urban Terror separates chat messages from other messages in the main view. If you prefer not to have them separated (ie: the normal Quake 3 way) then set this to 1.
cg_visibleBleeding	5	Maximum number of places you see people bleeding from. When a player gets hit, they bleed from the location they were hit. This can cause a small performance hit, so people on low performance systems should set this lower.
com_blood	1	If set to 0, then no blood or damage skins will be displayed when a gamer is shot, nor will heads be blown off.

4.2.1 - Changing the color of the crosshairs

Urban Terror Crosshair Color Chart

1 .5 .5 1	1 1 .5 1	.5 1 .5 1	0 1 .5 1	.5 1 1 1	0 .5 1 1	1 .5 .75 1	1 .5 1 1
1 0 0 1	1 1 0 1	.5 1 0 1	0 1 .25 1	0 1 1 1	0 .5 .75 1	.5 .5 .75 1	1 0 1 1
.5 .25 .25 1	1 .5 .25 1	0 1 0 1	0 .5 .5 1	0 .25 .5 1	.5 .5 1 1	.5 0 .25 1	1 0 .5 1
.5 0 0 1	1 .5 0 1	0 .5 0 1	0 .5 .25 1	0 0 1 1	0 0 .63 1	.5 0 .5 1	.5 0 1 1
.25 0 0 1	.5 .25 0 1	0 .25 0 1	0 .25 .25 1	0 0 .5 1	0 0 .25 1	.25 0 .25 1	.25 0 .5 1
0 0 0 1	.5 .5 0 1	.5 .5 .25 1	0 1 .5 1	.5 .5 .5 1	.25 .5 .5 1	.75 .75 .75 1	.25 0 .25 1

Use this color chart for the following cvars:

- \cg_crosshairRGB
- \cg_crosshairFriendRGB
- \cg_scopeRGB
- \cg_scopeFriendRGB

Order of values: "Red Green Blue Alpha"

- Red - Value of Red (Range: 0-1)
- Green - Value of Green (Range: 0-1)
- Blue - Value of Blue (Range: 0-1)
- Alpha - Value of Alpha (Range: 0-1) [1 is opaque, 0 is transparent]

Example:

`\cg_crosshairRGB "1 1 1 1"` - This would set the color of the crosshairs to **white**.

`\cg_crosshairRGB "1 0.5 1 1"` - This would set the color of the crosshairs to a light **pink**.

You cannot set the crosshairs in order to identify enemies, only teammates.

4.3.0 - Configuration Files

4.3.1 - What are configuration files?

Configuration or config files are where all your binds are stored, from visual and network settings to your personal keys that allow you to move and shoot in Urban Terror. By default, Quake 3 will create a `q3config.cfg` file. This file should not be modified. Any changes you make in the **SETUP->CONTROLS** will be reflected in this file.

Most gamers will create their own personal configuration files. In order to aid you in setting up your config file, we recommend you download and save this [sample.cfg](#) file. This file was created by Talon over at [UT Scripts](#) and is an excellent starting point. Each section is labelled, such as 'Movement' and 'Weapons & Items.' This should help you out when trying to bind your keys. He also includes some scripts in this sample.cfg.

4.3.2 - What is an autoexec.cfg?*

The autoexec.cfg is one of two files that is automatically executed upon the start of Quake 3 Arena. It's here to provide you a way to customize your settings, add or remove binds, or to store scripts to be used, or to execute more config files containing more scripts. *reprinted from UT Scripts FAQ

4.3.3 - Modifying, saving and executing config files

If you would like to learn more about modifying your config file, we highly recommend [UT Scripts](#). This site provides many excellent binds and scripts to help with game play. To modify your config file, open the .cfg file with Notepad or any other text editor and modify as necessary. Once have have finished save the file.

If you use many scripts in your config, it is possible that you could exceed the number of cvars or maximum size of the config. This will result in an error. You can create and load more than a single config file.

Once you have your config file saved, you can execute it in game by dropping into the console and typing, `/exec config.cfg`, which config is the name of your file. If you have your config saved as *autoexec.cfg*, then your binds will automatically be loaded when Urban Terror starts.

4.4.0 - User Interface

4.4.1 - User Interface Defined

The user interface (UI) of Urban Terror has been completely redone and scripted from scratch. Using technology from id Software's latest Quake 3 Team Arena release, we have been able to create some great effects and add many more menus that were not even in Team Arena. The UI is divided into two sections, out of game menus and in game menus. Both can be used to change controls, system settings, player settings, and other applicable settings. In the next few subsaections you will find images of what these sections look like and what each button does.

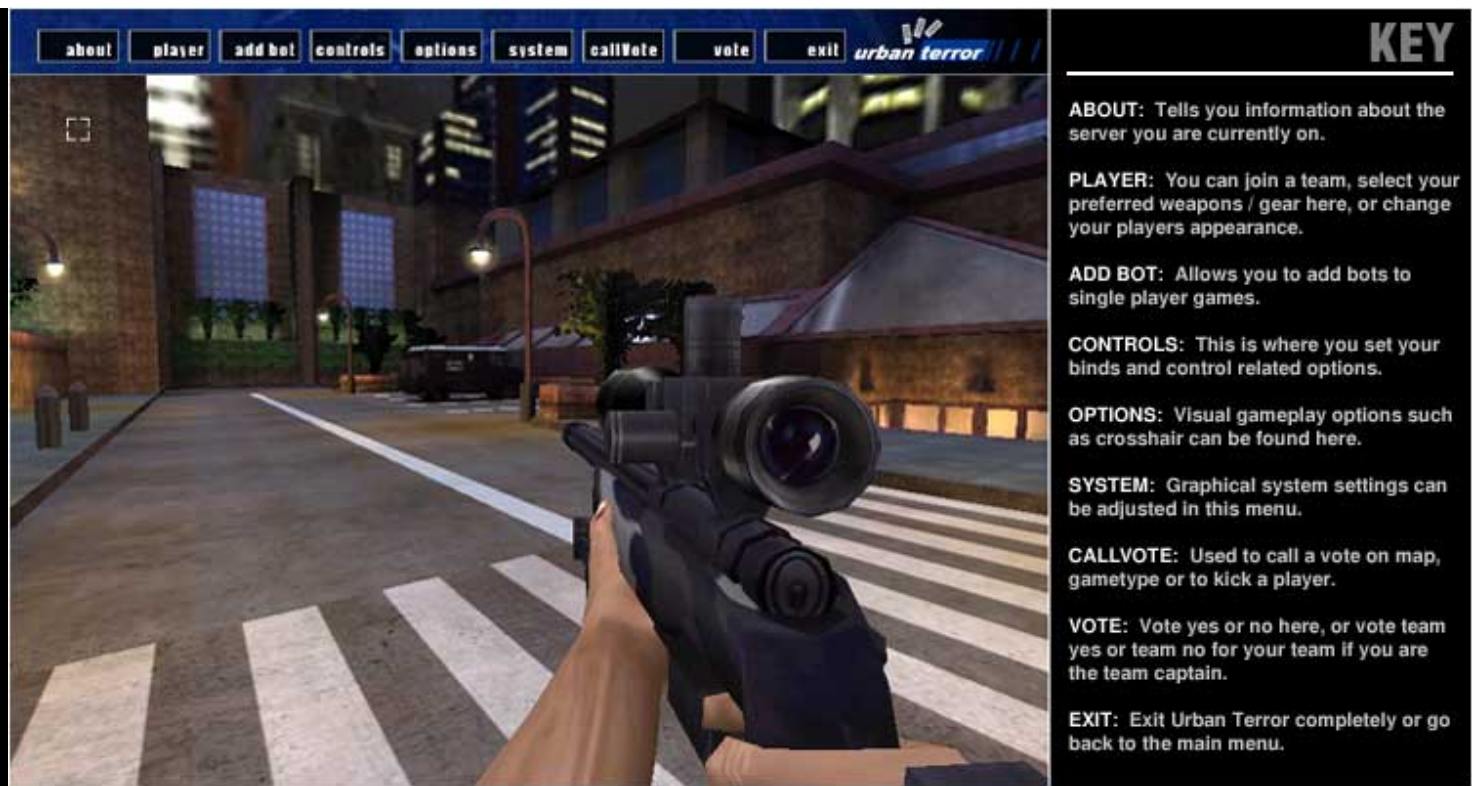
4.4.2 - The starting interface (out of game)

Below is an image of the starting interface, with descriptions.



4.4.3 - The in-game interface

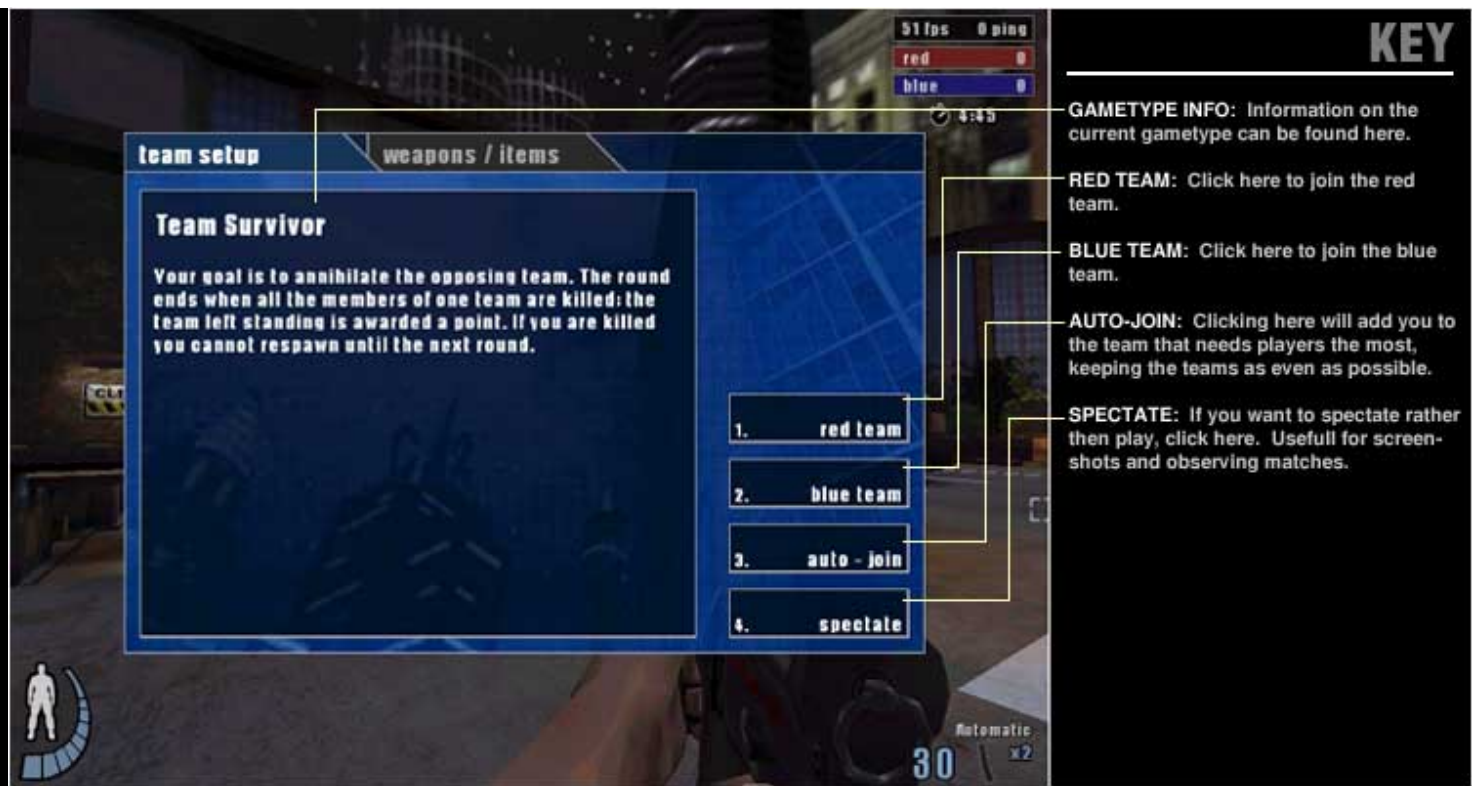
Below is an image of the in-game interface, with descriptions. You can reach the in-game interface by pressing the ESCAPE key while in a game.



4.4.4 - Joining a team and selecting your gear.

When you first join a game, a set of interface elements is brought up that allow you to choose your team and weapons/gear. This can be accessed later while playing, to change teams or weapons, but comes up also upon joining a server for your convenience. These menus can be navigated with both key presses and by pressing the number hot key that appears in the same box as the button you wish to activate. To gain access to these menus again, you can either bind a keys to the team select and gear select menus, or you can hit ESCAPE to bring up the in game interface, then press PLAYER and finally choose either TEAM SELECT or WEAPON / GEAR SELECT. Below are two images to show you what this looks like. (**Important note: you are limited to what you can carry in a few ways, if an item slot has a circle with a slash icon in it and says, "not available" you have reached your current weapon / item limit. To carry more items you must drop your grenades, secondary item or both.**)

Team selection image:



Choose TEAM SELECT or WEAPON / GEAR SELECT. Below are two images to show you what this looks like. (Important note: you are limited to what you can carry in a few ways, if an item slot has circle with a slash icon in it and says "not available" you have reached your current weapon / item limit. To carry more items you must drop your grenades, secondary item or both.)

Gear selection image:



4.4.5 - Choosing your player model and skin

You can choose your player model both in game and out of game. To choose your model in the starting interface, press the SETUP button, followed by the PLAYER button. To set up your player in game, press ESCAPE to activate the in game interface, and then press PLAYER, followed by PLAYER SETUP. Both methods will show you a visual model of how your character will look in game. To change models, scroll through the head icons and click to select your choice. Your model will change to reflect your choice. Below are two image examples of these menus.



KEY

Here in the player setup window where you can change your skin and model by scrolling through the head icons and choosing your character.

Every skin and model is available at all times in every game mode, with teams visually different with colored arm and leg bands. This allows a wide variety of players in the game at once, avoiding the clone look.

You can access this menu by pressing SETUP from the main menu, and then PLAYER from the new menu that pops up.

about

player

add bot

controls

options

system

callVote

vote

exit

urban terror

player setup



name: SweetnutZ

model:



accept

KEY

Here in the ingame player setup window where you can change your skin and model by scrolling through the head icons and choosing your character.

You can access this menu by pressing ESC while in game, then hitting PLAYER, and finally hitting PLAYER SETUP.

4.4.6 - The player models/skins

Our player modelers and skimmers have produced some really great looking models and skins for you to choose from. Below are the skins [teams] that are available for use in Urban Terror. The teams are called, Cobra, Desert, SWAT, TAG, Terrorist and Urban.

RED TEAM SKINS	BLUE TEAM SKINS
DESERT	COBRA



TAG



SWAT



TERROR



URBAN

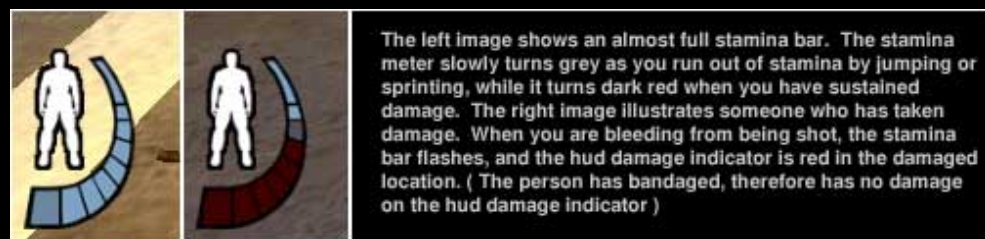


4.4.7 - The heads Up Display (HUD)

The HUD for Urban Terror contains familiar elements such as ammunition and some unfamiliar elements such as the stamina bar. Learning how the HUD operates is vital to playing well in Urban Terror. Below is an image that describes the various parts of the HUD.



Here is an example of how the stamina bar works graphically:



4.4.8 - Visible weapon switching interface

Urban Terror features a unique system of icons that are displayed when switching weapons or items. A list box is displayed that presents easily identifiable items, along with the ability to see what you are currently carrying at a glance. Below is an example image of how this looks in game.



KEY

The visible weapon selection system at work.

When selected, the current weapon icon will highlight, and it's name will appear above it.

