Unreal Tournament 2004

Info

Multiplayer Information

- Internet play: yes
- LAN play: yes
- Lobby search: yes
- Direct IP: yes
- Play via gameranger: no
- coop: yes
- Singleplayer campaign: yes
- Hotseat: no

UT 2004 was development by Epic Games and released first on 18.3.2004. It game relatively soon after Unreal Tournament 2003 and is mostly the same game, with changed movement and some more features. It is still actively played today, on many internet servers.

Purchasing

It is still available at GOG and Steam, unless you are shopping from a German IP. Due to legal issues the game is not even displayed in the search results in Germany.

The GOG version already includes the latest patch.

Installation

You should plan a few minutes for the installation. Even from SSD with a reasonably up-to-date PC it takes a while. On older computers from DVD to disk it can take up to 45 minutes...

After installing, you should install the UT 2004 patch and the bonus pack. Then you have at least the standard maps. But since not everyone has the same understanding of »standard« maps, there is also a map pack that you can unpack with 7_zip. The maps belong to `\UT2004\Maps`. With the Unreal Anthology installation this is in an extra directory. For those of you who didn't install the game from the Anthology DVD, but maybe have it from the UT 2004 DVD, it might also need the crack. Then you can avoid the DVD while playing. Without a valid CD-Key nothing works anyways. UT2000 is also available at gog.com. But not anymore from IPs in Germany.

Game Modes

- capture_the_flag
- deathmatch
- team_deathmatch
- bombing_run: Similar to soccer, only made for shooters
- double_domination
- assault
- Mutant
- invasion: All players are fighting together against invading aliens. The match ends when no player is left.
- last_man_standing: Everybody's got limited lives. Last one left wins.

Movement Combos

Certain key stroke combinations lead to a combo move. The timing is critical for them. In general it means pressing the keys in fast succession. The following combos should work any time you are walking:

Combo	Effect
← ←	Jumps to the left.
→ →	Jumps to the right
↑ ↑	Jumps forward
↓ ↓	Jumps backwards
combo Space	At the maximum height of the first combo jump, press Space again and the character gains some additional jumping height. This also works with normal jumping (Space). This also works in low gravity, but the timing is different then.

Adrenalin Combos

Whenever you do an achievement of some kind (fragging, multi-kill announcement, winning a capture, etc.) or collect an adrenalin pill, your adrenalin level is increased a bit (the amount depends on the reason for it). When you have collected enough adrenalin (shown in the right upper corner) and reach value 100, you cannot collect any more, until you use a adrenalin movement combo to release the adrenalin. The following four movement combos activate an adrenalin effect:

Movement	Effect
↑ ↑ ↑ ↑	Speedup, all actions are accelerated for a short period of time.
↓ ↓ ↓ ↓	Health and armor gain over time (until adrenalin runs out, gaining additional adrenalin during that time prolongs the effect).
← ← → →	Cloak, turns you invisible for a short period of time.
→ → ← ←	Berserk, similar to the Double Damage item the damage dealt is increased for a short period of time.

Cheats

There is a number of cheats, that can be enabled on demand. By default the following should work, to activate cheats until you stop playing on a certain server:

- Press Tab and
- enter `enablecheats`.

The key Tab may depend on your configuration. Use the key that binds the function Type. (Default setting in your *user.ini* would be written as Tab=Type below the section `[Engine.Input]`.)

Once the cheats are active, you can use the following cheat codes:

