everVoid - My everVoid server! - Player1   A   B | Leave lobby

C Lobby Menu

1   Player1   J   Faction   K ▼   Team A   L ▼   ☺   X Ready   N
I   M

O 2   Player2   ▼   Faction   Team A   ☐ Ready   P

3   Aggressive AI   Q ▼   Faction   R ▼   Team B   S ▼   X Ready

4   Open   T ▼   ☐ Ready

H

Player1: Hi!
Player1: Welcome to my server!
Player2: Oh hello there.
Player2: Let's play!   U

Message: Are you ready to play?   V   Send W

Lobby name:
My everVoid server!   D

Map:
2v2_battlefield   E ▼

Teams
2   F ▼

Slots:
4   G ▼

Load game   X

Start game   Y

A: Displays server info (lobby name, player name)
B: Leave lobby button: Makes the player exit the lobby
C: Lobby menu, where lobby parameters are set. All players may see this menu, but only the lobby master can modify it
D: The lobby's name
E: The map that will be played once the game is started
F: The number of teams in the lobby
G: The number of available player slots (limited by the map)
H: Player slots area. There is a row for each player slot
I: Slot number
J: Player name
K: The player may choose his faction from a dropdown menu
L: The player may choose his team from a dropdown menu
M: This symbol indicates that this player is the lobby master
N: The player may annoucne that he is ready to play by checking this checkbox
O: Another human player slot. The lobby master may not modify this row.
P: This checkbox indicates Player2's readiness. The lobby master cannot check this
Q: An AI slot. The lobby master may select the AI profile from the dropdown menu
R: The AI player's faction. The lobby master may select this from the dropdown menu
S: The AI player's team. The lobby master may select this from the dropdown men
T: An open player slot. An additional human player may join and will be assigned to this slot, or the lobby master may choose an AI profile to fill this slot from the dropdown menu
U: Chat area. Player messages show up here
V: Message input box; the player may type a message here
W: Send button: Sends the typed message to the chat area. The player may also press Enter instead of pressing this button
X: Load game: Prompts the lobby master for a save file, which overwrites all lobby parameters to those specified in the save file
Y: Start game: Starts the game. Only available when all players are ready.