This visible menu appears for a short time only, so after switching weapons it will disappear as to not get in the way.

4.4.9 - The radio interface

In Urban Terror, radio communication accommodates both advanced and new users with ease. Depending on your personal preference you can either use the in game radio interface, or you can bind specific radio commands to keys like other actions. Most users will bind the most commonly used radio commands to keys, while using the radio interface for less commonly used keys. Below are two screenshots, with information below that on how the system works.



The first screen appears when you press the key that you bound to open the radio menu. You have a selection of choices of subsections of radio messages: Responses, Orders, Statements and General. Press a number key, or click the section you want with your mouse.

The second screen opens after you press a number key or make a selection. Here is where the actual radio commands are located. This menu operates identical to screen 1 where both number key presses and mouse clicks play the radio command.

Radio messages can STILL be played through key bindings in .cfg files or in the console. To bind a key to play a specific message, use this example:

`/bind x ut_radio y z`

Where x equals the key you press to play the sound, y equals the subsection number of the radio command and z equals the sound file within that subsection. The subsections and radio commands both start with the number 1 and end with the number 9. The first subsection in screen 1 is "Responses", so the subsection number for a radio command within responses would be 1. This also means that inside the subsection "Responses" the same rules apply. The first sound is "Affirmative", so that sound is designated 1.

So if we wanted to bind a key to play the sound in the example screenshots, Responses > Reporting for duty, we would type the following in the console:

`/bind x ut_radio 1 5`

Remember, x still equals the key you want bound and that you need a space between ut_radio and the first number - along with a second space between the first and second numbers. Also, there are different radio messages for males and females. The meaning behind the messages is the same for both male and female, but

the female voice will often say different things. A full listing of the radio commands for:

Radio Message (male)	Command	Radio Message (female)	Command
Affirmative!	ut_radio 1 1	Affirmative!	ut_radio 1 1
Copy that.	ut_radio 1 2	I copy.	ut_radio 1 2
I'm on it.	ut_radio 1 3	I've got it.	ut_radio 1 3
Negative!	ut_radio 1 4	Negative!	ut_radio 1 4
Reporting for duty!	ut_radio 1 5	Reporting in.	ut_radio 1 5
Sorry bout that.	ut_radio 1 6	My mistake.	ut_radio 1 6
Thanks.	ut_radio 1 7	Preciate it.	ut_radio 1 7
Whatever!	ut_radio 1 8	Whatever!	ut_radio 1 8
Alright, let's clear the area!	ut_radio 2 1	Clear this area!	ut_radio 2 1
Cover me.	ut_radio 2 2	Cover me.	ut_radio 2 2
Fallback.	ut_radio 2 3	Fallback.	ut_radio 2 3
Follow me.	ut_radio 2 4	Come with me.	ut_radio 2 4
Gimme a radio check.	ut_radio 2 5	Holler if you hear me.	ut_radio 2 5
Go!!!	ut_radio 2 6	Go!!!	ut_radio 2 6
Spread out.	ut_radio 2 7	Fan out.	ut_radio 2 7
Stay here.	ut_radio 2 8	Don't move.	ut_radio 2 8
Stay together.	ut_radio 2 9	Stay together.	ut_radio 2 9
All clear here.	ut_radio 3 1	Area secured.	ut_radio 3 1
Enemy spotted!	ut_radio 3 2	Enemy sighted!	ut_radio 3 2
Grenade!!!	ut_radio 3 3	Grenade!!!	ut_radio 3 3
He's as dead as fried...	ut_radio 3 4	Someone bring a body bag.	ut_radio 3 4
I got one of them bastards!	ut_radio 3 5	I thought they smelled bad...	ut_radio 3 5

Man down!!!	ut_radio 3 6	Man down!!!	ut_radio 3 6
Target eliminated.	ut_radio 3 7	Enemy terminated.	ut_radio 3 7
That was a good shot.	ut_radio 3 8	Nice shot.	ut_radio 3 8
Check your fire!	ut_radio 4 1	Check your fire!	ut_radio 4 1
Do you copy, over?	ut_radio 4 2	Did you copy that?	ut_radio 4 2
Help! Help!	ut_radio 4 3	AHH Help!	ut_radio 4 3
Medic!	ut_radio 4 4	Medic!	ut_radio 4 4
Ohh you idiot!	ut_radio 4 5	Oh, what's your problem!	ut_radio 4 5
Requesting backup.	ut_radio 4 6	I need some backup!	ut_radio 4 6

4.4.10 - Keeping score

The Urban Terror scoreboard is not only readable at a glance, but provides important information such as status, player name, kills, deaths, ping and time. You can access the scoreboard by binding a key to "+scores" without the quotes. The default key to show scores is TAB. Below is an image of the scoreboard.

Timelimit hit.

Blue leads Red, 73 to 61

urban terror

red team61

status	name	kills	deaths	time	ping
	Jake2000	10	16	20	120
	meese	9	8	20	255
	ISIDOSwald	5	10	20	133
	Apexel	1	0	1	140

blue team73

status	name	kills	deaths	time	ping
	Sephireth	10	14	20	200
	Sweetnut7	14	7	20	105
	GollaBeKD	0	1	2	166

Team Deathmatch20:03

Sweetnut7: how many times

KEY

The scoreboard is fairly self explanatory, with sections for status, name, kills, deaths, time and ping. The status area will say "dead" for dead players, and "leader" for your team's leader in specific game-types.

The current team scores can be seen at the top left, with a break down of scores in each team's column. You can also find the current gametype in the lower left corner, along with the current elapsed server time in the lower right corner.

To access the scoreboard, press tab, or bind a key to "+scores"

4.4.11 - The mini-map

The mini-map is an overhead depiction of the level that is being played on the HUD. It will show a basic layout of the level, including hallways, teammates and flag position (CTF only). The mini-map is very configurable, as there are six CVARS that control the look and position of the mini-map during play.

CVAR	Default	Description
cg_mapAlpha	.6	Changes the transparency of the mini-map on the screen.
cg_mapArrowScale	1	Changes the size of your player arrow on the mini-map.
cg_mapArrowAlpha	.7	Changes the transparency of the player arrow on the mini-map.

cg_mapPos	0	If set to 0, the mini-map is not represented. The mini-map can be moved counter-clockwise around the HUD using 1-9 for the different positions.
cg_mapSize	150	Changes the size of the mini-map on the screen.
cg_mapToggle	1	Toggles the mini-map on and off.

The mini-map can be moved in a counter-clockwise direction around the screen, depending on where you want the placement of it. Along with changing the transparency of the map arrows and the mini-map, you can also change the size of the mini-map or toggle the mini-map on and off.





The minimap can be used in both, team and free for all games. If used in a team play mode, like CTF or TS, then you will be able to see all your teammates who are alive. In CTF, you will also see the current positions of the maps. In free for all games, all the player triangles are respented in yellow.



In the first pane, you are on the blue team, as you can see your blue teammates, on the map ut_docks, with the red flag near the water. Pane two, shows a blue gamer who has grabbed the red flag and is making their way back to the blue flag. Finally, in pane three, we see a free for all game, as only a single, yellow triangle is represented.

4.5.0 - Specific Commands

4.5.1 - How do I stop myself from bleeding to death?

If you get shot, you start to bleed. The location in which you were hit and the number of times you were hit determines the amount of health you lose each second. To stop yourself from bleeding, you need to bandage your wounds. You can bandage wounds in two ways: you can bandage yourself with the bandage command [most people will set up a key to bandage using the CONTROLS-> SPECIAL menu]. The second way to bandage is to have a teammate bandage you.

4.5.2 - Healing your teammates

In order to promote teamwork, it is possible to act as a medic and heal your teammate when their health drops to near fatal levels. To perform the healing, walk up to your injured teammate and walk forward. While doing this, press the your bandage key and the player will rejuvenate health, back to 40% without the medkit and 80% with the medkit.



In the example above, Oswald is calling for a medic, while on the mini-map his player triangle is flashing red, allowing team medics to see his location on the mini-map, in order to heal him. The other visual reference, is the caduceus medical symbol that will pulsate above an injured gamer's head when they call for a medic.

4.5.3 - Ability to grab and climb ledges

Ledge grabbing adds a new dimension to first person gaming. This feature allows a player to run, jump, and grab the ledge of any structure [for example, a building or crate] within an Urban Terror map. To perform the ledge grabbing maneuver run towards a structure and jump for the ledge. If you reach the edge of the structure, keep the jump key depressed and you will pull yourself up. The only limitation is, you must be able to reach the ledge, if not you will fall, injuring yourself or worse yet, kill yourself.

4.5.4 - How do I turn items on/off?

It's hard to ambush people if your laser sight is shining on a wall and giving you away. You can turn off the night vision goggles [NVGs] and the laser sight in Urban Terror by pressing the use item key. This key is bound in the SETUP->CONTROLS->MISCELLANEOUS menu, and can also be set in the console [press tilde [~] to get into the console] by typing /bind [key] +button2. You must have the item you want to turn on/off in the FIRST slot of your gear inventory. If it is in the second or third position, then you will have to cycle through your gear to get to

it, then activate it.

4.5.5 - How do I open doors?

You can control the direction the doors open in Urban Terror. Hold down the walk forward or backpedal key when you press the 'ut_opendoor key'. It takes some coordination and practice to master, but will stop players from camping in front of doors and holding them closed.

4.5.6 - Using the alternate fire key

Many of the weapons come with a few different firing modes, such as semi-automatic, full-automatic and burst mode. There are times when it will work to your advantage to use each different mode. Remember to bind it in the menu. For weapon specific information [See Section 5.0.0.](#)

4.5.7 - Assigning the string variables

Gamers are able to give more information to their teammates by using the string variables that are included in Beta 2.6. There are nine variables that can be included in any "say" statement. This information will be transmitted if you have it bound. The string variables include:

Variable	Description
\$crosshair	shows current location under crosshair
\$location	shows current location on a level
\$health	shows your current status
\$weapon	shows the current weapon you are carry
\$clips	shows the number of clips remaining
\$bullets	shows the number of bullets in your current clip
\$gametime	shows the remaining time left in the game
\$roundtime	shows the remaining time left in the round
\$gameitem	is currently used only to represent the word flag in CTF
\$leader	will tell you who is currently the leader

An example of using the variables could be:

\bind 2 say "I have the \$gameitem!!"

The result on screen would look like, "**I have the flag!!**" The examples are endless, be creative, you can also combine them with radio calls to create your own unique commands. So you could combine \$location, \$health and \$gameitem to let your teammates know where you are, your current health and that you have the flag.

[Back to top](#)



INTRODUCTION

1.0.0 - BACKGROUND INFORMATION

2.0.0 - INSTALLATION

3.0.0 - QUICK START GUIDE

4.0.0 - CONTROLS & USER INTERFACE

5.0.0 - URBAN TERROR WEAPONS

5.1.0 - Load out information

5.2.0 - Weapon Specifics

- 5.2.1 - KaBar Next Generation Knife
- 5.2.2 - Beretta 92FS
- 5.2.3 - IMI .50 AE Desert Eagle
- 5.2.4 - Franchi SPAS12 Shotgun
- 5.2.5 - Heckler & Koch UMP45
- 5.2.6 - Heckler & Koch MP5K
- 5.2.7 - Heckler & Koch HK69
- 5.2.8 - ZM Weapons LR300ML
- 5.2.9 - Kalashnikov AK-103
- 5.2.10 - Heckler & Koch G36E
- 5.2.11 - Heckler & Koch PSG-1
- 5.2.12 - Remington SR-8

5.3.0 - Weapon Binds and Scripts

- 5.3.1 - Weapon Identification Numbers
- 5.3.2 - Weapon Scripts

6.0.0 - URBAN TERROR GEAR

7.0.0 - URBAN TERROR MAPS

5.0.0 - URBAN TERROR WEAPONS

5.1.0 - Load out Information

Depending on how you load your character, you will be able to use a single or multiple items on our weapons. The 'Attachments' are what you can use with the specific weapon: **LS** - Laser Sight and **S** - Silencer. Not all weapons can use these specialty items. For example, the sniper rifles cannot use the laser sight because of their ability to zoom. The Desert Eagle and the SR-8 are not able to use the silencer. Make sure you know which items will work with the weapons you choose.

You can choose up to three items, depending on how many weapons you have chosen to equip yourself with, and whether or not you have grenades.

The combinations of weapons, items and grenades are:

- 2 weapons, a sidearm, grenades and 1 item
- 2 weapons, a sidearm, 2 items
- 1 weapon, a sidearm, 3 items
- 1 weapon, a sidearm, grenades, 2 items

Note: you must carry a sidearm and knives.

Some items can be turned on and off. You can bind any key to turn items on and off in the controls (Miscellaneous) menu (Press escape, click controls, click the misc button, click on "use item" and then press the key you want to bind). You can also drop your gear and weapons, by binding the corresponding key by selecting and dropping the item. See the [Section 4.0.0 - Controls & User Interface](#).

5.2.0 - Weapon Specifics

[8.0.0 - SERVER SETUP & ADMINISTRATION](#)

[9.0.0 - COMBAT TECHNIQUES](#)

[10.0.0 - TROUBLESHOOTING](#)

[CREDITS](#)



KaBar Next Generation Knife

CALIBER: 6 1/4" blade

MAGAZINE: 5 knives

FIRE MODES: Slash, Throw

ATTACHMENTS: Not Applicable



Beretta 92FS

CALIBER: 9 X 19mm

MAGAZINE: 15 Round Capacity

FIRE MODES: Semi-Automatic

ATTACHMENTS: Laser Sight, Silencer



IMI .50 AE Desert Eagle

CALIBER: .50 AE

MAGAZINE: 7 Round Capacity

FIRE MODES: Semi-Automatic

ATTACHMENTS: Laser Sight



Franchi SPAS12 Shotgun

CALIBER: 12 x 70mm Round

MAGAZINE: 8 Cartridges

FIRE MODES: Semi-Automatic

ATTACHMENTS: Not Applicable



Heckler & Koch UMP45

CALIBER: .45 ACP

MAGAZINE: 25 Round Capacity

FIRE MODES: Burst, Full-Automatic

ATTACHMENTS: Laser Sight, Silencer



Heckler & Koch MP5K

CALIBER: 9 x 19mm

MAGAZINE: 30 Round Capacity

FIRE MODES: Burst, Full-Automatic

ATTACHMENTS: Laser Sight, Silencer



Heckler & Koch HK69

CALIBER: 40mm

MAGAZINE: 1 Round [4 grenades]

FIRE MODES: Short, Long

ATTACHMENTS: Not Applicable



ZM Weapons LR300ML

CALIBER: 5.56 x 45 NATO

MAGAZINE: 30 Round Capacity

FIRE MODES: Semi-Automatic, Burst, Full-Automatic

ATTACHMENTS: Laser Sight, Silencer

	<p><i>Kalashnikov AK-103</i></p> <p>CALIBER: 7.62 x 39</p> <p>MAGAZINE: 30 Round Capacity</p> <p>FIRE MODES: Semi-Automatic, Burst, Full-Automatic</p> <p>ATTACHMENTS: None</p>
	<p><i>Heckler & Koch G36E</i></p> <p>CALIBER: 5.56 x 45 NATO</p> <p>MAGAZINE: 30 Round Capacity</p> <p>FIRE MODES: Semi-Automatic, Burst, Full-Automatic</p> <p>ATTACHMENTS: Silencer</p>
	<p><i>Heckler & Koch PSG-1</i></p> <p>CALIBER: 7.62 x 51 NATO</p> <p>MAGAZINE: 5 Round Capacity</p> <p>FIRE MODES: Semi-Automatic</p> <p>ATTACHMENTS: Silencer</p>
	<p><i>Remington SR-8</i></p> <p>CALIBER: .338 Lapua</p> <p>MAGAZINE: 5 Shot Box</p> <p>FIRE MODES: Bolt Action</p> <p>ATTACHMENTS: None</p>

5.3.0 - Weapon Binds & Scripts

5.3.1 - Weapon key assignments

Each weapon is assigned an identification number. Based on this number, you could bind each weapon to a corresponding key. These weapon id numbers are more important when working with scripts. Here is a chart that will help clarify:

Weapons	ID #	Weap_mode 0	Weap_mode 1	Weap_mode 2
Ka-Bar Knife	1	Slash	Throw	--
Beretta	2	--	--	--
Desert Eagle	3	--	--	--
SPAS 12	4	--	--	--
MP5K	5	Burst Mode	Full Auto	--
UMP45	6	Burst Mode	Full Auto	--
HK69	7	Short Range	Long Range	--
300ML	8	Burst Mode	Semi Auto	Full Auto
G36	9	Burst Mode	Semi Auto	Full Auto
PSG-1	10	--	--	--
High Explosive Grenade	11	Arm on Release	Instant Arm	--
Flash Bang Grenade	12	Arm on Release	Instant Arm	--
Smoke Grenade	13	--	--	--
SR8	14	--	--	--
AK-103	15	Burst Mode	Semi Auto	Full Auto

In your configuration file, you can set your weapons using the CVAR, *seta weapmodes_save*. Why is this important? When you start and you select your standard weapons, they will begin in the modes you have saved under this CVAR. An example looks like this:

- `seta weapmodes_save "010001112201000"`

There are 15 individual digits, either a 0, 1 or 2 that correspond to the weapon mode. In the example above, the first digit is a '0', so the knife will default to slash mode when you start, if you change it to a '1' in your config, then you will start with the knife in throw mode.

