

What's New?

Version 2.0.2 Released 3/30/99

- Preview image names are now displayed when more than one preview is present
- Fixed a bug with automatic selection of game type in command line window
- "Edit ini File" button now opens the "User.ini" file unless the option key is down (in which case it opens the "Unreal.ini" file as in previous versions)

Version 2.0.1 Released 3/30/99

- Fixed a bug with deselecting and then reselecting a package
- Fixed a few minor bugs in registration routines
- Fixed a bug that would fail to save info pasted into the "Notes" field
- "Delete" button now works properly
- Fixed command line window to work with Unreal 2.20

Version 2.0 Released 3/12/99

- Completely rewritten app is now smaller, MUCH faster, easier to use, and generally more efficient
- File types and creator are automatically set whenever a package is installed
- UFO now grabs preview pictures from the first PICT,GIF, or JPEG it finds in the package folder regardless of the file's name (this allows you to just drop a screenshot into the package folder without fooling with it)
- The preview picture can now be clicked to open the full size preview window (see above)
- "Read Me" files are now displayed and can be edited within UFO rather than with another app
- Delete button now moves selected folder to the trash rather than instantly deleting it
- "Web" menu/"Bookmarks" folder can now recognize and will attempt to make sense of text files, clippings, and 8.5 favorite clips in addition to Netscape/IE URL files
- Folders can now be dragged from the Finder into the package list and will be automatically moved or copied (as is appropriate) to the UFO Files folder
- iniPatcher is no longer built in, however the Unreal.ini file can be edited from within UFO and the iniPatcher standalone application can be launched from the Special menu if it is available
- Added support for multiple preview images
- Added command line launch options (in URL format) accessed by holding down the Option key while selecting "Launch Unreal" or clicking on the "Launch" button
- Window is now resizable and remembers size between launches (closing the window now automatically quits UFO)