



### Version and Copyright

**Name:** ReFrag:2  
**Version:** 2.0.0  
**Copyright:** infrequent  
**Date:** 01-september-2007

### Info

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### Quick Installation

Extract ReFrag:2 so that you have a ReFrag2 folder in your SOF2 folder.

Copy the shortcut `\ReFrag2\ReFrag2Winstart.Ink` to where you want it and make sure it points to where you have SOF2 installed.

There is a testdemo you can use. It's in `\ReFrag2\demos\` and is ready for use when you start ReFrag.

Refer to *ReFrag2Documentation.pdf* for further information. *ReFrag2Documentation.pdf* contains detailed information about installing and using ReFrag as well as a lot of technical information. Read it !

### Basic Usage

First thing to know is ESCAPE, BACKSPACE and MOUSE3 turns the special ReFragMenu interface on/off. When OFF you see healthbar, crosshair etc. When ON you have an interface for controlling features and settings in detail.

Study the various subpages and read the tooltips that pop up when you point to things in the ReFragMenu.

#### **SYSTEM**

CTRL-SHIFT-L = Lock or unlock Cvar mouse and keyboard in regard to camera-moves.  
CTRL-SHIFT-Q = Exit demo and return to demo-list  
CTRL-SHIFT-ALT-Q = Exit ReFrag:2 completely

## **VIEW**

1 = firstperson view

2 = thirdperson view

3 = jump to the freeview previously used

4 = Leave the current view and enter freeview exactly where you are. You can now fly with mouse and WASD (or arrowkeys), C, SPACE, Q, E and Z

SHIFT-4 = Leave the current view and enter freeview above the map. Press SHIFT-4 repeatedly to view from other angles.

5 = like 4 but the camera always looks at the player.

6 = If you have just thrown a nade, m204 or knife or fired a RPG7 then this attaches the camera to the nade. You can move around just like in thirdperson. Pressing 6 again takes you back to the player.

0 = Change thirdperson view-elasticity. Values 1-5. Higher values make camera act more elastic.

## **SPEED**

F1 = freeze the demo (almost).

F2 = lower speed

F3 = increase speed

F4 = 100% speed (normal)

MOUSE1 = Toggle between 0% and 50% speed

MOUSE2 = Toggle between 50% and 100% speed

SCROLLWHEEL = Speed up/down

## **OTHER**

F5 = Take a screenshot.

ALT-F5 = Take a series of screenshots.

Screenshots are What-You-See-Is-What-You-Get except if you have set the `rf_screenshotVisualItems` cvar

CTRL-F5 = Start/Stop framedumping (moviemaking feature).

Don't try it unless you want 30-pictures-per-second to fill up your harddrive ;-)

F6 = Turn sound-volume between 3 settings (OFF/LOW/FULL)

F7 = Toggle Worlddraw

CTRL-F7 = Toggle Playerdraw

F8 = Change to next player-skin.

SHIFT-F8 = Change to previous player-skin

CTRL-F8 = Reset player-skin back to normal

F9 = Turn thirdperson clipping on/off. When OFF the camera can be moved more freely but might go through walls.

F10 = Turn crosshair on/off

F11 = Turn ReFrag special frag-messages on/off.

Shift-F11 = Turn the obituary-messages on/off.

F12 = Changes between 2 user settings for what you see on screen. Turns healthbar, armor-bar, messages etc. ON/OFF.

## **REWIND**

SHIFT-TAB: Rewind the demo 5 sec (default). The name of the demo must NOT have space in it !

## **FUN**

Try holding down any of the keys RTYUIOP to see what they do.

Try executing scripts 7 and 8 (in that order).

When in thirdperson you can move around the player using keys on the numpad.

For every direction there is one way, other way and reset.

When in thirdperson you always reset the view pressing DEL on the numpad.

Pressing and holding SHIFT while moving around in thirdperson or freecam slows the speed down. ALT speeds it up.

The easiest way to control the speed of the demo is using the scrollwheel on the mouse and the mouse-keys.

If you combine mouse-movement with SHIFT, ALT and CTRL you change offset, range or FOV instead.

If you mess up the views or all of ReFrag:2 just use the 'Reset ReFrag' option in the ReFragMenu and you'll be all right again.

Now...this should provide you with 80% of what you need to know to be a ReFrag:2-amature.  
For making movies and all the more advanced features you need to consult ReFrag.pdf.

Enjoy.

**-infrequent**