5.3.2 - Weapon Bindings

In order to minimize the number of keys you need to bind for your weapons, you can create a script that will help to cycle through your weapons in your inventory. Currently, you can toggle between the primary and secondary or the primary and side arm. Grenades will not work in this sort of script and must be bound separately. There are multiple ways to create these scripts, this is just one example listed below.

- /bind KEY ut_weaptoggle primary secondary
- /bind KEY ut_weaptoggle primary sidearm
- /bind KEY weapon 11 (HE Grenade)
- /bind KEY weapon 12 (Flash Grenade)

For further information on tailoring your weapons and creating easy to use scripts, we recommend you go to [UT Scripts](#). Talon and Nologic have a full complement of scripts for your weapons.

[Back to top](#)



INTRODUCTION

1.0.0 - BACKGROUND INFORMATION

2.0.0 - INSTALLATION

3.0.0 - QUICK START GUIDE

4.0.0 - CONTROLS & USER INTERFACE

5.0.0 - URBAN TERROR WEAPONS

6.0.0 - URBAN TERROR GEAR

6.1.0 - **Load out information**

6.2.0 - **Gear Specifics**

- 6.2.1 - Kevlar Helmet
- 6.2.2 - Kevlar Vest
- 6.2.3 - High Explosive Grenades
- 6.2.4 - Flashbang Grenades
- 6.2.5 - Smoke Grenades
- 6.2.6 - Laser Sight
- 6.2.7 - Silencer
- 6.2.8 - Night Vision Goggles
- 6.2.9 - Backpack Medkit
- 6.2.10 - Extra Ammunition
- 6.3.0 - **Gear Setup Reference**
- 6.3.1 - Gear identification letters

7.0.0 - URBAN TERROR MAPS

8.0.0 - SERVER SETUP & ADMINISTRATION

6.0.0 - URBAN TERROR GEAR

6.1.0 - Load out information

You can choose up to three items, depending on how many weapons you have chosen to equip yourself with, and whether or not you have grenades.

The combinations of weapons, items and grenades are:

- 2 weapons, a sidearm, grenades and 1 item
- 2 weapons, a sidearm, 2 items
- 1 weapon, a sidearm, 3 items
- 1 weapon, a sidearm, grenades, 2 items

Note: you must carry a sidearm and knives.

Some items can be turned on and off. You can bind any key to turn items on and off in the controls (Miscellaneous) menu (Press escape, click controls, click the misc button, click on "use item" and then press the key you want to bind). You can also drop your gear and weapons, by binding the corresponding key by selecting and dropping the item. See [Section 4.1.2 - Key/Command Chart](#) for more information.

If you have more than one item, you can select the item using "item next" and "item previous" keys, which are also bound in the misc menu. If you want to get rid of an item, you can drop it by pressing the "drop item" key. The drop item key, like all the other item keys, can be bound in the miscellaneous controls menu.

There are three kinds of grenades you can use in Urban Terror: flashbang, smoke and high explosive grenades. All types of grenades can be thrown. To throw a grenade, select grenades as your current weapon and press the fire button (which can be configured through the in-game menus: see the section on weapons).

[9.0.0 - COMBAT TECHNIQUES](#)



[10.0.0 - TROUBLESHOOTING](#)

[CREDITS](#)

There are now two alternate fire modes for grenades. The first and most common method is called, 'arm on release.' This firing mode will arm the grenade when it is thrown by the game. The other mode is called, 'instant arm'. Instant arm primes the grenade as soon as you pull the pin on the grenade to throw, so you can hold onto it a bit longer, but you will have less time to get away. By default you have 2.5 seconds to get rid of a high explosive or flashbang grenade before they explode. Smoke grenades will start to smoke when tossed.

The purpose of each individual piece of gear is described below:

6.2.0 - Gear Specifics

<p><i>Kevlar Helmet</i></p> <p>The helmet protects your head, and can mean the difference between instant death and a severe wound, allowing you to seek medical aid where normally you'd be toast. It will not protect your face, or your neck region, and will not protect you against high-energy projectiles, but it provides excellent general protection against small arms and machine gun fire.</p>	
<p><i>Kevlar Vest</i></p> <p>Kevlar is a special kind of strong fabric that is designed to stop bullets. Vests have steel plates called "trauma plates" sewn into them in sensitive locations so that the most delicate areas (the heart region, for example) have extra protection. While Kevlar will not protect you from enemy fire completely, you are far better off wearing it than not. High energy projectiles such as sniper rounds may still penetrate Kevlar. The Kevlar vest works automatically and you do not have to activate it.</p>	

High Explosive Grenades

HE grenades set off a large explosion which kills people within a close radius, and severely damages those just outside the radius. These are particularly effective when used against a group of attackers, as a single grenade can kill a number of opponents.



Flashbang Grenades

Flash bangs do little damage to an opponent, even if they are standing right on top of them, but anyone looking at them when they go off will be temporarily blinded. The blinding effect diminishes with distance, and is enhanced if the person looking at the grenade is using night vision goggles. Be careful using these, as they will blind teammates as effectively as your opposition.



Smoke Grenades

Smoke grenades do no damage to gamers. These can be thrown 30 meters by the average soldier. The grenade emits a dense cloud of red, blue or grey smoke for approximately 20 seconds. They can be used by gamers to provide cover in tactical situations, to cover ground movement or impair enemy lines of sight.



Laser Sight

The laser sight paints a small dot on targets even at extreme ranges to help you determine where your shots will fall. Because the laser sight is of less benefit to players with a high latency (high ping), the laser also makes your groups much tighter (in other words, it makes your shots more accurate). The laser sight can be turned off and on by selecting the laser sight item and pressing the use key.



Silencer

Silencers work by channeling the gases from a fired bullet through a series of baffles to reduce the noise of the explosion. This results in very quiet operation of the weapon, which is vitally important if your goal is to stay hidden from the enemy. In Urban Terror, the silencer also acts as a flash suppressor so if you are in a dark area, your position will not be revealed. The silencer can be removed and attached to your weapon by selecting the item and pressing the use key. However, if you choose this item in your load out, you do not have to activate it by default.



Night Vision Goggles

Night vision makes it easier to see other players, especially in dark areas on maps. The main drawback of night vision is that it limits the width of your vision slightly, and increases the blindness effect caused by flash grenades. Once equipped with night vision goggles you can turn them on and off by selecting the night vision item using your next item or previous item keys, and pressing your use item key.



Backpack Medkit

The medkit can be used to increase your ability to heal damaged players. Using the medkit, you can heal players back to 80 percent of their full health, compared to only 40 percent if you don't have the medkit. If you have the medkit item, it will be used automatically when you are attempting to heal other players.



Extra Ammunition

Extra ammo will double the number of clips you start off the round with. So, normally the Beretta gives you 3 clips (one loaded plus two extra). With the extra ammo item you would get five clips (one loaded plus four extras). Extra ammo does not affect the number of knives you start with, or the number of grenades.



6.3.0 - Gear setup reference

6.3.1 - Gear Bindings

Each weapon and piece of gear is designated with a letter in your configuration file. There are also seven different slots you can fill when you load out your player. You can configure your gear/weapon, so when you start Urban Terror, you will always begin with the same weapons and gear. Here is a chart to help you set up your player:

Weapon	[1]Sidearm	[2]Primary	[3]Secondary	[4]Grenades	[5]1st Item	[6]2nd Item	[7]3rd Item
Beretta 92G	F	--	--	--	--	--	--
Desert Eagle	G	--	--	--	--	--	--
SPAS-12	--	H	H	--	--	--	--
MP5K	--	I	I	--	--	--	--
UMP45	--	J	J	--	--	--	--
HK69	--	K	--	--	--	--	--
LR300ML	--	L	--	--	--	--	--
G36	--	M	--	--	--	--	--
PSG-1	--	N	--	--	--	--	--
SR-8	--	Z	--	--	--	--	--

AK-103	--	a	--	--	--	--	--
HE Grenade	--	--	--	O	--	--	--
Flash Grenade	--	--	--	P	--	--	--
Smoke Grenade	--	--	--	Q	--	--	--
Kevlar Vest	--	--	--	--	R	R	R
Kevlar Helmet	--	--	--	--	W	W	W
Silencer	--	--	--	--	U	U	U
Laser Sight	--	--	--	--	V	V	V
Medkit	--	--	--	--	T	T	T
NVGs	--	--	--	--	S	S	S
Extra Ammo	--	--	--	--	X	X	X

If you look in your config file, you will see a CVAR that looks like this, *seta gear "GMIORAA"*. This is the gear setting, and you can use the letters in the chart above to lock in what gear you want to use. In the example above, the load out would be as follows:

- [1]Sidearm: Desert Eagle
- [2]Primary: G36
- [3]Secondary: MP5K
- [4]Grenades: HE Grenades
- [5]1st Item: Kevlar Vest
- [6]2nd Item: Unused
- [7]3rd Item: Unused

There are limitations to the load out. As you can see in our example, *seta gear "GMIORAA"*, the last two letters are 'AA'. The 'A' in the chart below means you cannot fill that slot due to restrictions.

- Primary, Secondary, Grenades, 1x Item: ? ? ? ? ? A A
- Primary, Secondary, 2x Item: ? ? ? A ? ? A
- Primary, Grenades, 2x Item: ? ? A ? ? ? A
- Primary, 3x Item: ? ? A A ? ? ?

[Back to top](#)



INTRODUCTION

1.0.0 - BACKGROUND INFORMATION

2.0.0 - INSTALLATION

3.0.0 - QUICK START GUIDE

4.0.0 - CONTROLS & USER INTERFACE

5.0.0 - URBAN TERROR WEAPONS

6.0.0 - URBAN TERROR GEAR

7.0.0 - URBAN TERROR MAPS

7.1.0 - Map Descriptions

- 7.1.1 - ut_abbey
- 7.1.2 - ut_alleys
- 7.1.2 - ut_austria
- 7.1.3 - ut_casa
- 7.1.4 - ut_docks
- 7.1.5 - ut_metro
- 7.1.6 - ut_mines
- 7.1.7 - ut_pressurezone
- 7.1.8 - ut_revolution
- 7.1.9 - ut_reykjavik
- 7.1.10 - ut ricochet
- 7.1.11 - ut_riyadh
- 7.1.12 - ut_rommel
- 7.1.13 - ut_sands
- 7.1.14 - ut_streets
- 7.1.15 - ut_swim
- 7.1.16 - ut_turnpike
- 7.1.17 - ut_twinlakes

7.0.0 - URBAN TERROR MAPS

7.1.0 - Map Descriptions

Urban Terror comes complete with fifteen Silicon Ice Development created levels. Not all levels support all game modes. This section will give you a quick overview on which levels are included in the current version of Urban Terror, the level designer's name, the type of supported game modes and a brief description of the level.



ut_abbey

AUTHOR: Tub

LEVELTYPE: City/Urban

GAME MODES: FFA, TDM, TS, FTL, C&H

Urban Terror everywhere, even in Abbey. This small monastery always remained in peace. But Silicon Ice Development's Level Designer Tub makes this town the unlikely center of some of the most intense action in online covert operations to one of the most unlikely of places. A beautifully playing map and with some of the best bot-play in our lineup, Abbey is great for online and your single player gaming enjoyment.

7.1.18 - ut_uptown
7.1.18 - ut_village

7.2.0 - **Misc Map Information**

7.2.1 - Where can I find community maps?
7.2.2 - Installing community maps?
7.2.3 - Addition map packs
7.2.4 - Why do I get kicked from the server?
7.2.5 - Information on 'autoDownload'

8.0.0 - SERVER SETUP & ADMINISTRATION

9.0.0 - COMBAT TECHNIQUES

10.0.0 - TROUBLESHOOTING

CREDITS



ut_alleys

AUTHOR: Bot Killer

LEVELTYPE: City/Urban

GAME MODES: FFA, TDM, TS, FTL, C&H

The street gang dominated slums have long been deserted by its residents. The only occupants are the two dominant street gangs who have ripped apart the decaying city with the nightly battles. The well equipped gangsters battle for control of what is left of the ghetto. The crime has escalated to the point that the local police will no longer respond to calls because of the numerous officer deaths. Merciless gangsters reporting crimes to lure unsuspecting police men and women simply to kill them had become a common occurrence. Your team's job is to clean up the few most decrepit blocks of the city, avenge the families of the slain officers, and of course, make it out alive. The operation will occur under the dark blanket of the night, and if you are careful, you may return home from the alleys.



ut_austria

AUTHOR: Tub

LEVELTYPE: City/European

GAME MODES: FFA, TDM, TS, FTL, C&H, CTF

The hills are alive with the sound of combat in this quaint alpine village. No time to stop and smell the edelweiss or to admire a fine reproduction of Michelangelo's David. You'll have enough to do while charging across the beautiful cobbled roads desperately avoiding sporadic automatic gunfire. The ability to move as a team, guard your flank and use suppressing fire to pin the enemy will make or break you in Austria.



ut_casa

AUTHOR: SweetnutZ

LEVELTYPE: City/Spanish

GAME MODES: FFA, TDM, TS, FTL, C&H

A small town in the Eastern part of Spain has erupted into a tactical suburban combat war zone. Special forces from the region have been called in to stop a highly trained force from taking over the town and holding it for ransom. Your job is to either secure the town and bring back peace, or to defend it against the special forces descending upon your position. Close quarter combat skills are vital to the alleyways, markets and town squares. With training and teamwork, you will succeed in making Casa your home.



ut_docks

AUTHOR: BattleCow

LEVELTYPE: City/Urban

GAME MODES: FFA, TDM, TS, FTL, C&H, CTF

A small riverside town has been taken over by gangsters. The lucrative port has been transformed into a drug trafficking center under the dubious guise of a fishing company. The residents have long since relocated after the heavy hand of the mob gripped the townspeople to tightly. The gangsters have come under heavy investigation and the evidence has finally mounted sufficiently to have the lead gangsters arrested. You are the veteran leader of the most elite S.W.A.T. team in the world. Your team moves through the streets and you see the nervousness on the faces of your young lieutenants. You stand steady and poised as you send hand signals to your team. Can you make the town safe? Can you rid the town of the mob? Can you reclaim the docks?



ut_metro

AUTHOR: Bar-B-Q

LEVELTYPE: City/Urban

GAME MODES: FFA, TDM, TS, FTL, C&H, CTF

Just a few hours ago, this metropolis was all a buzz with activity, with people populating the sidewalks and automobiles going about their daily business. That was until a fanatical maniac and his henchmen took control of a section of the city, bound and determined to detonate a small, nuclear device to send a message to the world in the name of Allah. The city has called out a small, tactical strike force to deal with the rebel group. You have the element of surprise, as you direct a small, highly trained group into this conflict. The mayor and city officials are looking for swift and decisive action to be taken, as millions of lives are at stake.



ut_mines

AUTHOR: Bar-B-Q

LEVELTYPE: Underground mine facility

GAME MODES: FFA, TDM, TS, FTL, C&H, CTF

A rural setting, where all the action is about to go underground. In an attempt to infiltrate and secure one of the nations largest mining sites, a militant group of extremists have seized control of the underground facility. The miners were detained and set to the lower levels of the mine and the entrance was sealed with a large explosion. In a show of defiance to the world, this terror organization will stop at no costs. As your team organizes, the facility is being rigged with high explosives by this radical group. Enter the facility in stealth and secure the depth of the mining facility.



ut_pressurezone

AUTHOR: Gerbill!