Code	Effect
`god`	You are now invincible.
`allweapons`	Gives you all possible weapons, but the ammo is the starting amount.
`loaded`	Gives you all possible weapons, fully equipped with ammo.
`allammo`	Gives you 100 % of ammo for all weapons.
`fly`	Makes you fly. Note: You can control your altitude only with directing your cross hair up or down and move forwards/backwards.
`walk`	Makes you walk normally again.
`ghost`	No-clipping-mode: You fly and the map geometry is no obstacle any longer (going through walls, floors and ceilings).
`behindview` *x*	Turns third person view on or off (*x* = 1/0)
`teleport`	Transports you to the place your crosshair is at right now.
`setspeed` *x*	Sets the movement speed to value *x*, default is 1.
`setjumpz` *x*	Sets the maximum height of a jump to value *x*. Default is 300.
`setgravity` *x*	Sets the strength of the gravity to value *x*. Note: Only negative numbers actually give you a normal gravity direction. Standard is somewhere around -1000.
`fov` *x*	Sets the field of vision angle to value *x*, default is 90 (degrees).
`setname` *x*	Sets the player's name to text *x*. This is particularly valuable in single player, to change the name of the profile player. Note: This does not *permanently* alter the name.
`suicide`	Kills yourself.
`addbots` *x*	Adds a number of *x* bots to the match.
`killbots`	Removes all bots from the match.
`playersonly`	Freezes the game, including bots and projectiles already in motion. Only the player can move and pick up items. All elements keep their effects, e. g. rockets or Flak cannon shells do damage and vanish, when you touch them. Enter again to continue the match.
`switchteam`	Switches the player to the other team, given the current match is a team mode.
`stat fps`	Shows the current and average FPS in the right upper corner of the screen.
`stat game`	Shows some game statistics on the left hand side of the screen.
`stat audio`	Shows some audio statistics on the left hand side of the screen.
`stat net`	Shows some network statistics on the left hand side of the screen.
`stat all`	Shows all statistics on the screen.
`stat none`	Hides all currently displayed statistics.

Code	Effect
`slomo` *x*	Turns slow/accelerated motion on. Value *x* defines the ratio. 1 is normal, 0.1 is one tenth of normal speed, 10 is ten times of normal speed.
`setres` *axbxc*	Sets the resolution of the game to values *a* (x-res), *b* (y-res) and *c* (bits color depth). Only use values that are supported by your hardware.
`togglefullscreen`	Turns on/off full screen mode.
`quit`	Exits the currently running match.
`exit`	Exits UT 2004 altogether.
`open` *x*	Loads the map given by *x*. See section Map Names below for further information.
`spawn` *x*	Spawns an object of given type *x*. See section Spawn Names below for a list of available values.

Map Names

For the open cheat code the technical names of the maps have to be used. For the standard maps the names are as following:

Tutorials

- `TUT-BR.ut2`
- `TUT-CTF.ut2`
- `TUT-DM.ut2`
- `TUT-DOM2.ut2`
- `TUT-ONS.ut2`

Assault

- `AS-Convoy.ut2`
- `AS-FallenCity.ut2`
- `AS-Glacier.ut2`
- `AS-Junkyard.ut2`
- `AS-MotherShip.ut2`
- `AS-RobotFactory.ut2`

Bombing Run

- `BR-Anubis.ut2`
- `BR-Bifrost.ut2`
- `BR-BridgeOfFate.ut2`
- `BR-Canyon.ut2`
- `BR-Colossus.ut2`
- `BR-DE-ElecFields.ut2`
- `BR-Disclosure.ut2`
- `BR-IceFields.ut2`
- `BR-Serenity.ut2`
- `BR-Skyline.ut2`

- BR-Slaughterhouse.ut2
- BR-TwinTombs.ut2

Capture the Flag

- CTF-1on1-Joust.ut2
- CTF-AbsoluteZero.ut2
- CTF-Avaris.ut2
- CTF-BridgeOfFate.ut2
- CTF-Chrome.ut2
- CTF-Citadel.ut2
- CTF-Colossus.ut2
- CTF-DE-ElecFields.ut2
- CTF-December.ut2
- CTF-DoubleDammage.ut2
- CTF-Face3.ut2
- CTF-FaceClassic.ut2
- CTF-Geothermal.ut2
- CTF-Grassyknoll.ut2
- CTF-Grendelkeep.ut2
- CTF-January.ut2
- CTF-Lostfaith.ut2
- CTF-Magma.ut2
- CTF-Maul.ut2
- CTF-MoonDragon.ut2
- CTF-Orbital2.ut2
- CTF-Smote.ut2
- CTF-TwinTombs.ut2

