The base Quake 2 UI system is inflexible, very code-heavy, has no way for the server to tell a client which UI to draw and impossible to modify from game code. Zombono uses a new UI system that is designed to rectify this issue – it’s based on the concept of **controls** and **UI scripts.** It is also designed to rectify the severe issues that Zombono-Q1’s UI system had, such as the server depending on variables only the client can possibly understand.

**Contents**

1. **UI Overall Design**
2. **UI Controls**
3. **UI Events & Scripts**
4. **UI Event Handling**