LEVELTYPE: Underwater Submarine Base

GAME MODES: FFA, TDM, TS, FTL, C&H, CTF

At over one thousand times the atmospheric pressure of sea level, in one of the deepest parts of the ocean is the U.S. Navy's secret military testing facility codenamed Site-B. The distance and duration of the time away from home has made many of the personnel on board lose control of themselves. In a mutinous attempt to go bring the top secret ship to the surface they have taken the captain hostage. If the ship surfaces, the U.S. military's most intimate technologies will be compromised to whomever stumbles upon the ship first. Can you reclaim the ship for the sake of national security? Can you save your captain's life? Can you survive the pressure zone?



ut_revolution

AUTHOR: WetWired

LEVELTYPE: Industrial/Urban

GAME MODES: FFA, TDM, TS, FTL, C&H

Communist revolutionaries are trying to start a war with India. With their recent demonstrations of nuclear capabilities, the revolutionaries believe that if they can launch the warhead at India, the ensuing war would weaken the Russian Government's capabilities to resist an internal revolt. The United State's Central Intelligence Agency's spies have informed the military of the situation. Because of the threat of the detonation of the nuclear warhead, an air strike is not possible. The only alternative is to send in the elite group of military operatives, which you proudly call yourself a part of, the Army Rangers. Can your team stop the enemy before they launch the missile? Can you prevent the start of a nuclear war?



ut_reykjavik

AUTHOR: dotEXE

LEVELTYPE: City/Urban

GAME MODES: FFA, TDM, TS, CTF

At this quiet Icelandic town, home to many medical students at the local university, all hell is about to break loose. A rebel group, lead by a radical maniac, is looking to infiltrate the town, set up a base camp and then rampage the university for their stash of biologicals. It is your job to defend the city and ward off these intruders, as these biologicals once in the wrong hands could prove very harmful, if not deadly. This is no simple task, as the rebels are willing to risk their lives and take yours in order to successfully steal these biological samples. You must not let this happen.



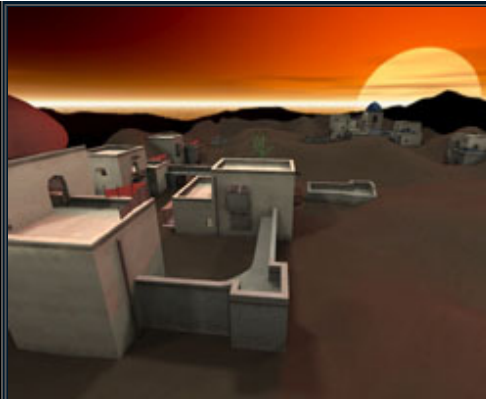
ut_ricochet

AUTHOR: WetWired

LEVELTYPE: City/Urban

GAME MODES: FFA, TDM, TS, FTL, C&H

In this shopping mall car park it is approaching closing time for its shoppers and storeowners, but for others the sales are just beginning. As you and your team members wait for the car park to clear, your team finalizes the attack plan one last time. The sniping team has rooftop secured, will provide your cover. Your team awaits the arrival of the armored guard to restock the Automatic Teller Machines. Things are not as straightforward as they seem, someone has ratted you out. In place of the armored van, pulls up it the UTPD S.W.A.T. team. Can your team on the ground handle the opposition? Will your snipers provide you with the cover you need? Just as the sweat drips down your brow into your eyes the streets are engulfed with the sounds from the hailstorm of gunfire. As the bullets fly past your ear and ricochets dance at your feet, you begin to panic... welcome to Ricochet.



ut_riyadh

AUTHOR: dotEXE

LEVELTYPE: Desert/Terrain

GAME MODES: FFA, TDM, TS, CTF

dotEXE is the newest addition to an already talented group of Silicon Ice's mapping team. It's all too easy to become overwhelmed in the atmosphere of his latest map Riyadh. You can almost feel the hot dusk breeze of the desert blowing through your hair as you watch the sun set in the red sky and darkness begin to overcome the map. But don't be distracted by the thought of warm sand between your toes too long or you may find your innards have become your "outtards."



ut_rommel

AUTHOR: Bar-B-Q

LEVELTYPE: Bombed City

GAME MODES: FFA, TDM, TS, FTL, C&H

Do not be fooled by this seemingly serene town which was destroyed by Hitler's army during World War II. This map is based on the last scene in the Steven Spielberg's epic film Saving Private Ryan. Juxtaposed against the intense sound effects is Edith Piaf's beautiful voice emanating from the nearby phonograph. Don't let her lovely singing lull you into thinking you can take an easy stroll through the map without taking fire from one of the map's many sniping positions. Be sure you take cover from potential firing positions in sight before you make your moves. Run fast, aim well, and if you live long enough, you might just make it home.



ut_sands

AUTHOR: NRGizeR

LEVELTYPE: Terrain

GAME MODES: FFA, TDM, TS, FTL, C&H, CTF

Big desert terrain map based on the movie "Three Kings". The most prominent feature in this map is the moving UH-60 Blackhawk chopper that can easily transport you across the map. This map was mainly made for CTF, so therefore there are two bases in the map, along with two oasis, two tunnel systems, and two bunkers.



ut_streets

AUTHOR: NRGizeR

LEVELTYPE: City/Urban

GAME MODES: FFA, TDM, TS, FTL, C&H

The quintessential 'urban' map in Urban Terror. Streets has been with Urban Terror since the release of Beta1 and has persevered through its rocky beginnings to become one of the classics. Large open areas and numerous skyscrapers make Streets very suitable for snipers to log in their long distance kills. But don't stay still for too long, someone may have their scope on you.



ut_swim

AUTHOR: NRGizeR

LEVELTYPE: Urban/Indoor

GAME MODES: FFA, TDM, TS, FTL, C&H

Loosely based on a recreation center in a small Finnish town, Swim - The Bath is the most civilian map in Urban Terror. NRGizeR designed this map to provide rich sniping and intense close range combat. If you take that sniper rifle, be sure you keep your sidearm close at hand when moving through the hallways. If you take a swim in the Olympic sized diving pool or the recreation pool with the inflatable toy, be sure to dry off well before you go outside as Swim - The Bath takes advantage of Urban Terror's environmental effects depositing volumetric snow outside. Though you might feel clean coming out of the showers, stay sharp or you might end up taking a dirt nap.



ut_turnpike

AUTHOR: WU

LEVELTYPE: City/Urban

GAME MODES: FFA, TDM, TS, FTL, C&H

Intelligence reports recents radical cell activity along the outskirts of the New Jersey community. While sources have not officially confirmed their activity, the government wants to get the drop on the before this group decides to put lives at risk. This organization is using a small publishing company as a front for their operations. Your squad of highly trained soldiers have been organized for situations such as this. You will need to infiltrate and quickly take down any threat that appears and resolve this tense situation.



ut_twinlakes

AUTHOR: RabidCow

LEVELTYPE: Snow/Terrain

GAME MODES: FFA, TDM, TS, FTL, C&H

Set in British Columbia's Coastal Mountains, the snow levels can reach 60ft deep. The cabins are located at a wilderness, hike and ski-in only resort, the site of an old logging camp and mill. The old growth trees were cut and milled 100 years ago and then the mill was closed. The slopes were reforested approx 60 years ago, but due to the extreme climate, they are still relatively small. Only a few large first growth trees still exist. All that is left now of the mill and town are a few old stone bridges that held early railcars, used for moving timber. The current residents run a small hand-operated sawmill that they made the timbers for the resort with. All the wood cut nowadays is 2nd growth or deadfalls. The timing is mid-May. Temperatures have risen to 20-25c, and, the ice is gone from the lakes. Spring skiing in shorts and t-shirts, and drinking cold Canadian brewski's is the order of the day...however...there is always the occasional snowfall, even at this time of year. Unfortunately, there are International ops teams after our beer!!!



ut_uptown

AUTHOR: BattleCow

LEVELTYPE: Urban/City

GAME MODES: FFA, TDM, TS, FTL, C&H

The usually bustling uptown area of the city has been deserted following an accident involving a military convoy carrying weapons grade plutonium. Of course, there is no radioactive contamination or plutonium, it's all part of a scheme to lure an elusive squad of mercenary terrorists into a stand-up firefight with a crack counter terrorist squad. Take the high ground, but watch your step, there's a bit of height in this map.



ut_village

AUTHOR: Tub [help from Legomanser & NRGizeR]

LEVELTYPE: European Village

GAME MODES: FFA, TDM, TS, FTL, C&H

Set within 15th century castle walls, this small village has been a peaceful and tranquil place for many people to get away from the stresses of urban life for a week or two, and discover their rustic past. When an expensive assassination attempt goes wrong though, this place turns into a bloody mess with narrow, high walled streets and open roofs, making conflicts much like a cat and mouse game.

7.2.0 - Misc Map Information

7.2.1 - Where can I find community maps?!

The Urban Terror web site hosts many of the levels under the [map depot](#) link. There are a few different links you can choose in order to download maps. Some of the more popular map FTPs are:

- [Chello/Urban TerroristZ](#)
- [Hungarian Q3 UrT Portal](#)
- [FSK405 FTP](#)
- [Urban Terror Italy](#)
- [Urban Terror Germany](#)
- [ArsUrbanTerror](#)

7.2.2 - Installing community maps

Each map available is designated with the extension, .pk3, .zip or .pk3.zip, please take note of the file you downloaded.. Files with .pk3 extensions can be downloaded and placed in your **quake3/q3ut2/** directory. If the file has a .zip extension open the file using Winzip. If you see many files within this .zip, close Winzip and rename the .zip extension to .pk3. If you open the file using Winzip and see a .pk3 file, extract the contents to your /q3ut2

Remember all map .pk3s will be placed in the /quake3/q3ut2 directory. DO NOT create a separate

/map directory or DO NOT extract files from a .pk3, this will only cause a problem and the maps will not load correctly.

7.2.3 - Addition map packs

Urban Terror Beta 2.6 comes with Silicon Ice Development created maps only. For a list of maps included in Beta 2.6 see [Section 7.1.0 - Map Descriptions](#). Any additional maps must be downloaded separately from our map depot link or an Urban Terror support site. We do highly recommend the four map packs we offer in our map depot. Those include:

- Level Design Map Contest: Paradise, Silema, Dam, Campus, Afterhours, Complex
- TS/TDM Pak: Pgrounds-nd, Bungalow, Cambridge, Cargo_lite, Office
- CTF Pak: Subway, Citygardens, Intermodal, Druglord2, Eagle
- Popular Pak: Laneway2, Golgotha, Demolition, Dville, Druglord

7.2.4 - Why do I get kicked from the server?

The main reason you will be kicked from a server just as soon as you get ready to connect is because you are missing the map that is currently being played. Many servers do not list what maps they have in the rotation, so, it might be challenging to get all the community maps, unless you download them all, which is somewhat counterproductive. The suggested map packs will help in lessening that chance.

7.2.5 - Information on 'autoDownload'

'Auto Download' is a client and server setting that is in the game menu. For clients, if you have this cvar toggled 'ON' then when you join a server and do not have the current map, you will begin downloading it. We do recommend you toggle 'autoDownload' **OFF** because past history has shown that this is not the most effective way to download maps. If the map changes or you disconnect, then you will have an incomplete or corrupted map, that will not work. So save yourself the headache and toggle it off.

[Back to top](#)



INTRODUCTION

1.0.0 - BACKGROUND INFORMATION

2.0.0 - INSTALLATION

3.0.0 - QUICK START GUIDE

4.0.0 - CONTROLS & USER INTERFACE

5.0.0 - URBAN TERROR WEAPONS

6.0.0 - URBAN TERROR GEAR

7.0.0 - URBAN TERROR MAPS

8.0.0 - SERVER SETUP & ADMINISTRATION

8.1.0 - Server Setup [step by step instructions]

- 8.1.1 - Step 1: Installation
- 8.1.2 - Step 2: Configuration
- 8.1.3 - Step 3: Activation

8.2.0 - General Info

- 8.2.1 - Urban Terror Gametypes
- 8.2.2 - Master Servers
- 8.2.3 - Map Rotation

8.3.0 - Urban Terror CVARs

- 8.3.1 - Client Cvars
- 8.3.2 - Server Cvars
- 8.3.3 - Modified server Cvars

8.4.0 - Remote Control (Rcon)

- 8.4.1 - Kicking a player from the server
- 8.4.2 - Restarting the server using Rcon

8.0.0 - SERVER SETUP & ADMINISTRATION

There is a [Server Setup & Administration Forum](#) available for server admins. If you are running a server and have the time, drop in there and leave a note about your server [address and so on]... the more the merrier! Also, we'll answer any technical questions in there.

8.1.0 - Server Setup [step by step instructions]

8.1.1 - Step 1: Installation

Windows

Here are the necessary files:

- Quake3:Arena 1.32 Point Release ([Id Software FTP](#))
- Urban Terror Full Version 2.6 ([Urban Terror Downloads](#))
- Urban Terror Contest Mappack ([Urban Terror Map Depot](#))

Start out by installing Quake3:Arena from the retail CD.

Next, run the Quake3:Arena 1.32 Point Release, making sure to install it in the same directory. Now start Quake3 to make sure that it's working.

If everything is working properly, run the Urban Terror 2.6 installation.

Lastly, copy the Contest Mappack into the q3ut2 directory that will be inside the main Quake3:Arena install directory. (eg. C:\Program Files\Quake3 Arena\q3ut2\)

Linux

Here are the necessary files:

8.4.3 - Banning an IP

8.5.0 - Referees

8.5.1 - Enabling referees on a server

8.5.2 - Logging on as a referee

8.5.3 - Referee commands

8.6.0 - Server Troubleshooting

8.6.1 - Why can't I get Urban Terror to run under Linux?

8.6.2 - Why is the hostname and settings not showing up?

8.6.3 - Why does the server try to give me files I don't need?

8.7.0 - Resources

- Quake3:Arena 1.32 Point Release ([Id Software FTP](#))

- Urban Terror Full Version 2.6 ([Urban Terror Downloads](#))

- Urban Terror Contest Mappack ([Urban Terror Map Depot](#))

I am assuming from this point on that you are logged in as the user that you would like to run the Urban Terror server as (ie. NOT root). I am also assuming that you have placed the necessary files into the user account's home directory.

The first thing you need to do is to create the directories for the install:

```
$ cd ~
$ mkdir quake3
$ cd quake3
$ mkdir baseq3
```

You will now need to copy the pak0.pk3 file from the retail Quake3:Arena CD to the directory you just created. Be warned, the pak0.pk3 file is about 600 MB so it'll take a while to copy over.

```
$ cp /mnt/cdrom/baseq3/pak0.pk3 ~/quake3/baseq3
```

The next step is to run the point release file and upgrade the server to 1.32. To do this, simply make the .run file executable, and then run it:

```
$ chmod u+x linuxq3apoint-1.32.x86.run
$ ./linuxq3apoint-1.32.x86.run
```

When asked where your Quake3 installation is, point it to **~/quake3**

If all has gone well up to here, you should have a fully functioning Q3A install that is patched to 1.32. To verify that it is working, cd into your quake3/ directory and attempt to start the dedicated server:

```
$ cd ~/quake3/
$ ./q3ded
```

You should see some text scroll past. The very first line should say "Q3 1.32 linux-i386 October 7 2002". If it does not, or if there is an error, then the install was NOT successful.

Next up is to install Urban Terror. Move the Urban Terror installation zip file into the "quake3" directory and unzip it:

```
$ mv ./q3ut2.zip ./quake3
$ cd quake3
```

9.0.0 - COMBAT TECHNIQUES

10.0.0 - TROUBLESHOOTING

CREDITS

```
$ unzip q3ut2.zip
```

And lastly, the optional Contest Map Pack install. Move the mapcontest.zip file into the newly created "q3ut2" directory under "quake3" and unzip it:

```
$ mv ~/mapcontest.zip ~/quake3/q3ut2
$ cd ~/quake3/q3ut2
$ unzip mapcontest.zip
```

8.1.2 - Step 2: Configuration

There are two configuration files that you need to make changes to before starting the server. The first and most important is the server config file. This file contains all the settings for your server. Here are a couple of example config files:

- [Internet Server](#)
- [LAN Server](#)
- [Punkbuster Config](#)

More detailed info on the different configuration options, such as Gametypes and Master Servers, can be found in the **8.2.0 - General Info** section of this manual. You can also find out about all the possible game settings in the **8.3.0 - Urban Terror CVARs** section.