Deathmatch 1 on 1

- DM-1on1-Albatross.ut2
- DM-1on1-Crash.ut2
- DM-1on1-Desolation.ut2
- DM-1on1-Idoma.ut2
- DM-1on1-Irondust.ut2
- DM-1on1-Mixer.ut2
- DM-1on1-Roughinery.ut2
- DM-1on1-Serpentine.ut2
- DM-1on1-Spirit.ut2
- DM-1on1-Squader.ut2
- DM-1on1-Trite.ut2

Deathmatch

- DM-Antalus.ut2
- DM-Asbestos.ut2
- DM-Compressed.ut2

- DM-Corrugation.ut2
- DM-Curse4.ut2
- DM-DE-Grendelkeep.ut2
- DM-DE-Ironic.ut2
- DM-DE-Osiris2.ut2
- DM-Deck17.ut2
- DM-DesertIsle.ut2
- DM-Flux2.ut2
- DM-Gael.ut2
- DM-Gestalt.ut2
- DM-Goliath.ut2
- DM-HyperBlast2.ut2
- DM-Icetomb.ut2
- DM-Inferno.ut2
- DM-Injector.ut2
- DM-Insidious.ut2
- DM-IronDeity.ut2
- DM-Junkyard.ut2
- DM-Leviathan.ut2
- DM-Metallurgy.ut2
- DM-Morpheus3.ut2
- DM-Oceanic.ut2
- DM-Phobos2.ut2
- DM-Plunge.ut2
- DM-Rankin.ut2
- DM-Rrajigar.ut2
- DM-Rustatorium.ut2
- DM-Sulphur.ut2
- DM-TokaraForest.ut2
- DM-TrainingDay.ut2

Domination

- DOM-Access.ut2
- DOM-Aswan.ut2
- DOM-Atlantis.ut2
- DOM-Conduit.ut2
- DOM-Core.ut2
- DOM-Junkyard.ut2
- DOM-OutRigger.ut2
- DOM-Renascent.ut2
- DOM-Ruination.ut2
- DOM-ScorchedEarth.ut2
- DOM-SepukkuGorge.ut2
- DOM-Suntemple.ut2

Onslaught

- ONS-ArcticStronghold.ut2

- ONS-Crossfire.ut2
- ONS-Dawn.ut2
- ONS-Dria.ut2
- ONS-FrostBite.ut2
- ONS-Primeval.ut2
- ONS-RedPlanet.ut2
- ONS-Severance.ut2
- ONS-Torlan.ut2

Other Levels

- MOV-UT2004-Intro.ut2 (Intro)
- Mov-UT2-intro.ut2 (Intro)
- endgame.ut2 (Outro)
- ParticleExamples.ut2 (particle test level)

Spawn Names

For the spawn command you have to enter the desired items by using their technical names. Here the items names:

Weapons

These values work on every map:

Value	Weapon
xweapons.assaultriflepickup	Assault Rifle
onslaught.onsavrilpickup	Avril
xweapons.bioriflepickup	Bio Rifle
xweapons.flakcannonpickup	Flak Cannon
onslaught.onsgrenadepickup	Grenade Launcher
xweapons.supershockriflepickup	Instant Kill Shock Rifle
xweapons.painterpickup	Ion Painter
xweapons.sniperriflepickup	Lightning Gun
xweapons.linkgunpickup	Link Gun
onslaught.onsminelayerpickup	Mine Layer
xweapons.minigunpickup	Mini Gun
xweapons.redeemerpickup	Redeemer
xweapons.rocketlauncherpickup	Rocket Launcher
xweapons.shieldgunpickup	Shield Gun
xweapons.shockriflepickup	Shock Rifle
utclassic.classicsniperriflepickup	Sniper Rifle

Onslaught Vehicles

These values only work on Onslaught maps.

Code	Vehicle
`onslaught.onshovertank`	Goliath
`onslaught.onsprv`	Hellbender
`onslaught.onshoverbike`	Manta
`onslaught.onsattackcraft`	Raptor
`onslaught.onsrv`	Scorpion
`summon onslaughtfull.onsmobileassaultstation`	Leviathan
`onslaughtfull.onsbomber`	Phoenix
`onslaughtfull.onsgenericsd`	TC-1200 (toilet)

Bonus Models

There are some models/characters that are not available by default. You can activate them manually by editing file *System\User.ini* in your UT 2004 installation. Look for text *TotalUnlockedCharacters* and alter it to the following:

```
TotalUnlockedCharacters=Malcolm;ClanLord;Xan
```

You will now have all bonus characters available.

