

# VMA

## Current Revision

v4.4

## Release Date

September 24, 2004

## Notes

This UI is updated to the September 14, 2004 patch.

Vert mod by Aoenla is now being maintained by mortis42.

## History

24 September 2004

v4.4

- Updated for Omens of War Expansion.

15 July 2004

v4.3.2

- Updated for July 14, 2004 patch
- Mana and Endurance numbers added to Inventory window.

27 May 2004

v4.3.1

- Ocean Spray theme added.

18 May 2004

v4.3

- Various errors corrected.

05 May 2004

v4.2.1

- Updated to current date.

### Support

If the UI will not load or you are getting a 'not compatible' message, please attach your UIErrors.txt file from your EverQuest directory and PM me at [EQInterface.com](http://EQInterface.com) or [email me](#).

### Contributions

This compilation is free, but if you would like to donate please use the following links:

- [Mortis42](#)

## **Old ReadMe.txt**

### INSTALLATION

- simply unzip the contents of this zip file into a subdirectory below your Everquest\uifiles\, such as Everquest\uifiles\vmaXX, or something similar.
- to install the ocean spray theme, run the self-extracting application and extract to your vma directory.
- log in, and type /loadskin vmaXX 1

VMA Version 4.3.2, 15 July 2004

- Updated for July 14, 2004 patch.
- Added Mana and Endurance numbers to Inventory window.

VMA Version 4.3.1, 05 May 2004

- Ocean Spray theme added.

VMA Version 4.3, 05 May 2004

Patched by mortis42 (mortis42@yahoo.com)

- brought up to date with current patches

VMA Version 4.2, 25 December 2003

- changes to accommodate the patch in early December adding the Combat Abilities window
- resized/fixed/repositioned the texture used to provide the flashing red "attack indicator" on the player window
- removed the two TargetIndicator.\* files, they are properly being picked up from the default directory now

VMA Version 4.1, 11 November 2003

- changes to accommodate the patch of 4 November 2003
- incorporated the 3 new "question marks" SOE added to window\_pieces01.tga
- resized/fixed/repositioned the texture used to provide the "con" color on the target window
- copied in the two TargetIndicator.\* files from the default directory, since they currently are not being found in the default directory if you are using any custom UI.

VMA Version 4.0, 11 October 2003

- changes to accommodate the patch of 9 October 2003.
- added a new Pet Buff window to the combined Player Info / Pet Info window. There are now 3 tabs in that window,
  - Player Info
  - Pet Info
  - Pet Buffs

VMA Version 3.1, 29 August 2003

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- simple fix to deal with the patch of Aug 26
- added the T.King spell icons from eqinterfaces.com, they really look pretty good.
- elected to not incorporate the big numbers added to the hot button bar in the default skin.

VMA Version 3.0, 25 February 2003

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VMA = Vert Mod, with modifications by Aoenla

This version represents a rather lengthy update to address UI changes found in the Legacy of Ykesha expansion.

- Rearranged and reworked the inventory window to add in the new Charm slot, as well as add buttons for the Face Picker and Dye windows.
- Elected to not add the LFG Button to the Group Window, like has been done with the default UI (I think what they did there looks goofy as all get out). In order to get to the LFG Window, it is necessary to map a keystroke to it. I assigned it to Alt-L for myself.
- put the spell book back on the spell gems window
- Various and sundry other fixes and changes.
- Installation is fairly simple. Unzip these files into a directory beneath the everquest\uifiles subdirectory, such as vma30. Enter the game, and type /loadskin vma30 1

The trailing "1" in the above command is useful if you don't wish to lose any window positions you've already set up. If you forget and leave off the 1, the windows will all revert back to their default positions, and you will need to rearrange them again.

- At this point the modifications necessary to keep this mod working with all the various patches/changes have caused it to diverge rather significantly from version 2.2 of the Vert mod. Since I'm not the original author and most of the work I've done is very derivative from the Vert original work, it is a bit presumptuous of me to bump the version number to 3.0. But the changes to this point ARE rather extensive, and even though the work is, as I mentioned, fairly derivative, there has been a lot of "derivation" required from the original 2.2 version to get to where it is with this version, and I think the original author is no longer updating his work. So, I've

presumed to bump up the version number, along with renaming the mod to make it clear it isn't from the original author.

Aoenla  
25 Feb 2003

Version 2.2.0.4

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- Implemented a much better short duration buff box
  - Changed the resist icons to include some letters ("PR", "DR", etc) to make it a bit easier to figure out which was which
  - Added a casting guage in the chat window itself, easier to see

Vert Mod 2.2.0.2 - Drawn heavily from Vert Mod 2.2, with changes by Aoenla

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The majority of the work here was done by Vertebrae, as documented below. However, he seems to have abandoned this project and hasn't released any new updates to his mod in quite a while.

Updated so that it works with the UI patches of 9 Jan 2003.

