

UFO Features

Special Menu • Launch...

The "Launch..." items in the Special menu allow you to launch Unreal, UnrealFinder, and Unreal iniPatcher if UFO was able to detect them on your hard drive. You can also launch Unreal using command line instructions by holding down the Option key while selecting "Launch Unreal...". The "Launch" button will always show the command line options and will automatically select a number of settings based on the selected package.

Web Menu / Bookmarks Folder

Use this folder to add custom links to the "Web" menu. Simply drop in a Netscape or Internet Explorer LINK/URL file or a text or clipping file containing a complete URL and it will be available the next time you launch UFO. You can organize your bookmarks by preceding the filenames with numbers or spaces - they will appear in the menu with the leading numbers and spaces removed and in the same order as they appear in the Finder's list view.

File names must be unique, discounting numbers and spaces, to be properly recognized, however. For example, if you have bookmarks named "10 Unreal Site" and "47 Unreal Site", no matter which one you select from the menu, the first one will be launched because they do not have unique names.

Info Files and Previews

Info Files are created automatically in a package's folder whenever you edit that package's "Note" box at the bottom of the UFO window. These are plain text files and can be edited with your favorite text editor if you so desire.

Previews are not created automatically, but are handy for remembering what a map or other mod looks like. Simply take a screenshot of the map that you want to create a preview for (from within Unreal - by default, the key to use is "F9") and drop it into the package's folder. The preview picture will now be displayed whenever you highlight that package's name in UFO's list. In addition, you can click on the preview to view it full size.

You can place as many preview images in a folder as you like as long as they are all Macintosh PICTs, GIFs, or JPEGs. When you select a folder containing

multiple preview images, the preview navigation buttons will appear beneath the preview box.

Viewing Documentation

UFO attempts to locate a "Read Me" file in the package when you select it from the list. It does this by looking for a text file in the root of the package folder which contains the word "Read" or ends in ".txt". The "View Docs" button and menu item will become active if UFO is able to find such a file.

Opening Folders

To open a package folder, hold down the option key and double click its name in the package list or highlight it and select "Open Folder" (command-O) from the File menu.

Editing The "ini" File

Click on the "Edit ini File" button to edit the "User.ini" file (only in Unreal 2.2.0b3 and higher) or hold down the Option key while clicking the button to edit the "Unreal.ini" file.

If you are using a version of Unreal before 2.2.0b3 which does not make use of the "User.ini" file, then UFO will automatically open the "Unreal.ini" file without the need to hold down the Option key.