





UO-The Expanse Installation Guide






This package was meant to be user-friendly to set up, so the archives are self-extracting to a preset destination on C:\, which is (C:\UO-TE). If you need to change this location, you can change the path during each extraction, but you will also need to edit the Datapath.cs in Scripts->Misc for *both* Freeshards so they match the *new* destination you set. This package fully extracted needs 5GB of storage space.

(X.X represents the version release, with the first version being 2.2)

This program will extract the files for:

-  1 x UO-The Expanse v2.2 Client (PLAY)
-  1 x UO-The Expanse v2.2 Client (FREESHARDS)
-  1 x UO-The Expanse v2.2 Freeshard local
-  1 x UO-The Expanse v2.2 BME Freeshard local (Blue Magic Expansion, created by BKnight)

Additional files will be extracted for:

-  Art (over 4,000 files/1.2GB, 35 folders) - TIFFs, BMPs, PSDs, and JPGs
-  Documentation & Tutorials - PDFs
- Tools –  Gump Studio,  Auto Map,  Pandora's Box

After all the files have been extracted, eight shortcuts will be placed on your Desktop:

- UO-The Expanse v2.2 Client
- UO-The Expanse v2.2 Freeshard
- UO-The Expanse v2.2 Blue Magic Expansion (BME) Freeshard
- UO-The Expanse Documentation
- UO-The Expanse Art Pack Info
- UO-The Expanse Auto Map
- UO-The Expanse Pandora's Box
- UO-The Expanse Gump Studio

To access the Blue Magic Expansion, open the BME_Freeshard folder and navigate to Scripts->Customs->Custom Expansions->BME->Blue Magic Expansion->Read Me, and open OLD Read Me.htm.




NOTE: *Blue Ben must be spawned in the World before anyone can become a Blue Mage.*

- Installation:

1. – Run UO-The Expanse vX.X.exe.

This will extract all the files within the edu Repack into various folders under C:\UO-TE and will place shortcuts on your Desktop/in Start Menu/in Programs, depending on the Windows version.

2. – To jump right in and play, double-click the shortcuts for UO-The

Expanse vX.X Freeshard  (or BME Freeshard ) , and UO-The Expanse v2.2 Client. 

- a. Both Freeshards are set up with a SAVES folder, and a 'current' save (this is needed for some features to work without crashing the client). An Owner account already exists, with a character named Raist. Feel free to change it, and the current password! The login information for the Admin account is:

- i. ** Username: Admin **

- ii. ** Password: admin **

- iii. If you ever attempt to Recompile, and it fails, the server.exe file is DELETED.

- iv. Extract the server.zip archive, which contains a backup of server.exe, into the ROOT folder.

- v. This helps to make sure a server.exe always exists, in case the launch one is deleted.

3. Use your login credentials in the window for UO-The Expanse vX.X Client, then select UO-The Expanse 'shard to connect, and finally, create a new Character to login and play.

(NOTE) The first time a new Staff account logs in and is standing in New Haven, have the Staff member enter the command [gmbdy and target their Character. This converts *that* Character into a Staff member. [Toolbar will open the Staff Toolbar. Then select Admin to open the Admin window. Select Administer and click Server on the right. At the top, click *SAVE*, wait and then close the window. If you do not do this, they will have to create a new Character each time until you do a Save. By default the 'shards will automatically do a Save every 15 minutes.

4. UO Auto Map is already setup for UO-The Expanse v2.2. Double-click the shortcut icon on your Desktop/Start Menu/Programs.

First Launch

The first time you launch either the Freeshard or the BME Freeshard and login as Raist, you will be standing at the edge of the Staff House in Green Acres. Have a look around the place, a lot of things there are meant to show people what is available on the 'shard. The Mushroom lamps have pull chains to adjust the lighting. These are capable of being placed around the 'shard and can be turned on or hidden. In certain areas, the lighting really adds to the ambiance, as such Dark Nights are turned on, as is Colored Lighting.

After walking around the house, open the Staff Runebook and flip through the pages. You will notice a lot of custom locations are marked, most with their own Runebooks, beginning with QUESTS. These Runebooks must be copied to each new Staff Rune Account, so that new Staff members have the runes to the custom locations.

Spread throughout Green Acres, Tram and Fel, are all manner of custom items, including the XmlTraining Area.

The STAFF INTERNALS Runebook contains runes for important Staff-related "things", like:

Rentals, that has locations marked for units available for players to rent.

Hue List, which is a tub for each Hue in the HUES.mul.

Usable Locations, has empty dungeons marked.