-----<original \_README.txt  
below>-----

FOR UPDATES, QUESTIONS AND ANSWERS GOTO  
<http://www.kungfoojoh.com/vertmod>

VERT MOD IS FREE. BUT PLEASE CONSIDER DONATING TO KEEP THE VERTMOD AND SITE ALIVE

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Vert Mod Skin - Cannabis / Crystal Meth Version 2.2

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Author: Vertebrae / Assassin of Tholuxe Paelles <Guardians of Valour>

<http://www.kungfoojoh.com/vertmod>

New In Version 2.2:

- =====  
  - Fixed up the Pet Tab window
  - Clead up the buffs

Installation:

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1) unzip to everquest/uifiles/vert

2) Edit eqclient.ini file. Change the line UISkin=default to Ukin=vert  
(make sure the UISkin line comes after NEWUI=true)

3) Start everquest, chatwindow type: /load vert

4) Log off. Restart Everquest

\*IMPORTANT\* There should be no reason to overwrite the default files  
and bypass the patcher.

Extras:

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- Regular mouse cursor by default. For Ragebringer mouse pointer just  
rename the  
file in extras folder to mouse.tga and overwrite in the main  
directory.

Version History

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Version 2.1 - Fixed some lag issues with casters and slow computers  
- New revamp blue theme called Crystal Meth (Cannabis still  
available)  
- Spell gems in a 4x2 row with a casting gauge  
- Tabs for Player Info / Pet  
- Added Pet Health under Player HP. Not tested.  
- Added Invisible Spell Casting Window to extras incase u  
want it.

Version 2.0 - Comes with a little graphic user interface proggy to  
customize the newslots in hotbutton.xml  
Program is zipped in the /vert directory called CCake.zip

Written By Tirrani Rains <Guardians of Valour>

- New revamp green theme called Cannabis  
- Compass is skinned and has pos/neg lights for locs. GREEN  
= POSITIVE / RED = NEGATIVE  
- Tabs for Player Info / Pet  
- Tabs for Newslots page 1 and 2 (10 slots x 2 = 20 Slots)  
- Buff Windows included 15 slot indicators

Version 1.1 - Updated for AUG14 patch  
- Group Pet Bars alignment fixed (...i think)  
- Removed EQUI.xml file, as it was causing problems with the  
patch.

Version 1.0 - First release

Things To look Forward to:

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- A revamp of the spell gems.
- A blue theme of Cannabis called Crystal Meth ( perhaps other themes such as Cocaine, Acid, Speed)
- Other graphical tweaks here and there.

#### Special Thanks

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Thanks to Tirrani Rains of Tholuxe Paelles for making the awesome Cake program

Thanks to Al Hunt for inspsiring my compass idea. Asking for a compass with + and - on it was what triggered the idea.

Thanks to Sokol for making all those custom vert mods for everyone.

Thanks to Kudane & Dolby from [www.eqgui.com](http://www.eqgui.com) / [www.eqinterface.com](http://www.eqinterface.com) for thier support and enthusiam. Gratz on all the hard work guys. Great site.

Thanks to Kildaere of Tholuxe Paelles fer her support and testing.

Thanks to everyone who sent in all those great comments about the ui.

#### Additional Info for customizing EQUI\_HotButtonWnd.xml

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##### Inventory Slots

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<EQType>	<Background>
1 Left Ear	A_InvEar
2 Head	A_InvHead
3 Face	A_InvFace
4 Right Ear	A_InvEar
5 Neck	A_InvNeck
6 Shoulders	A_InvShoulders
7 Arms	A_InvArms
8 Back	A_InvAboutBody
9 Left Wrist	A_InvWrist
10 Right Wrist	A_InvWrist
11 Range	A_InvRange
12 Hands	A_InvHands
13 Primary	A_InvPrimary
14 Secondary	A_InvSecondary
15 Left Fingers	A_InvRing
16 Right Fingers	A_InvRing
17 Chest	A_InvChest
18 Legs	A_InvLegs
19 Feet	A_InvFeet
20 Waist	A_InvWaist
21 Ammo	A_InvAmmo
22 General Inventory Slot 1	A_MiniInvNormal
23 General Inventory Slot 2	"
24 General Inventory Slot 3	"
25 General Inventory Slot 4	"
26 General Inventory Slot 5	"
27 General Inventory Slot 6	"
28 General Inventory Slot 7	"
29 General Inventory Slot 8	"

# New Slots Order

# General Inventory Slot Order

PAGE 1 PAGE 2

1 6 11 16

1 5

2 7 12 17

2 6

3 8 13 18

3 7

4 9 14 19

4 8

5 10 15 20

## Labels

1 = Character Name

2 = Level

3 = Class

4 = Diet

5 = Strength

6 = Stamina

7 = Dexterity

8 = Agility

9 = Wisdom

10 = Intelligence

11 = Charisma

12 = Poison Resist

13 = Disease Resist

14 = Fire Resist

15 = Cold Resist

16 = Magic Resist

17 = Current Hit Points

18 = Maximum Hit Points

19 = My Hit Point Percent

20 = My Mana Percent

21 = My Fatigue Percent

22 = AC

23 = Attack

24 = My Current Weight

25 = My Max Weight

26 = My Experience Percent

27 = My AA Experience Percent

28-59 - Unknown

60 = Name of Spell in Spell Slot 1

61 = Name of Spell in Spell Slot 2

62 = Name of Spell in Spell Slot 3

63 = Name of Spell in Spell Slot 4

64 = Name of Spell in Spell Slot 5

65 = Name of Spell in Spell Slot 6

66 = Name of Spell in Spell Slot 7

67 = Name of Spell in Spell Slot 8

68 = Unknown

69 = Pet Health Percent