Once the server configuration is set, you'll need to set your map rotation. This is done by editing the mapcycle.txt file. The simplest way of setting up the map rotation is just to list each map, one line at a time, in the order you wish. Here is a sample map rotation:

- [mapcycle.txt](#)

It is also possible to create more advanced map rotations. To learn more about this please refer to the **8.2.3 - Map Rotation** section of this manual.

8.1.3 - Step 3: Activation

When starting up the server, there are a few things that you need to add to the command line. The most important of which are:

```
+set fs_game q3ut2
+set com_hunkmegs 32
```

"fs_game" is used to set the game to "q3ut2", rather than the default "baseq3". "com_hunkmegs" is

the amount of memory that Quake will set aside for running the server. A good way of determining the amount of hunkmegs needed, is to multiply the number of maxclients by 2.5 (ie. 20 clients * 2.5 = 50 hunkmegs). **com_hunkmegs** must be set in the command line when starting the server (**+set com_hunkmegs 50**). The default for Quake III is 56. This does not need to be changed for Urban Terror. As a general rule of thumb, you shouldn't set this value too high or Quake3 will start using virtual memory, which will slow down your computer a lot.

There are a couple of other settings that can only be set on the command line during server startup:

+set dedicated 2 (this makes the server startup as dedicated. Set it to 1 to stop it from reporting to the master servers)
+exec server.cfg (this will load the settings from the server config file)
+set net_ip [ip_address] (sets the IP address for the server, default = same as host computer)
+set net_port [port_number] (sets the port number for the server, default = 27960)

Here are a couple of example command lines:

Windows

"C:\Program Files\Quake III Arena\quake.exe" +set fs_game q3ut2

or

**quake3.exe +set fs_game q3ut2 +set dedicated 2 +set net_IP 192.168.0.1 +set net_port 27960
 +set com_hunkmegs 56 +exec server.cfg**

Linux

**./q3ded +set dedicated 2 +set net_IP 192.168.0.1 +set net_port 27960 +set com_hunkmegs 56
 +set fs_basepath ./ +set fs_game q3ut2 +set ttycon 0 +exec server.cfg**

Optionally you can also create and use a shell script similar to this, it will restart a crashed server:

```
#!/bin/bash
```

```
while true
do
/path/to/q3ded +set fs_game q3ut2 +set dedicated 2 +set net_port 27960 +set com_hunkmegs 56 +set sv_maxclients
16 +exec server.cfg
echo "server crashed on `date`" > last_crash.txt
done
```

Save this in a file called "startq3ut.sh", and place it your home directory. Assuming screen is installed (it usually is on Linux systems), you can run the script and start your server with:

```
$ screen -m -d sh startq3ut.sh
```

which would start your Urban Terror server already detached from the current client. You could then log out of your machine, and come back later on to get back into the console. To do so, run:

```
$ screen -r
```

If you've only got one screened process running. If you have more than one, run:

```
$ screen -list
```

to see all of them, and then choose the one you want to get back into by using:

```
$ screen -r pid.host
```

where pid.host is the line from the "screen -list" command.

8.2.0 - General Info

8.2.1 - Urban Terror Gametypes

Free-For-All (gametypes 0, 1 and 2)

You are against everybody and everybody is against you. After a preset number of minutes the round will end and the winner is the person with the greatest number of kills. If you are killed you will respawn at a random location on the map after a short delay.

Team Deathmatch (gametypes 3)

Your goal is to accrue kills for your team. After a preset number of minutes the round will end and the winner is the team with the greatest number of kills. If you are killed you will respawn at a random map location after a short delay.

Team Survivor (gametype 4)

Your goal is to annihilate the opposing team. The round ends when all the members of one team are killed, the team left standing is awarded a point. If you are killed you cannot respawn until the next round.

Follow the Leader (gametype 5)

At the beginning of each round the server selects one person on your team as a leader. The leader is designated by a red or blue helmet. A flag also spawns with your team. Your goal is to score as many points as you can. Points are awarded as follows:

- If your leader touches the enemy flag: 3 points
- If you kill the other team, with your leader still alive: 2 points
- If you kill the other team, but your leader is dead: 1 point

Only the leader can get points from touching the enemy flag. The round ends when a leader on a team touches an enemy flag, or either team is killed. If you are killed you cannot respawn until the end of a round.

Capture & Hold (gametype 6)

Numerous flags are positioned around the map. When you walk over them, they get changed to your team's color (red or blue). Every minute your team scores a point for each flag of your team's color. Your goal is to have as many flags as possible at each scoring time. If you get killed, you can respawn after a brief delay.

Capture The Flag (gametype 7)

Each team has a home base which holds a flag. The team's goal is to get their flag from the enemy base and bring it back to their base. You must prevent the enemy from doing the same. If you are killed you must wait a short time before coming back into the game. Points are awarded as follows:

- Flag capture bonus = 15 ... what you personally get for a capture
- Team capture bonus = 10 ... what your team gets for capture
- Returning the flag = 1 ... what you get for returning the flag
- Killing enemy flag carrier = 1 ... what you get for fragging enemy flag carrier
- Flag carrier protection Bonus = 1 ... bonus for fraggin someone who has recently hurt your flag carrier
- Defending your flag = 2 ... bonus for fraggin someone while either your target is near your flag
- Preventing a capture = 1 ... for killing someone who almost capped

8.2.2 - Master Servers

You need to add a list of master servers to the master server list in the server config file. By default sv_master1 is set to the Id master server. You are able to add up five master servers in total.

```
set sv_master1 "master3.idsoftware.com"
set sv_master2 "master.urbanterror.net"
set sv_master3 "master0.gamespy.com:28900"
set sv_master4 "q3master.barrysworld.com:27950"
```

8.2.3 - Map Rotation

Map rotations in Urban Terror have been redone to make them easier. Now, instead of having strange commands in your server.cfg, Urban Terror loads maps and sets information from a simple text file.

By default, the map rotation file is called mapcycle.txt. This file must be placed in the q3ut2 folder of the server. You can change the name of the map rotation file by setting the g_mapcycle cvar to the name of the alternate file. For example, to use a map rotation file called mymaps.txt, you'd go to the console and type:

```
/g_mapcycle " mymaps.txt"
```

The map rotation file is a basic text file (you can use MS Notepad, BBEdit, vi, etc to create it). In its most simple form, the file is just a list of maps, one map to a line. When the last map is finished, the first map in the file is loaded and the process repeats. So, for example, a mapcycle.txt that looks like this:

```
ut_ricochet  
ut_swim  
ut_uptown
```

Would load up ricochet, then swim, then uptown, and then start again.

You can also use the map rotation file to set any server cvar. The format for this is:

```
[mapname]  
{  
    [cvar] [value]  
    [cvar] [value]  
    ...  
}
```

[cvar] is the name of any Urban Terror server cvar (eg: g_gametype) and the value is the value you want it set to. In the following example, the first example has been extended to set cvars on ut_uptown:

```
ut_ricochet  
ut_swim  
ut_uptown  
{  
    g_gametype 6  
    g_friendlyfire 1  
    g_maxteamkills 0  
}
```

8.3.0 - Urban Terror CVARs

First off, a CVAR is a value you can set in the console. To check the value of a CVAR you type the CVAR's name into the console with a slash in front of it. The console will then tell you the value that the CVAR has been set to. To set a CVAR, you simply type the name of the CVAR [with a leading /] and then the value you want to set it to, for example, **/cg_drawgun 1**. Urban Terror has added a number of new CVARs. You don't need to use them, but people who like to tweak the game may want to find out about them.

8.3.1 - Client Cvars

Client cvars can be changed by anyone, but they only affect what happens on your computer - you cannot affect what other people see or hear by changing client cvars. To change a cvar, go to the console (press the ~ key) and type a slash (/) followed by the name of the cvar, followed by the value you want to set it to. For example: **/cg_maxFragments 16** This cvar would set the cg_maxFragments cvar to "16". You can enter the name of the cvar without a value to see what it is presently set to.

CVAR	Default	Description
cg_antilag	10	Recommended to remain at '1', as it helps to predict weapons. This cvar determines whether your aim is effected by ping. Example, a 300 ping would require you to lead your shot by 300ms.
cg_autoRadio	0	Toggles a 'Fire in the hole' message that is played globally. If set to '1' the message will be heard.
cg_chatHeight	4	Number of lines of chat text that you see. Longer lines means you'll be able to follow a conversation longer, but it will clutter up your screen more. Less lines makes it harder to read discussions when it's busy. Most people drop to the console (press ~ key) if a big conversation is happening.
cg_chatTime	4000 (4 seconds)	Number of milliseconds that a chat messages stays on the screen before it goes.

cg_drawHands	1	If set to 1, you'll see hands holding the weapon in first person (normal) view. If set to 0, the hands won't be shown. Turning off hands can produce a small performance boost.
cg_crosshairFriendRGB	1 0 0 1	Color of your crosshair when it is placed over a teammate.
cg_crosshairRGB	1 1 1 1	Color of your crosshair.
cg_drawHands	1	If set to 1, you'll see your hands and weapon on screen..
cg_drawTeamOverlay	0	If set to 1, you'll see hands holding the weapon in first person (normal) view. If set to 0, the hands won't be shown. Turning off hands can produce a small performance boost.
cg_fov	90	Your default field of vision. This variable is limited between 90-110.
cg_gunCorrectFOV	1	If set to 1, fixes the perspective on the in-view weapon so it doesn't look so distorted. Normally you'll want this on.
cg_gunSize	0	If set to 1, makes the size of the in-view weapon smaller for people who prefer it that way.
cg_mapAlpha	.6	Changes the transparency of the mini-map on the screen.
cg_mapArrowScale	1	Changes the size of your player arrow on the mini-map.
cg_mapArrowAlpha	.7	Changes the transparency of the player arrow on the mini-map.
cg_mapArrowScale	1	Changes the size of your player arrow on the mini-map.
cg_mapArrowAlpha	.7	Changes the transparency of the player arrow on the mini-map.

cg_mapPos	0	If set to 0, the mini-map is not represented. The mini-map can be moved counter-clockwise around the HUD using 1-9 for the different positions.
cg_mapSize	128	Changes the size of the mini-map on the screen.
cg_mapToggle	1	Toggles the mini-map on and off.
cg_markTotaltime	10000 (10 seconds)	Number of milliseconds that a mark, like a bullet hole will stay on a surface before it disappears. The more marks you have the slower the game gets, so setting this value high is only useful if you have a fair bit of grunt on your system. Recommended to leave at 10000.
cg_maxFragments	32	Determines the maximum number of fragments a breakable object will break into. The map sets this value for each breakable object, so if you have maxFragments set at 32 and the map only asked for 16, then you'll still only see 16.
cg_maxPrecip	128	Maximum number of drops of rain, or flakes of snow you will see on maps that have it. Normally a map will define the maximum amount of drops, but the effects can impact on performance a great deal. Cutting back on maxPrecip can make a big difference. You can even turn off weather effects altogether with cg_maxPrecip 0, if it is slowing you down too much.
cg_msgHeight	4	As cg_chatHeight, but for messages (for example, console messages, server messages and hit locations)
cg_msgTime	4000	As cg_chatTime, but for messages (for example, console messages, server messages and hit locations)

cg_radar	1	Enables the radar screen in specific game modes.
cg_radarRange	2000	Changes the radar in units the radar can detect.
cg_scopeRGB	0.9 0 0 0.65	Default color of the scope when zoomed in
cg_scopeFriendRGB	0 0 0 0.8	Default color of the scope when your crosshair is over a teammate.
cg_sfxBrassTime	2500 (2.5 seconds)	Number if milliseconds that brass (ejected shells) stay lying around on the ground. A lot of shells can cause a performance hit. If you have a beefy system then you can extend this time so ejected shells remain on the ground much longer.
cg_sfxBreathing	1	If set to 1, allows you to hear heavy breathing when a player is exhausted. Set this to 0 if you find the sound distracting. Note that others will still hear you breathing if you turn it off.
cg_sfxMuzzleFlash	1	If set to 0, the muzzle flash from weapons won't be shown. Please note this is not a cheat. You only turn them off in your view: you will not be able to see other people's muzzle flashes, but they'll still see yours.
cg_sfxParticle	1	If set to 0, will turn off all particle effects except hit effects. This can be used to reduce the frame rate impact caused by particle effects, which can potentially become large if there is a lot of action going on.
cg_sfxParticleSmoke	1	If set to 0, turns off smoke effects associated with some particle effects, including blood clouds caused by player hits. Setting this to 0 can improve frame rate a small amount.

cg_sfxShowDamage	1	If set to any number other than 0, will use damage skins on models when a player gets hit. Setting this to zero will save a small amount of memory. By default damage skins are on.
cg_sfxSurfaceImpacts	1	If set to one, shows bullet impact effects on hitting surfaces. There may be a small performance boost to be gained from turning this off, but it needs to be balanced against the difficulty of seeing where shots are hitting.
cg_sfxTeamBands	1	If set to 0, removes the arm bands and leg bands from players in team games. Note, this will only affect what you see; others will still see you wearing arm bands and leg bands. This is included so people who don't like the arm bands and leg bands don't have to see them.
cg_sfxZoomedWeapon	0	Controls whether you see your weapon in first person view when zoomed or not. Usually zooming changes the perspective of near things a great deal, so by default the in-view weapon is removed from your view when you are zoomed. Some people may prefer it on.
cg_showBulletHits	1	If set to 1, prints messages about where you were hit and where you hit others. Some people find these messages distracting, and prefer them to be turned off. Set cg_showBulletHits to 0 to turn them off.
cg_spectatorShoutcaster	0	If set to 1, will display player name, weapon and health in team color above the player model in spectator mode only.
cg_standardChat	0	Urban Terror separates chat messages from other messages in the main view. If you prefer not to have them separated (ie: the normal Quake 3 way) then set this to 1.

com_blood	1	If set to 0, then no blood or damage skins will be displayed when a gamer is shot, nor will heads be blown off.
-----------	---	-----------------------------------------------------------------------------------------------------------------

8.3.2 - Server Cvars

Server cvars can only be changed by people with access to a server. Generally, if you are playing in an online game your console commands will have no affect on the server cvars. The only time you need to worry about server cvars is if you are running a server or playing a single-player game against bots. For a description of all the Quake3:Arena CVARs see [Command Keen's Quake 3 Console Page](#).

