

JK2 FX MOD 3.0 - rev. 2022, H3llBaron - May the 4th, 2022

Installation:

First: **ALWAYS RUN THE GAME AS ADMINISTRATOR!**

Copy "assets8_Fx" and autoexec.cfg* files into "Star Wars Jedi Knight II - Jedi Outcast\GameData\base" folder in your Jedi Outcast folder.

You can chose autoexec file for 4:3 or 16:9 widescreen, it definitely fixes video options and gun positions in single and multiplayer (do not use autoexec with **Expanded Menu!).*

Remember that for WIDESCREEN resolutions you also need to set manually r_mode "-1", r_customheight "1080" and r_customwidth "1920" or superior values (quotes works only in the autoexec, in the console you don't need them!!)

FX is NOW for single and multiplayer modes. (HIGHLY RECOMMENDED USE jk2mv mod FOR MP and Expanded Menu)

Included "HD loading screens" by ND (Quiet Bob @ PCGW), "GGFontsHQ v1.0" by Grab and Stormtrooper model by Haps. (Thank you a lot for your works!)

All tweaks, material fixes and effects, new skins made by H3llBaron. Many thanks to Lyorran (Expanded Menu) for the great help and support, and for his great mod!

H3llBaron - May the 4th, 2022

1.0: september 2015

2.0: december 2015

3.0: december 2018 – here the following essential updates history.

Update May the 4th, 2020:

Fixed many shader surfaces.

New effects for all skins in SP/MP, new red/blue skins for Stormtrooper Haps model.

FX mod now works for both game modes with no problems.

Removed "special effects v1 mod" for some limitations of the engine, especially in online matches.

Update October 21 2019:

-Renamed the main pk3 file.

-Fixed some shader surfaces.

-Fixed autoexec for saber autoblocking.

Update December 2 2019:

-Merged and fixed "special effects v1 mod" effects, optimized. (by TK-231, THANK YOU!!!)

-Fixed some shader surfaces.

-Fixed autoexec for many adjustments.

Update February 1 2020:

- Optimized "special effects v1 mod" effects.
- Many fixes and adjustments.

Minor update February 13 2021:

- Minor improvements for reflections.
- Fixed minor problems in water surfaces.
- Specular terrain textures for Kejim and Artus levels.

Minor update July 30 2021:

- Fixed autoexec for geometry settings.

Minor update September 17 2021:

- Fixed specular for Jan and Kyle.

Minor update October 21 2021:

- Fixed specular for Tie Fighter;
- Fixed shaders for some mapobjects.

Update November 28 2021:

- Fixed effects for many item and objects;
- Fixed textures for Tie Fighter and Twinpods;
- Better reflections for weapons;
- Revisited spec surfaces around the all levels;

Update January 16 2022:

- Fixed r_subdivisions setting, now "2";
- Fixed position of weapons for SP and MP modes, deleted modified dll file;

Update April 04 2022:

- Fixed shader and textures for second fire effect for Heavy Repeater;
- Fixed synthax for shaders to improve compatibility with multiplayer;

Update May 04 2022:

- Improved autoexec for best settings;
- Improved settings for custom aspectratio;

Update May 23 2022:

- Fixed some specular surfaces;