XmlSiege Testing Area, set up for Staff to test features of XmlSiege.

Custom Art, has locations for custom Doors, Walls, and gifts from AtA.

XmlTraining, is the area all Staff go to learn about Xmlspawner.

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Seasonal Spawns, locations are geared towards specific “holiday” events.

Staff House GA is the spot Raist is positioned the first time you logged in.

Civic Structures, these are buildings Mogster rebuilt for the Player Government system. These can be modified, converted into an addon and loaded into the system.

Screenshot area, is a “canvas” for taking screenshots, featuring a tile area with Black or White ground tiles.

Artifact Area, has every artifact on the ground that is available on UO-The Expanse.

Moonglow Sheep Pen, while not critical for Staff, it is a nice place to have “events” for players, involving sheep.

Wandering Vendor, this is an unfinished project to have a vendor that moves from Luna to Umbra and back, selling wares that fluctuate based on the vendor’s location (like a higher tax rate in Luna, or a quantity discount in Umbra, then this would be applied to all the cities reachable by Moongate.

Rainbow Mount Zoo, monitored by Steve Irwin, the zoo virtually hosts the Rainbow Mounts in viewing areas for players to see before selecting one for their Quest.

Rainbow Mount Taming Area, once players complete the Rainbow Mount Quest, they may enter this area and can attempt to train their new pet. Once they tamed the pet, they are both teleported across a short divide.

Rainbow Mount Return, this is the area players and their pets are teleported to after successfully taming.

Player Vendor Mall, this area has “vendor stalls” that players can rent. Each stall is a white square on the boardwalk.

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Reward Shop, this shop contains all the items players can spend their Reward Scrolls on.

Unused Interior Island, this little island is a wonderful place for player events. Capture the Flag testing originated here before being migrated to Xmlspawner in Mog's Den of Games.

NOTES

The *Server* folder inside each Freeshard contains files that the *Freeshard* builds the core engine with and these files are *skipped* when typically compiling the *Freeshard*.

If you change one of these files, you **must** use the *RecompileCore.bat* file in the server root. This will re-compile the *Server* files, re-create the *server.exe* file and then re-compile the server and launch the freeshard. It is *not* uncommon for a 'shard not to compile after altering a file in the *Server* folder. Be aware and make changes with caution!

Use characters like `//` and `/* */` to block out comments/reminders and code being replaced or removed until you are 100% certain it is stable.

2+ lines: `/*` anything between these characters is a comment and ignored during compilation, including multiple lines`*/`

`/*This text is commented*/`

1 line: `//` anything on this line, after these two slashes is a comment and ignored during compilation.

`//This text is commented.`

Server restarts can point out failed scripts. Lots of things happen during a Shut down, depending on which type if being performed, but primarily doing a *Shut Down and Restart with Save* will reveal problems with scripts and it is advised to restart a freeshard at least once a week for “trash cleanup”, if not more frequently with a lot of characters playing.

Production servers restart every 24 hours and the UO-The Expanse server has a script to handle autorestarts called *AutoRestart.cs*. Coupled with *AutoRestarter.cs* these two scripts will handle shutting down with a save and restarting. *AutoRestarter.cs* allows the *Owner* to add an *AutoRestarter Controller* in-game with props to set the restart hour and other options.

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However, nothing will fix a failed script except a “person”, so if a script throws an error during restart, the server will not restart until the issue is resolved.

Custom Scripts: Most freeshards maintain a particular directory structure and move custom scripts into the Scripts→ Customs→ location. *UO-The Expanse* has a typical base-structure, but some custom scripts have been integrated into areas where they are most related and relevant. These are documented in the file *UO-The Expanse Freeshard Owner’s Basics.pdf* to allow for faster locating.

Additional reading: If you are new to coding with C#, there are tons of resources online for help and support. However, the dotNet version the freeshard is compiled with, will hold back any further upgrades to dotNet. Sometimes those code changes from version to version can “break” scripts.

Otherwise, just edit the *RecompileCore.bat*, change the dotNet version and file location and then recompile the *Server* folder with the new dotNet version. After which will likely come a ton of script edits outside the *Server* folder. This is normal, but not without hiccups if there are no updates available to “fix” those broken scripts. ***Use caution and always, always back up your files.***

If you are new to *UO-The Expanse*, being a freeshard *Owner*, or would just like to know what this repack is all about, please read the file: *UO-The Expanse Freeshard Owner Basics.pdf*

I hope you have as much fun using this setup as I did. I learned a mountain of information! – Raist/Tass