CVAR	Default	Description
bigtext <text>		Writes text on every client's screen
slap <clientNum/player>		This slaps a player around while in game, it also removes approximately 5 health.
g_aries	1	If set to 1, the server will use ARIES hit detection, which provides much more accurate locational damage than normal Quake 3 hit detection. With ARIES off, players won't be able to hit any locations on the enemy. Generally you will always want this on.
g_allowChat	2	If set to 0, globally bans people from being able to chat. If set to 1, it stops people from being able to chat to the other team, and if set to 2 (the default) removes any chat restrictions.

g_bulletPredictionThreshold	5	In Urban Terror, bullet impacts can be predicted by the server so the client sees the effect of their hit immediately. A side effect of this is the potential for low ping players to be hit after they have ducked behind a wall. The code accomodates this problem by ignoring some hits if it is determined that the low ping player would have been behind a wall when the high ping player fired. This cvar sets the distance a player needs to have travelled (in map units) before the wall check is done. Smaller values can impact server performance, while larger values may result in players behind hit after they have ducked behind cover. In general, this cvar should not be modified. Admins should only change this value if they REALLY know what they are doing.
g_captureScoreTime	60	Number of seconds that scores are calculated on a the capture and hold game type. For example, at the default of 60, the scores for each team will be incremented every minute.
g_enablePrecip	0	Set to 1 to enable rain, and 2 to enable snow. Works in conjunction with g_precipAmount. This will usually be set by a map, but has been left open so people can see the effects on maps not specifically designed for them.
g_failedVoteTime	5	Number of minutes before a vote will fail.
g_flagReturnTime	30	The numer in second before an unclaimed flag is returned to the base automatically.
g_followEnemy	1	If set to 1, prevents players from following people on the opposite team. If set to 0, players can follow members of both teams.

g_followForced	0	If set to 1, players will not be allowed to go into ghost modes when they are spectating. Servers should set this to 1 if there is concern about players using spectators as a way to spy on players in the game. It is off by default.
g_gravity	800	Sets the gravity level on. The lower the setting, the lower the gravity.
g_knockback	1000	The knockback from a weapon, the higher the number, the greater the knockback force.
g_maintainTeam	1	If set to 1, will allow players to automatically be placed on their old team after a map rotation or restart. Most of the time this should be set to 1, although some servers may prefer to force players to reselect their teams after a rotation or game restart.
g_mapCycle	mapcycle.txt	This cvar should be set to the name of a text file in the /q3ut2 folder on the server that will be used to read map rotation information from. See elsewhere in the manual for more information about the format of the map cycle file.
g_maxteamkills	4	Maximum number of team kills allowed before a player is auto-kicked. Only has an effect if g_friendlyfire is set to 1. Server admins may choose to knock this value up higher if they find people are being kicked too regularly.

g_noBulletPrediction	0	Normally when players with high latency (high pings) fire, they see the effect of their shots some time after they fire, as it takes time for the server to receive the fire message and to process the effects and send the effect event back to the client. If set to 0, players with high latency (high pings) will have their lag accounted for and will not need to lead their shots much (if at all). Should be set to 0 for Internet servers, but can be turned off in LAN games (because latency is normally low).
g_precipAmount	0	Set to any number up to 1024 that will determine how many drops or flakes a player sees falling. Only works if g_enablePrecip is set. Players can cap this on their systems using cg_maxPrecip. This will usually be set by a map, but has been left open so people can see the effects on maps not specifically designed for them.
g_refClient	-	Read only variable used internally by Urban Terror code. Cannot be changed from console.
g_referee	0	If set to 1 enables the referee function on the server. If you don't want to enable the referee function on your server, set this to 0. It defaults to no referee support.
g_refNoBan	0	If set to 1, prevents referees from being allowed to ban players from the server. Because referees can ban players for up to 3 hours, the feature can be abused by untrustworthy referees. This should be set to 1 if a number of people are likely to have access to the referee password.

g_refPass	none	This is the password that referees use to login. Set g_refPass to a string value to set the referee password to be used by the reflogin command. Please note that although referees have less power than players with rcon, they can still do a lot of harm to other players. Changing passwords regularly is strongly advised.
g_removeBodyTime	5	Number of seconds to wait before a fallen body sinks into the ground and is removed from the field of combat. Setting this high should only be done in survivor games, because a large number of dead bodies will eventually bring player's performance down.
g_respawnDelay	0	How many seconds people have to wait to respawn after being killed in non-survivor type games. This is mainly in place to encourage players to be more careful about being killed in respawn type games (like free for all). Admins should be careful setting this too high as players will get bored if they have to wait too long (even 10 seconds is a long time in Urban Terror)
g_respawnProtection	3	Number of seconds that a player should be invulnerable for after they have respawned. This has been added to make spawn camping more difficult, because players can still fire but cannot be damaged. It should also stop TK'ers lobbing grenades at the start of a round and wiping out the entire team.
g_survivor	1	Is set to 1 by the server for survivor (last-man standing) gameplay types. This is used internally by Urban Terror code and cannot be changed from the console.

<code>g_survivorRule</code>	0	Default setting is 0, which is the Beta 2.3 style of scoring. If there are any players standing at the end of the round, it is a draw and no points are awarded. If set to 1, the end of the round will record a point to the team with the most gamers remaining.
<code>g_survivorRoundDelay</code>	5	Number of seconds between rounds in survivor (last-man standing) gameplay types. This pause is useful so players have a moment to recognise the round has ended, see who won, and to prepare for a new one.
<code>g_survivorRoundTime</code>	5	Number of minutes a survivor round should last before the server calls a draw. Normally this value should be set to 5 or lower so that dead players don't have to wait too long before the next round.
<code>g_teamKillsForgetTime</code>	60	The number in minutes a player will be banned before being forgiven and allowed back onto the server for killing teammates.
<code>g_warmup</code>	0	Sets the number in seconds for warmup before a round begins.

8.3.3 - Modified server cvars

g_friendlyfire - Setting `g_friendlyfire` to 2 enables friendly fire but disables automatic kicking of offenders. Normally you would set `g_friendlyfire` to 2 for closed LAN games or during matches.

8.4.0 - Remote Control (Rcon)

"Rcon" is short for remote control; it allows you to make changes to the server and gives you access to administrative commands when you're connected to a remote server. To use the rcon, you first need to enter the password by typing:

```
/rconpassword [yourpassword]
```

After you have enter the rconpassword you can access all the rcon capabilities, by typing:

```
/rcon [command]
```

8.4.1 - Kicking a player from the server

There are two ways to do this. The first is to kick them using their player name:

/rcon kick [playername]

The second is to use their user number on the server:

/rcon status (this is to get a list of players and their user numbers)

/rcon clientkick [usernumber]

8.4.2 - Restarting the server using Rcon

While you can't actually restart the server, you can reload the server.cfg, which amounts to about the same thing.

/rcon exec server.cfg

8.4.3 - Banning an IP

The first thing that you have to do before banning anyone is to add this line to the server.cfg file:

set filterBan 1

Now you can add an IP to the ban list by typing at the console:

/rcon addIP [ip_address] (you can also use IP masks)

To remove an IP from the list:

/rcon removeIP [ip_address]

To list the IPs currently banned:

/rcon g_banIPs

See the section on new commands above for extensions added to banning functions in Urban Terror.

8.5.0 - Referees

Referees are an experimental feature that has been added to help server admins manage their

servers. This feature will expand and be modified as more servers start running beta 2 and admins start giving feedback about what needs to be implemented.

The referee is like a less powerful version of rcon: you can set a password and give it out to trusted players. Unlike rcon, the referee has limited control over how they can affect the server. It gives them the ability to do things like mute annoying players, kick them and even ban them from the server for up to 3 hours.

All referee commands start with the ref command. The basic referee command looks something like this:

ref {refcommand} [{parameters} ...]

Referee commands can only be used by a client who has logged on as a referee using the reflogin command with a valid password. If a password has not been set, or if the server has disabled the referee function, no one will be able to login as a referee.

8.5.1 - Enabling referees on a server

To enable a referee, a server admin first needs to set the referee password:

/g_refpass "password"

Then set whether the referee can ban people:

- **/g_refNoBan 0 (to give them ban power)**
- **/g_refNoBan 1 (to stop them from banning players)**

Finally enable referees:

/g_referee 1

Be very careful with allowing referees to ban players on your server, unless you can trust them to use the power with responsibility. Otherwise, you might find angry players boycotting your server!

8.5.2 - Logging on as a referee

To login as a referee you need to ask the server administrator for the referee password. Once you have it, you can login by pulling down the Quake III console and typing:

/reflogin "password"

If you enter the password correctly and the server is set up to allow referees, then you will receive a message telling you that you have successfully logged in. Once logged in you can use all the referee commands. These commands and their effects are listed below.

8.5.3 - Referee commands

Command	Usage	Description
Kick	ref kick player [reason]	Kicks a player from the server but does not ban them. You can enter either a player name or a client number (use the status command to see client numbers), so you can either do: /ref kick playername or /ref kick 5. You can also give an optional reason that the player was banned.
Mute	ref mute player seconds	Mutes a player for some number of seconds. Useful to shut up trolls. The player can be either a player name or a client number.
Forceteam	ref forceteam player red blue spectator free	Forces a player onto a team or into spectator mode. The player can be either a player name or a client number. Use "free" as the team name to ask the server to place them onto the team with the least players.
Ban	ref ban player minutes	Bans a player from the server. After using this on a player, the player cannot rejoin the server for a specified number of minutes. The player can be either a player name or a client number. Using this command, a referee can ban a player for up to 3 hours (180 minutes).
Resign	ref resign	Use this to make yourself a normal player again. You are also automatically un-refereed if you disconnect from the server
Help	ref help	Prints out brief information about ref commands and what they do.

8.6.0 - Server Troubleshooting

8.6.1 - Why can't I get Urban Terror to run under Linux?

To get an Urban Terror server running properly, you need to add this to this command line when

starting the server:

```
+set vm_game 2 +set vm_ui 2 +set vm_cgame 2
```

8.6.2 - Why is the hostname and other settings not showing up properly?

There is a file that Quake3 uses to store default settings called q3config.cfg. For some reason, with the latest Point Release, Id has set things up so that this file is the very last thing loaded when starting a server and changing maps. The problem with this is that the settings contained within this file will override some of your settings in the server.cfg file. There are two ways to fix this. The first will work if you plan to run only one server on the computer that you are working with. Just delete the q3config.cfg file and let Quake recreate it with your server.cfg settings as the default. The second way is to clear the contents of q3config.cfg, so that it is an empty file, and then make it read only (Linux - `chmod 444 q3config.cfg`, Windows - right click/properties/select read only).

NOTE - If you do this, you **must** exec a server.cfg file when starting the server or the server will crash, due to not having any default settings to load.

8.6.3 - Why does the server try to give connecting clients files they don't need?

It is recommended that allowing clients to download files be turned off. If not, when players connect, they will automatically begin to download the necessary files in order to play on that server. You can turn off allow downloads through the menus by:

- 1. Loading up Urban Terror
- 2. Clicking on "Settings"
- 3. Clicking on "Options"
- 4. Finding the autodownloads setting and turning it off.

It can also be done in the clients.cfg file:

```
seta cl_allowDownload "0"
```

8.7.0 - Resources

- [Id Software FTP](#)
- [Urban Terror Downloads](#)
- [Urban Terror Map Depot](#)
- [GameAdmins.com](#)
- [Command Keen's Quake 3 Console Page](#)



INTRODUCTION

1.0.0 - BACKGROUND INFORMATION

2.0.0 - INSTALLATION

3.0.0 - QUICK START GUIDE

4.0.0 - CONTROLS & USER INTERFACE

5.0.0 - URBAN TERROR WEAPONS

6.0.0 - URBAN TERROR GEAR

7.0.0 - URBAN TERROR MAPS

8.0.0 - SERVER SETUP & ADMINISTRATION

9.0.0 - COMBAT TECHNIQUES

- 9.1.0 - Being a good team leader
- 9.2.0 - Being a better team member
- 9.3.0 - Grenades are not a toy
- 9.4.0 - Responding to medic calls
- 9.5.0 - Help thy teammate
- 9.6.0 - Charge the enemy
- 9.7.0 - Jumping and running
- 9.8.0 - Using cover fire
- 9.9.0 - Taking cover
- 9.10.0 - Using stealth movements
- 9.11.0 - Use the radio to communicate
- 9.12.0 - Use binds effectively
- 9.13.0 - Extended variables

9.0.0 - COMBAT TECHNIQUES

9.1.0 - Being a good team leader

Learn how to be a good leader. Good team leaders provide direction and inspire confidence in their team. When a leader moves they move thinking about their team members, stopping to make sure people are following okay, and issuing plenty of clear orders. A good team leader can turn a bunch of players into a single and virtually unbeatable combat engine.

9.2.0 - Being a better team member

Learn how to be a better team member. Being a member of a team means more than simply shooting the bad guys. You need to think about your companions and if someone's leading the team, to follow their orders. An effective team member realizes that the goal is not to get frags but to win the round. Sometimes providing cover fire or drawing fire can do more for your team than getting a kill. Remember the old cliché there is no "I" in team.

9.3.0 - Grenades are not a toy

Grenades are not toys: Make a bind to warn team members that you're throwing a flash grenade or you'll do as much damage to your team as you will to the opposition. In games where team damage is on, be extra careful with grenades as you can easily take out your team.

9.4.0 - Responding to medic calls

Respond to medic calls, and heal your teammates. You can spot a gamer in need of assistance, by the pulsating yellow and red caduceus over their head. Even players without medkits can heal a teammate up to 40% of their total health. With a medkit this goes up to 80%. Accurate?

9.5.0 - Help thy teammate

If you're not very good in combat, then grab the medkit as an item and be your team's medic. A great

- 9.14.0 - The skill of listening
- 9.15.0 - More equipment is not better
- 9.16.0 - Stay out of the way
- 9.17.0 - Sniping versus camping
- 9.18.0 - General team tactics
- 9.19.0 - Field medics

10.0.0 - TROUBLESHOOTING

CREDITS

medic on a team can be ten times better than another gun. If you've got a high ping, stay away from the sniper rifles and go for autos that deal more damage or which have larger magazines. Spamming (shooting lots of bullets) helps account for the accuracy you lose because of lag, at the cost of ammo.

9.6.0 - Charging the enemy

Don't charge in. This is an effective strategy in Quake III, but in Urban Terror you are a lot less accurate when moving. A player charging and firing at a player who is standing still and firing will usually come off worse.

9.7.0 - Jumping and running

Keep your feet on the ground. Quake III players are renowned for jumping; in fact, a Quake III player who does not jump is probably a newbie. In Urban Terror jumping reduces your stamina, which has numerous negative side effects. In addition, players who are airborne are predictable: a skilled sniper knows precisely where an airborne player is going to land, and can thus pick you off like a duck in a shooting gallery.

9.8.0 - Using cover fire

Use cover fire to suppress and pin enemies. You don't always need to aim your weapon at a player; sometimes firing a weapon can be a tactical decision, and might be targeted at a wall or doorway. For example, if you know an opponent is behind a crate, firing around the crate will keep them there while another teammate moves around to flank them. If the boot's on the other foot and someone has you pinned, wait until they run out of ammo before emerging. If they're close, listen for the ominous out of ammo "click". If someone yells out "cover me" and starts running towards a doorway, lay down some fire on the doorway so anyone who's thinking of coming through thinks again.

9.9.0 - Taking cover

Stay away from open areas. These can be fatal. Try moving from one area of cover to another, and limit the number of direction enemy fire can come at you from. Staying close to walls and corners is a good idea. When you need to cross an open space, do it as fast as possible using the sprint feature, and don't run in a straight line: try to be as unpredictable as possible.

9.10.0 - Using stealth movements

Use stealth. Walking or crouching and walking is much slower than running, but it is also silent. Experienced operatives can use this to devastating effect by creeping up on unwary opponents. Use of a silencer can enhance the stealth affect by extending your stealth well into the attack envelope. Some players will not even realize they are under attack until it is too late, and those that do will have greater trouble locating you.

9.11.0 - Use the radio to communicate

Use the radio. The radio is a highly efficient way of communicating with team members. In a combat environment, you cannot read all the messages that flash up on the screen, but you can hear radio calls. Using the radio, you can communicate most simple combat requirements.

9.12.0 - Use binds effectively

The best players bind. Use key bindings (see Section 4.0.0) to bind your most frequently issued commands to a key. Common radio commands or chat messages can then be accessed at the touch of a button in the heat of combat.

9.13.0 - Extended variables

Use the extended variables. In combination with binding, use the extended variables to create chat messages that convey detailed information to your teammates at the stroke of a key. For example: `/bind z say_team "Help me out, I'm $health and under fire at $location."` Would print out your current state of health (eg: badly wounded) and would also let your buddies know where you are.

9.14.0 - The skill of listening

Ears are real important too. Sight is the most detailed of the human senses, and most people rely on their vision to the exclusion of other senses. The best operatives learn to use their hearing as a second set of eyes. Running people make a big racket, and people who are tired breathe heavily. By listening carefully for these telltale signs you can ambush careless opponents as if you could see them coming.

9.15.0 - More equipment is not better [Beta 3 Feature]

More stuff isn't always better. You may think that carrying a sniper rifle, a shotgun, a Kevlar vest and a couple of grenades are pretty tough. Problem is that carrying so much stuff will make you lose stamina faster than if you were only lightly equipped. If you're the sort of person who relies on speed, then equip yourself lightly so you can do plenty of sprinting. If you rely on firepower and protection, then equip up.

9.16.0 - Stay out of the way

Don't get in people's way. If you are moving down a narrow passage, try to allow enough room for the guy in front of you to turn and run if he needs to. There's nothing worse than seeing a grenade come at you, turning to run and finding some idiot blocking your path so you both die. Even the best players block others sometimes, it's just a fact of the game... but it can be minimized through careful play.

