





## 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. The first time either of the Freeshards start up, you will be asked to make an account. This account is the *Owner*, there is no other permission level higher, and there is only *one* Owner account allowed.
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 you login and are standing in New Haven, enter the command [gmbody and target your Character. This converts *that* Character into a Staff member. [Toolbar will open the Staff Toolbar. 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, you 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.

## 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.

(cont'd)

***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.***

***The Rune Accounts.xml file in the ROOT directory contains shortcuts to all the custom locations. Open it and copy ADMIN locations into any Staff account to add them to that Account Runebook .***

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*