Game File Types

UT is a highly moddable game, whose files can be altered and supplemented. Here is a list of file types/extensions, that UT knows:

Extension	Content	Folder Location
det	German Translation	System
est	Spanish Translation	System
frt	French Translation	System
int	International Translation	System
itt	Italian Translation	System
ka	Karma	KarmaData
kot	Korean Translation	System
u	Skripts	System
uax	Sounds	Sounds
ucl	Unreal Cache List	System
ukx	(Vehicle) Animation	\ (base folder) and Animations
usx	(Vehicle) Static Mesh	StaticMeshes
ut2	Maps	Maps
utx	Textures	Textures
uvm	Saved Singleplayer Game	Saves
uz2	Compressed File	See below

The *uz2* extension usually comes with another one preceded, such as *my_map.ut2.uz2*. This indicates

the actual file contents. Files of this kind can be manually decompressed by using the *System\UCC.exe* (Windows) resp. *System/ucc-bin* (Linux) in this fashion:

`ucc decompress file_name`

The resulting file will be placed inside the source folder of the decompressed file (Windows), resp. `~/.ut2004` (Linux). The opposite is of course also possible:

`ucc compress file_name`.

Network/Internet Server

Basic Settings

Ports 7777 and 7778 (udp) must be forwarded for a UT 2004 server (cvar *Port* in section *[URL]* of your ini-file for the server). As with UT 1, port 7777 takes playing connections and 7778 waits for query requests (game state). The second port is selected automatically in relation to the first one. The query port is always + 1 of the connection port. So a fully functional UT 2004 server always requires at least two directly adjacent UDP ports to be forwarded, to make it reachable directly via the Internet.

If you are using the server via LAN (too), port 10777 (UDP) must also be accessible from the clients (cvar *LANServerPort* in section *[IpDrv.MasterServerLink]*) and the clients must be able to open Port 11777 (UDP) on their end for querying the server (cvar *LANPort* in section *[IpDrv.MasterServerLink]*).

When using the web admin page, an additional tcp port might be required to be forwarded, as is set in cvar *ListenPort* in section *[UWeb.WebServer]*. 80 is the default value. It does not facilitate SSL encryption. So when making it available via internet, make sure to use a reverse proxy or similar technology to **make an SSL connection possible**! Otherwise your admin credentials are being send openly via the net, visible for anyone eavesdropping.

Do not use UT Stats

When starting a server, you should set your game stats value to false (`?gamestats=false`). Also set `SendStats=False` in section *[IpDrv.MasterServerUplink]* in your ini file. Since 4th of December 2018 the stats servers are permanently down. So it does not make any sense to require players to use the stats feature with a pseudo account.

(Source)

Windows Firewall Notification

It might occur, that UT 2004 reports that it cannot connect to other computers because the UT2004 executable is not cleared in the Windows firewall, even when this is not true. This also happens when actually not using the Windows firewall at all (e.g. using a third party firewall). There is a way around this problem:

- Open the file `System\UT2004.ini`.

- Add the lines

```
[FireWall]
IgnoreSP2=1
```

- The addition has to be placed somewhere before the block introduced with `[Core.System]`.

After restarting UT2004 you should be good to go.

(Source)

Mobile Infanterie

The Mobile Infanterie server is available on the standard port: `www.mobile-infanterie.de:7777`. It should also appear on the masterservers. But in order to find it, you would have to know the current game type being played. In order to find that, have a look at https://www.mobile-infanterie.de/status.php.

Web Links

- UT-Files, a repository with UT 2004 files
- Search page for UT-Files
- More UT 2004 Maps
- UT 2004 Wiki
- Unreal Archive, a page containing vast amounts of information on all Unreal titles as well as UT2004 and UT99.

See also

- Unreal Tournament Series

Back to the games database

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