9.17.0 - Sniping versus camping

It's not true that snipers are campers. A sniper who finds a cozy hole and waits for someone to come into their sites may get off one good shot, but is more often an easy kill for an experienced player. Sniping is a matter of firing, moving, firing, moving; keep your enemies guessing where you are. The best snipers seek out their prey; they don't wait for them to come to them.

9.18.0 - General Team Tactics

Stay together and move as a team. The team should move with one member out front on "point" and the rest of the team covering them. At least one team member should also cover the rear, to stop ambushes from behind. If your team comes across a blind corner or needs to check a room for hostiles, send one member in and provide them with cover.

9.19.0 - Field Medics

All soldiers in Project Urban Terror teams have basic medical training. This allows them to render aid to wounded comrades in the field. A teammate can restore a teammate to around 40 percent of their maximum health. For more extensive medical aid, a medic pack is available for selection as an item. Players with medic kits can heal their teammates back up to 80 percent of their total health, which makes medics extremely valuable assets if you protect them and know how to use them (remember, a medic has probably had to sacrifice some firepower or defensive item to select the medkit). When in battle and wounded, a player can use the medic radio command to call for assistance. A pulsating red and yellow caduceus will be displayed above the head of the gamer that called for assistance. This icon can only be seen by teammates.

[Back to top](#)



INTRODUCTION

1.0.0 - BACKGROUND INFORMATION

2.0.0 - INSTALLATION

3.0.0 - QUICK START GUIDE

4.0.0 - CONTROLS & USER INTERFACE

5.0.0 - URBAN TERROR WEAPONS

6.0.0 - URBAN TERROR GEAR

7.0.0 - URBAN TERROR MAPS

8.0.0 - SERVER SETUP & ADMINISTRATION

9.0.0 - COMBAT TECHNIQUES

10.0.0 - TROUBLESHOOTING

10.1.0 - Report a bug

10.1.1 - Submit a bug fill in form

10.2.0 - Quake 3/Point Release Fixes

10.2.1 - Point Release error messages

10.2.2 - What do I keep getting disconnected?

10.2.3 - Why do I keep getting a 'Client/Server Mismatch'?

10.2.4 - Why is my mouse not accepting inputs?

10.2.5 - Players turn invisible while in a multiplayer game

10.2.6 - Error: Cannot load 'default.cfg'

10.1.0 - Report a bug

This section is intended to help you solve some of the "common" issues that come up on a regular basis. By no means is this all the issues, but this section should help new gamers starting out and long time gamers, with some basic answers and fixes to problems that plague the mod.

10.1.1 - Submit a bug fill in form

Fill out the form below and remember that detail is really important. Sometimes bugs that show up on a few computers don't show up on others, so it's really vital we get as much information as possible so we can replicate the bug and track down the cause. One more thing: thank you! People who take the time to report bugs are really helping the mod team and all the other players in a huge way.

Player Name:

Real Name:

OS:

Motherboard:

CPU:

RAM:

Video Card:

Video Card Drivers:

Sound Card:

Quake 3 Point Release:

10.2.7 - Error: 'START TA DIRECTLY' appears when loading

Urban Terror Version:

10.2.8 - Error: 'Bad challenge for address'

10.2.9 - Error: 'Invalid CD-key'

10.2.10 - Error: 'Delta parseEntitiesNum too old'

Bug Description:

10.3.0 - **PunkBuster Fixes**

10.3.1 - How do I enable PunkBuster?

10.3.2 - Error: "Client_unknown_to_auth"

Specific Error Messages:

10.3.3 - Adding the authorization server to my hosts file?

10.3.4 - Why do I have terrible lag with PunkBuster?

10.3.5 - Resolving client side lag from PunkBuster

10.3.6 - Error: pbcl.cfg not found

Instructions to Reproduce Bug:

10.3.7 - Error: 'Too many initializations'

10.3.8 - Error: 'Client Technical Issue: Error loading

pbag'

Additional Comments:

10.4.0 - **Urban Terror Specific Errors**

10.4.1 - Why can I not see all my maps in the menu?

10.4.2 - Explain this error message, "failed to load ui dll file."

10.4.3 - I only see grey boxes when I start the mod.

10.4.4 - Why are my cvars not staying set?

CREDITS

10.2.0 - Point Release Fixes

10.2.1 - Point release error messages

The first message was found when running a version of Quake III, which was not upgraded to the current point release. For example, if you try to connect to a 1.30 server and you are running 1.31 then you will get a protocol error. The other error messages which might be encountered are "PROTOCOL 45," "PROTOCOL 48," "PROTOCOL 66," "PROTOCOL 67" and "PROTOCOL 68 errors.

These messages will occur when the client and server are not running under the same protocol.

- **Protocol 45 is the 1.17 Point Release**
- **Protocol 48 is the 1.27 Point Release**
- **Protocol 66 is the 1.29/1.30 Point Release**
- **Protocol 67 is the 1.31 Point Release**
- **Protocol 68 is the 1.32 Point Release**

All of these messages can be resolved by upgrading to the most current point release from id Software.

10.2.2 - Why am I getting disconnected when I try to connect?

There could be a number of factors contributing to this error. First, make sure you are running ONLY

the pak files that came with the official download, similar to running in a pure environment. Do not place any previous Urban Terror maps or files in your **quake3/q3ut2** directory.

By default, the client computer will try to download any missing map files from the server. This will cause the client to be kicked off the server unexplained. To solve this problem, you must modify your config file. The attribute to modify is the line that reads:

\cl_allowDownload "1"

You need to change the "1" to a "0". This will turn off allowing downloads on your computer and allow you to connect to the server. This cvar is also listed in the set up menu as Allow Download.

Finally, make sure you are running the correct point release from id Software.

10.2.3 - Why do I keep getting a 'Client/Server Mismatch' running Beta 2.6?

If you attempt to run Urban Terror without upgrading your version of Quake, then expect to see error messages. The most common error message the will be seen is **"user interface is [version number], expected 3."**

10.2.4 - Why is my mouse not accepting inputs?

It seems there continue to be issues with the latest Point Release from id Software. You can try modifying the following cvar in your config file:

\in_mouse "1"

Change the "1" to "-1". This is not guaranteed to fix all the mouse issues, but it is a starting point. You can also view the readme.txt that comes with Quake III to explain more details about current mouse issues.

10.2.5 - Players turn invisible while in a multiplayer game

If you notice inconsistencies with the game, or players who are not showing up on a specific team, based on their arm/leg band colors, then drop into the console and type:

\vid_restart

10.2.6 - Error: Cannot load 'default.cfg'

You will need to install the FULL pak0.pk3 file from your original Quake 3 CD into your bsaeq3 and that message will go away. If your pak0.pk3 is anything other than 457MB, then you will get this error

message.

10.2.7 - Error: 'START TA DIRECTLY' appears when loading

Your guess is as good as ours. The most information we have received was "ignore it, it has to do with the validation servers." While they are back on, this message will show up sometimes. It will not stop the mod from loading, yet, there is no specific answer as to why it show up when loading.

10.2.8 - Error: 'Bad challenge for address'

We recommend trying a **/reconnect** in the console if you run up again this error. It will restart the client and attempt to contact and connect with the server.

10.2.9 - Error: 'Invalid CD-key'

With the release of the 1.32 Point Release, id Software turned the validation servers back on to work with PunkBuster. You will need to have a legit copy of Quake 3 Arena (NOT Team Arena) with a valid CD key, or else you will receive an error message. Cracked and illegal copies of Quake 3 Arena with no CD keys will not work.

10.2.10 - Error: 'Delta parseEntitiesNum too old'.

Usually associated with lag, espically if the client is having connection problems. If you cannot upgrade your connection, then you might consider tweaking your connection settings.

10.3.0 - PunkBuster Fixes

10.3.1 - Why do I keep getting a 'Client/Server Mismatch' when I try to run Beta 2.6?

First, make sure you do have a `/q3ut26` directory and that all your pak files have been extracted from the .zip file. Any variation of the directory name and you will receive error messages. Also make sure you have installed the FULL pak0.pk3 in your `/baseq3` directory off the Quake III CD. If not, you will run into issues.

10.3.2 - Players turn invisible while in a multiplayer game.

If you notice inconsistencies with the game, or players who are not showing up on a specific team, based on their arm/leg band colors, then drop into the console and type:

```
\vid_restart
```

10.3.2 - I am trying to connect to a server, but I get, "Client_unknown_to_auth" and do not

know what to do to resolve this? Help? *

Your PC is having trouble communicating with the authorization server. Make sure that you can get to the master server by typing the following at a DOS prompt:

ping authorize.quake3arena.com

If that fails type:

ping 192.246.40.56

If the first one fails with "Request timed out" or "unknown Host name" or "bad IP address" and the second one succeeds, you may have a DNS problem. You may be able to fix this by adding an entry to your "hosts" file.

If they both fail with "Request timed out" or "unknown Host name" or "bad IP address" then you may have an ISP problem and may need to contact them.

10.3.3 - How do I add the authorization server to my hosts file? *

The hosts file is used to help resolve internet names to IP address. The file is called 'hosts' with no extension and is found in:

C:\windows\system32 for Win 9x

C:\winnt\system32\drivers\etc for WinNT/2K

If the hosts file does not exist, there may be a hosts.sam file. You can use this file, but you will need to save it without the .sam extension.

Open the hosts file using notepad. Insert the following line:

192.246.40.56 authorize.quake3arena.com

Save and close.

Verify that the file is named HOSTS, not HOSTS.sam by turning off "Hide File Extensions of Known File Types" in the Tool|Folder options menu of Windows Explorer.

If the file is named HOSTS.sam, or HOSTS.TXT remove the .sam or .txt extension.

10.3.4 - Why do I have terrible lag with PunkBuster?

The first time you run Urban Terror and PunkBuster is enabled, it will make sure you have all the up to date files and information and scan the client for cheats or possible cheats. This scanning will cause lag, but usually goes away after 20 minutes or so, depending on the speed of your machine.

10.3.5 - Resolving client side lag from PunkBuster

These are only suggestions and SID does not swear by them. The PunkBuster client lag might be resolved by adding:

```
/pb_Sleep 500  
/pb_writecfg
```

Depending on your connection you could **seta cl_packetdup "0"** in your config file. Slower connections, such as ISDN and lower should try running **seta cl_packetdup "1"** in their config.

10.3.6 - Error: pbcl.cfg not found

You create this file! Open the console and do a:

```
/pb_writecfg
```

Then Punkbuster will write the current config of your client to the disk into pbcl.cfg, where you may edit it.

This file will be loaded automatically the next time Punkbuster is started. There is also a pb_sv_writecfg. Does the same for Punkbuster servers.

10.3.7 - Error: 'Client Technical Issue: Error loading pbag '

- 1) Launch the game to the main menu
- 2) Press the tilde key (the ~ key) to bring down your console
- 3) Type in: /pb_ver
- 4) If it says you have the latest client version, then stop, the following steps will not help anything
- 5) Type in: /pb_sv_enable
- 6) Type in: /pb_sv_update and wait a few seconds
- 7) If you don't see the "Received New Security Information" message, then try step #6 one or two more times, if you never see this message, then you may need to open UDP ports 24340-24350 on

your firewall

8) Once you see that message, then do `/pb_sv_update` again to have PB start downloading update files from the PB Master

9) It should continue by itself at this point, but some people report having to enter additional `/pb_sv_update` commands in order to get all the files

10) Once PB gets the update files it needs, it will restart itself and show the new version number(s)

11) Type in: `/pb_sv_disable`

12) You should see a message that the PB Server will be disabled on the next restart

13) At this point, you should be able to play normally

10.3.8 - Error: 'Too many initializations'.

If you are getting bounced for pbag error, pull down your console, after connecting to the server, and type in:

- `/pb_security 0`

This will allow your client to get fully updated with the 999 client files, and you can resume play. The next time you connect, be sure to type in:

- `/pb_security 0`

For more information head over the [EvenBalance Quake 3 Support Page](#).

10.4.0 - Urban Terror specific errors

10.4.1 - Why can I not see all my maps in the menu that I have downloaded?

For maps to show up in the user menu, the level designer must include an `arenas.arena` file, which will allow their level to be listed. If this file is not included the map will not show up. If you are attempting to run a server from the menu, you will not be able to see all your maps that are in your `q3ut26` directory. By default, you can only view 64 maps. Those maps are available to you, but you will manually have to execute them from the console. Drop into the console using the tilde [`~`] key and type:

```
\map ut_casa
```

This map command would manually start the map Casa. Be aware that in order to start any map you must type the .bsp file name associated with that map. This can be found in the pak files if you are unsure of the name.

10.4.2 - Can you explain this error message, "failed to load ui dll file, then it proceeds to load vm.dll."

While this may look like an error message, don't let it mislead you it is not. This message:

- Loading dll file ui.
- Failed to load dll, looking for qvm.
- Loading vm file vm/ui.qvm.
- VM file ui compiled to 953260 bytes of code

is telling Quake III Arena to look for the .dll file to load up. Since Urban Terror uses .VMs, the engine proceeds to load the .VMs after unsuccessfully finding the .dll. To find the error message, scroll up in the console and find the yellow text.

10.4.3 - I only see grey boxes when I start the mod.

This is caused by the script rules governing how pak files are red by the point release. If you happen to see nothing but grey and white boxes on the screen after you start the mod, you will need to remove pak files. Go into your /baseq3 directory and remove all **non point release** pak files. Place them in a temporary directory, then try restarting Urban Terror. The grey and white boxes should be gone, replaced by the Urban Terror graphics.

10.4.4 - Why are my cvars not staying set?

While not quite obvious, Silicon Ice Development has limited and locked some of the more common Quake 3 Arena cvars that could lead to cheating. Most of the limited and locked cvars are graphics and network related.

* 10.3.3 and 10.3.4 courtesy of [Phhucker](#) from [The Phhortress](#)

[Back to top](#)



INTRODUCTION

1.0.0 - BACKGROUND INFORMATION

2.0.0 - INSTALLATION

3.0.0 - QUICK START GUIDE

4.0.0 - CONTROLS & USER INTERFACE

5.0.0 - URBAN TERROR WEAPONS

6.0.0 - URBAN TERROR GEAR

7.0.0 - URBAN TERROR MAPS

8.0.0 - SERVER SETUP & ADMINISTRATION

9.0.0 - COMBAT TECHNIQUES

10.0.0 - TROUBLESHOOTING

CREDITS

Silicon Ice Development
Ex-Silicon Ice Development Team Members
Quality Assurance Team Members
Beta 2.6 Play Testers

BETA 2.6 CREDITS - SILICON ICE DEVELOPMENT

Bar-B-Q *Sound & Music Engineer | Level Designer*
BASiLiSK *Web Development | Applications*
BattleCow *Level Designer*
BladeKiller *Skinner | Texture Artist*
CrazyButcher *Lead Animator | Modeler*
Density *Programmer*
Dragonne *Level Designer*
Miles *Skinner*
Oswald *Project Coordinator | Public Relations*
RabidCow *Level Designer*
SweetnutZ *Graphic Designer | Level Designer*
Thaddeus *Programmer*
TwentySeven *Lead Programmer*
WU *Level Designer*

EX-SILICON ICE DEVELOPMENT MEMBERS

Apoxol *Programmer*
Bot Killer *Founder | Level Designer*
Cricel *Programmer*
CrystalMesh *Modeler | Skinner | Animator*
Dokta8 *Lead Programmer*
dotEXE *Level Designer*
Earthquake *Modeler*

FearMe *2D Artist | Texture Artist*
Flux *2D Artist | Skinner*
Freak Storm *Lead 2D Artist | Skinner*
Gerbill! *Level Designer*
GottaBeKD *Web Development*
Iain *Programmer*
Jake 2D *Artist | Macintosh Guru | Web Development*
Meaty *Modeler*
NRGizeR *Lead Level Designer*
Odd *Modeler*
Preacher *Sound Engineer | Weapons Expert*

QUALITY ASSURANCE TEAM MEMBERS

Braxxus
Darkdemon
DocBru
Dracostian
Essobie
FragSau
gleam
KeyserSoze
Killer King Wes
Kostas
LeBeRwUrSt
Lemming
Logicon
LORDofDOOM
Mr. CGB
Mungo Zen
QueenBee
SilentButcher
SomeLoser
Speedfreak
Spellbinder
Troezen

Vampyress

Vynnski

Warhammer

WarWiz

Yonk

BETA 2.6 PLAY TESTERS

AfterTheNightmare

CC-Tapper

CC-Zac

DD|NiceStorm

DD|ozman

DOG-Eclipse

DOG-FerretBob

DOG-Mike

DOG-Runner

DOG-Sephy

DOG-The_Dude

NoLeafClover{TRIAD}

625{TRIAD}

Monteleone{TRIAD}

Texas{TRIAD}

QueenBee{TRIAD}

TsN|JeffT

X-HornetOSX

xvi|RainMaker

xil-sephy

[HV]Spawn

[PIT]MCinBigD

[PIT]Scarecrow

[PIT]SlayerAODsk

Str8jacket

libben

Thnom

w00kie

[z]sashino

In memory of Zapped Again from Clan 30+ and Kelly

[Back to top](#)

```

//*** Administrator Info ***
sets Admin "INSERT YOUR NAME HERE"
sets Email "INSERT YOUR E-MAIL HERE"

//*** Server Name and Daily Message ***
set sv_hostname "INSERT SERVER NAME HERE"
set g_motd "INSERT MESSAGE OF THE DAY HERE"// This is the message that will be displayed during
loading.

//*** General Game Settings ***
set sv_maxclients "16" // The maximum number of connected clients allowed.
// set g_maxGameClients "" // The maximum number of players that can actually join into the
game. All other connected clients can only Spectate.
// set sv_privateClients "4" // sv_privateClients and sv_privatePassword allow for private slots
on the server. Example: If sv_maxclients = 16 and sv_privateClients = 2 then there will be 14
public slots and 2 private.
set g_gametype "7" // 0 = Free-For-All, 1 = Single Player, 3 = Team Deathmatch, 4 = Team
Survivor, 5 = Follow the Leader, 6 = Capture and Hold, 7 = CTF
set timelimit "20" // 0 = none
set fraglimit "50" // 0 = none
set g_referee "0" // Enable referee, 1 = enable, 0 = disable
set g_refnoBan "1" // If 1 ref will not be able to ban users
set g_aries "1" // 0 disables aries damage system - not advised

//*** Team Game Settings ***
set g_friendlyFire "0" // 0 = off, 1 = on
set g_maxteamkills "3" // Number of team kills allowed before kick.
set g_teamkillsforgivetime "0" // Determines the number of minutes to forgive a tk. 0 is never.
set g_maintainTeam "1"
set g_followEnemy "1" // 0 prevents players from following members of opposing team.
set g_teamForceBalance "1" // Prevent users from joining lopsided teams.

//*** Survivor Specific Settings ***
set roundtimelimit "3" // 0 = none
set g_survivorRoundDelay "5" // Delay between rounds in team survivor.
set g_survivorRoundTime "4" // Length of a round in team survivor.

//*** CTF Specific Settings ***
set capturelimit "10" // 0 = none

//*** Passwords ***
set rconpassword "" // Remote administration password.
set g_refPass "" // Set referee password
//set sv_privatePassword "" // Password for private slots on server. Client enters password by
typing "set password -----" at the console.
//set g_password "" // Used to password protect the server. Client enters password by
typing "set password -----" at the console.

//*** Warmup ***
set g_doWarmup "0" // 0 = off, 1 = on
set g_warmup "3" // Warmup time in seconds.
set g_respawnDelay 7
set g_respawnProtection "7" // Protects players for X seconds after respawn
set g_precipAmount 256
set g_enablePrecip 2

//*** Bot Setup ***
set bot_enable "0" // 0 = off, 1 = on
set g_spskill "1" // Determines the skill level of the bots on a server variables 1-5, 1
being lowest and 5 being nightmare.
//set bot_minplayers "4" // This command manages the addition/removal of autobots. Bots will
leave if there is not enough room on the server. As people join, the bots remove themselves one at

```

a time to allow room for the addition of players.

**** Server Settings ****

```
set sv_pure "1"           // A Pure server will only let users connect if they have the exact
same .pk3 files in their q3ut directory as the server does.  Helps stop cheaters from using
modified code.
set g_allowvote "0"       // 0 = off, 1 = on
set sv_allowdownload "0"  // 0 = off, 1 = on
set gamename "Q3UT2"
set sv_maxRate "8000"     // Sets the maximum allowable rate a client may have set when
connected to the server. A suggested setting is 8000 or 10000 so server bandwidth is not used up
by high speed clients, thus allowing modem players to have a smoother game.
set logfile "0"           // Turn logging on/off
set g_log "server.log"    // This is to set the name of the output file.  By default it's
"games.log".
set g_logsync "1"         // Enable buffered logging
set g_logroll "1"         // Roll over logs to prevent any one from getting too large
// set g_inactivity 3000  // Number of seconds before an inactive player is kicked.
```

**** Master Servers ****

```
set sv_master1 "master3.idsoftware.com" // By default the server will report to the Id Software
master server.
set sv_master2 "master.urbanterror.net" // Use this to integrate with urbanterror.net applications
set sv_master3 "master0.gamespy.com:28900" // Server reports to gamespy master server.
set sv_master4 "q3master.barrysworld.com:27950"
set sv_master5 ""
// The server can report to a maximum of 5 master servers.
```

**** Map Rotation ****

```
set g_mapcycle "mapcycle.txt"
map ut_casa
```

```

//*** Administrator Info ***
sets Admin "INSERT YOUR NAME HERE"
sets Email "INSERT YOUR E-MAIL HERE"

//*** Server Name and Daily Message ***
set sv_hostname "INSERT SERVER NAME HERE"
set g_motd "INSERT MESSAGE OF THE DAY HERE"// This is the message that will be displayed during
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game. All other connected clients can only Spectate.
// set sv_privateClients "4" // sv_privateClients and sv_privatePassword allow for private slots
on the server. Example: If sv_maxclients = 16 and sv_privateClients = 2 then there will be 14
public slots and 2 private.
set g_gametype "7" // 0 = Free-For-All, 1 = Single Player, 3 = Team Deathmatch, 4 = Team
Survivor, 5 = Follow the Leader, 6 = Capture and Hold, 7 = CTF
set timelimit "20" // 0 = none
set fraglimit "50" // 0 = none
set g_referee "0" // Enable referee, 1 = enable, 0 = disable
set g_refnoBan "1" // If 1 ref will not be able to ban users
set g_aries "1" // 0 disables aries damage system - not advised

//*** Team Game Settings ***
set g_friendlyFire "0" // 0 = off, 1 = on
set g_maxteamkills "3" // Number of team kills allowed before kick.
set g_teamkillsforgivetime "0" // Determines the number of minutes to forgive a tk. 0 is never.
set g_maintainTeam "1"
set g_followEnemy "1" // 0 prevents players from following members of opposing team.
set g_teamForceBalance "1" // Prevent users from joining lopsided teams.

//*** Survivor Specific Settings ***
set roundtimelimit "3" // 0 = none
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//*** CTF Specific Settings ***
set capturelimit "10" // 0 = none

//*** Passwords ***
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//set sv_privatePassword "" // Password for private slots on server. Client enters password by
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//set g_password "" // Used to password protect the server. Client enters password by
typing "set password -----" at the console.

//*** Warmup ***
set g_doWarmup "0" // 0 = off, 1 = on
set g_warmup "3" // Warmup time in seconds.
set g_respawnDelay 7
set g_respawnProtection "7" // Protects players for X seconds after respawn
set g_precipAmount 256
set g_enablePrecip 2

//*** Bot Setup ***
set bot_enable "0" // 0 = off, 1 = on
set g_spskill "1" // Determines the skill level of the bots on a server variables 1-5, 1
being lowest and 5 being nightmare.
//set bot_minplayers "4" // This command manages the addition/removal of autobots. Bots will
leave if there is not enough room on the server. As people join, the bots remove themselves one at

```

a time to allow room for the addition of players.

/** Server Settings **

```
set sv_pure "1" // A Pure server will only let users connect if they have the exact
same .pk3 files in their q3ut directory as the server does. Helps stop cheaters from using
modified code.
set g_allowvote "0" // 0 = off, 1 = on
set sv_allownownload "0" // 0 = off, 1 = on
set gamename "Q3UT2"
set sv_maxRate "8000" // Sets the maximum allowable rate a client may have set when
connected to the server. A suggested setting is 8000 or 10000 so server bandwidth is not used up
by high speed clients, thus allowing modem players to have a smoother game.
set logfile "0" // Turn logging on/off
set g_log "server.log" // This is to set the name of the output file. By default it's
"games.log".
set g_logsync "1" // Enable buffered logging
set g_logroll "1" // Roll over logs to prevent any one from getting too large
// set g_inactivity 3000 // Number of seconds before an inactive player is kicked.
```

/** Map Rotation **

```
set g_mapcycle "mapcycle.txt"
map ut_casa
```

```

; Last Update 10/29/2002 at 09:42hrs CST
;
; Punkbuster config file example for Urban Terror Server admins
; by: Tapper
;
; Subject only to the rights retained by Even Balance Software, and
; id Software, the contents of this file are expressly placed into the public
; domain. Users are free to use, edit, modify, or include it in any derivative
; works without the prior consent of the author. Good hunting.
;
; This file will detail most of the useful commands along with a suggested
; starting place for your servers. Please note, that there are all kinds
; of ways to limit things, but you should do so carefully - unexpected
; consequences may result (like full disks, unplayable games,
; users unable to connect, etc.)
;
; These commands can be activated in various ways:
; 1) do a copy/paste and place the commands into the pbsv.cfg file
;    so that PunkBuster automatically activates the commands every time
;    it is launched
; 2) place this file in the "pb" folder and enter "pb_sv_load pb_config.cfg"
;    into the server console
; 3) Copy the commands into the end of your server config file (recommended).
; 4) copy file to your mod directory or baseq3 and add "exec punkbuster.cfg" to end of server.cfg
file
;
; Thanks to: :Arnold:Kalidor, Dracostian, and Gleam who all contributed useful
; changes to this file.
;
;

// Punkbuster Commands
PB_SV_Enable // enable Punkbuster

// Screenshot controls
// beware - screenies use lots and lots of disk space.
// Best used only for match servers
//
PB_SV_AutoSs 0 // 1 turns on auto screenshots
PB_SV_AutoSsFrom 300 // number of seconds between screeny requests
PB_SV_SsCeiling 20 // highest numbered SS file before starting over from 1
again
PB_SV_SsPath "" // path to dir to store screenies in
// add your own path, or PB will use the default

//
// Set up PB Web Interface
//
PB_SV_httpPort 9999 // set up web interface on port 9999
PB_SV_httpAddr xxx.xxx.xxx.xxx // Define IP address to listen on
PB_SV_httpKey "mypassword" // change to your password, or comment to use rcon
password
PB_SV_httpRefresh 30 // refresh screen every 30 secs
// maps to be listed in drop-down - this is used to change maps through the web interface.
// 2.5 standard maps are listed, you can add any third party maps you use here.
PB_SV_httpMaps ut_casa ut_alleys ut_austria ut_riyadh ut_rommel ut_uptown ut_village ut_abbey
ut_docks ut_ricochet ut_sands ut_streets ut_swim ut_revolution ut_pressurezone

//
// Basic Punkbuster commands
//
PB_SV_CQC 1 // Allow players to see what PB is checking for

```

```

PB_SV_KickLen 2 // timer for kicking non-compliant players before they can
rejoin
PB_SV_MaxConDls 5 // max number of updates at one time
PB_SV_MaxDlRate 4 // controls rate things are downloaded from users
PB_SV_MsgPrefix "^3Punkbuster: // Prefix for PB messages
PB_SV_AutoUpdBan 1 // auto-update banlist with new entries
PB_SV_BanLoad // load the banlist at startup
PB_SV_ExtChar 0 // Turn off alt-xxx keys (extended chars)
PB_SV_Specname [myGTV] // put the name of any GTV connections here - prevents
them from being bounced
//pb_sv_scoreKick -3 // A score of -3 will auto kick the player
pb_sv_changePeriod 30 // Namechange time period in sec's
pb_sv_changeMax 3 // Max times of namechange in changePeriod
pb_sv_dupNameGrace 20 // Grace time in sec's to change duplicate name when
joining Auto kicks for duplicate name in game

// Punkbuster CVAR Checks
// cvars to check
// These are just suggestions. You can change them to match your own tastes.
// several of them are listed to prevent know tweaks which can be considered cheating.
// The general form is pb_sv_cvar cvarname lowerlimit upperlimit
//
pb_sv_cvar cg_bobup in 0 0.005
pb_sv_cvar cg_bobpitch in 0 0.002
pb_sv_cvar cg_bobroll in 0 0.002
pb_sv_cvar cg_fov in 90 140
pb_sv_cvar cl_maxpackets in 15 125
pb_sv_cvar cl_timenudge in -50 0
pb_sv_cvar r_gamma in 0 3
pb_sv_cvar r_intensity in 0 3
pb_sv_cvar r_mapoverbrightbits in 0 2
pb_sv_cvar r_overbrightbits in 0 2
pb_sv_cvar r_picmip in 0 5
pb_sv_cvar rate in 2500 25000
pb_sv_cvar snaps in 20 42
pb_sv_cvar pmove_fixed in 0
pb_sv_cvar com_maxfps out 0.000001 29
pb_sv_cvar cl_pitchspeed out -50 50
// these are temporary checks until Even Balance includes the OGC bot stuff
// This will log people using OGC, whether they currently have it enabled or not.
// You can use these simply by un-commenting them. Please note, that the
// newest versions of punkbuster may use randomized cvar names, and thus these
// checks won't work.
//pb_sv_cvar ogc_aim IN 0
//pb_sv_cvar ogc_bot IN 0
//pb_sv_cvar ogc_fov IN 0
//pb_sv_cvar ogc_glow IN 0
//pb_sv_cvar ogc_ignorewalls IN 0
//pb_sv_cvar ogc_mode IN 0
//pb_sv_cvar ogc_names IN 0
//pb_sv_cvar ogc_pingpredict IN 0
//pb_sv_cvar ogc_wall IN 0
//pb_sv_cvar ogc_trans IN 0
//pb_sv_cvar ogc_weapons IN 0
// additional checks to catch OGC
//pb_sv_cvar aim IN 0
//pb_sv_cvar glow IN 0
//pb_sv_cvar ignorewalls IN 0
//pb_sv_cvar pingpredict IN 0

//

```



```
pb_sv_task 600 600 "pb_sv_bindsrch com_maxfps" // same
pb_sv_task 600 600 "pb_bind_srch m_pitch" // watch for headshot cheat
// cvar check commands
// Controls how often cvars are polled
//
pb_sv_cvarlogging 1 // log cvar hits to regular server log file
// value of 1 (default) server console and normal log file
// value of 2 separate log file in the "svlogs" folder with the .var extension
// value of 3 specifies both
// Hoping for additional options here soon

// The following commands turn off cvar logging, but do not turn off
// cvar checking. This should decrease load on your server, and
// substantially reduce the log file sizes. This is fine for a public
// server, but not appropriate for a match server, where you want to log cvar check results.
//
pb_sv_cvarwalk 0 // The higher the number for this setti$
pb_sv_cvaruserpulse 99 // 99 = off The number of minutes betwe$
pb_sv_cvarchangedpulse 99 // 99 = off The number of minutes betwe$
```

```
//Sample mapcycle.txt
//
//This is a sample mapcycle.txt for Urban Terror. You can simply add maps you
//want to have in your rotation to this list and the server will cycle through
//them. You can also add cvar information for specific maps.
//
//In the exmaple below, when ut_twinlakes loads up, it will also load up new
//cvars for that map. Game type would be CTF, with friendly fire on and no
//team kills allowed.
//
//For more information see Section 8.2.3 of the Urban Terror Manual

ut_ricochet
ut_mines
ut_rommel
ut_docks
ut_streets
ut_abbey
ut_turnpike
ut_sands
ut_riyadh
ut_swim
ut_uptown
ut_metro
ut_twinlakes
{
    g_gametype 7
    g_friendlyfire 1
    g_maxteamkills 0
}
```