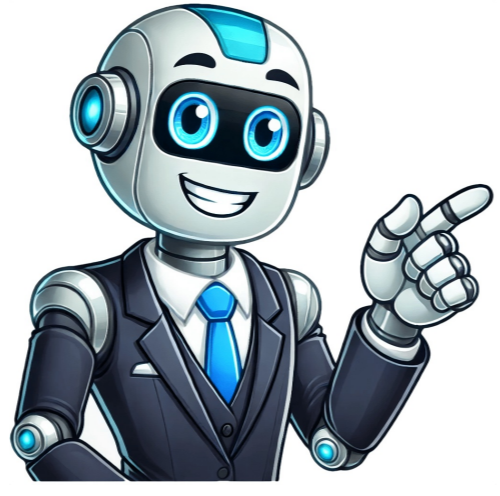


I'm not a bot



Jedi academy mods

Jedi Academy: Enhanced is a mod that upgrades the classic Jedi Academy Single Player experience with new features and improvements. It includes customizable RGB sabers, saber holsters, enhanced force powers, additional character options via "head swapping," and more. The mod also allows players to use AJL's SFX Sabers optionally. This mod caters to both old and new players who want to relive the single-player story with some enhancements without altering the core game vision. The project was initially intended to be a larger collection of mods, but progress is slow due to limited resources. However, new features are released when significant enough changes or additions are made. Interested contributors can join the forum for help. For more improvement mods, such as HD textures and models, players should check JKHub's recommended list. Jedi Academy: Enhanced is based on OpenJK, which releases its code under the GPL and is available at [GitHub](#). It also uses a modified version of AJL's SFX Saber code for TrueView and features commands like all OpenJK fixes and RGB sabers. Features include: - RGB Sabers: Can be set in menus or by setting hex codes in the console. - SFX Sabers: Enabled by default, allowing for more vibrant and high-quality saber blades. - Ignition Flare: Customizable through the .sab file. - Disable idle animations: Use g UseIdleAnim 0 to disable them. - Saber Holsters: Now holstered on the belt when not in use. - Headswapping: New heads available for human male and female species, with customizable placements. - RGB Character Colors: Adds a color slider option to all player species. - Better Entity Spawning: The /spawn command now supports entity keys. - .eent files: Maps load entities from mapentities/mapname.eent in addition to the .bsp file. - MP Movement: Allows for bunny hopping and reduced "slide" effect when moving. Here's what's new in this version: * Player models can now have multiple tints, and you can change the color using a cheat code. * Ghoul2 view models are allowed for first-person weapon models. * The E-Web can be detached from its mount, but it'll slow down your movement. * New weapons have been added, including the tusken rifle, noghri stick, DC-15A clone rifle, and more. You can get them using cheat codes like "give weapon tusken_rifle." * Saber throw is now a force power, and you can customize it in the menu. * First-person lightsaber with TrueView shows your model in first person view. You can turn it on or off with cheat codes. * The radar system from Siege works in SP mode now, and you can set custom icons for NPCs and entities. * AI workshop gives more control over NPC AI, created by eezstreet. * Switching between DL-44 and Bryar pistols is easier now, just use the pistol bind (+weapon 2). * Saber ignition speed can be changed with cheat code cg_ignitionSpeed. * You can rotate your player model in the customization screen by click-dragging. * MP-style saber hilt list shows lightsabers in the menu without needing to add menu listings. * The game now defaults to the monitor's native resolution at launch, and you can change it back if needed. * Widescreen HUD fix supports widescreen resolutions without stretching HUD elements. * Black bars are removed in cutscenes for widescreen resolutions. * You can change your character skin and lightsaber from the pause menu now. * Ingame cheat menu gives access to common cheat codes like god mode, noTarget, and increased dismemberment. * Screenshots save to the JAEEnhanced folder (Windows: C:/Users/user/Documents/My Games/JAEEnhanced). * Optional features include new force powers like Force Insanily, Destruction, Repulse, and Stasis. Lightsaber customization options have been expanded, with new hilts inspired by characters from across the Star Wars universe. Additionally, improved effects and models are included to enhance the overall experience. These improvements include HapSlash's stormtrooper model, Toshi's Luke Skywalker model, and AshuraDX's high-quality DL-44 model. The mod also features unfinished features that can be tested using console commands. One such feature is the ability to create unstable or black saber blades. Another feature is the Katarn saber style, which allows for a gun/saber stance. However, this feature does not yet have animations. The mod also includes the Z-6 rotary cannon, which has been added as a new weapon slot. Installation instructions are provided for Windows, Linux, and macOS users. Users who have installed an earlier version of the mod should uninstall it before installing the latest version. To launch the mod, users must use the ja_enhanced.x86.exe file on Windows or ja_enhanced.i386/ja_enhanced.x86_64 files on Linux. Mac users must create a new folder called JAEEnhanced in their Application Support directory and move their base folder into it. Some features may require the installation of additional software, such as Visual C++ 2015 redistributable for Windows or SDL2 for Linux. IT SHOULD SAY "MOVE TO TRASH", that's normal. Here's how to fix it: Open Terminal and paste this code, but don't press Enter yet: `sudo xattr -r -d com.apple.quarantine`. Drag your Jedi Academy: Enhanced.app file into the terminal window and then press Enter, entering your password when prompted. Double-clicking the app should now launch the game. If not, check your directories and try installing SDL2 using the command `brew install sdl2` for more troubleshooting and help with installing, check out this guide: Known issues: * holsterPlace doesn't work for .sab files, which prevents choosing left hip, right hip, back, or none options. * Some sabers in the saber pack don't align properly when holstered. * The ingame saber menu won't let you switch from dual sabers to single saber. Workaround: use /saber kyle (or any single saber) and then choose one using the menu. * g_forceRegenTime can't be set lower than its default value. * Player RGB tints can't be removed in the menu, nor used in the in-game player menu. * The option to bind photo mode to a button in the controls menu currently does nothing. Workaround: use the console and type `/bind key uimenu camsp`. * Ultimate Weapons effects can be invisible if using all weapons back-to-back. Potential future features: * More bundled improvement mods * Health regeneration * Default saber holstering set to left hip for canonically correct behavior For modders: * Add new weapons like sabers, fitting them to existing classes (e.g., add a new model that functions like a blaster pistol with unique sound and effect color) * Use .wep or similar files instead of .sab files * Translate SFX sabers into blaster effects with RGB and everything License: The code and menu files are GPL. The relevant GPL license is included in the "readmes" folder. Credits: * redsaurus for all coding and implementation * AJL for SFX Sabers stuff (including SFX Sabers.pk3) * Circa for various icons, in-game menus, testing, release * Raz0r for MP-style movement code * AshuraDX for saber hilt, DL-44, DC-15s models * Plasma for Galaxy's Edge hilt parts for the saber builder and all Star Wars saber hilts * DT85 for improved jedi hm * HapSlash for improved Stormtrooper model * JKG team for unstable saber blade graphics and shaders * eezstreet for Ghoul 2 weapon view model code * razorace (and Open Jedi Project) for use of TrueView code under GPL * OpenJK maintainers and contributors * Pahricida for Clone Rifle (and omeewan for textures) * SoM3 for clone blaster * KhorneSyrup for droid blaster * Kahn Dahlaine for UltimateWeapons effects mod * Dark Forces mod team, Salvador Barale, Luke Ashdown, for E-11 blaster, thermal detonator, bryar pistol models * Toshi/DT85 for ROTJ Luke model v2 and files for his amazing camSP tool mode Daggio for general helpfulness and merging latest openjk, getting Mac builds working Cerez for neutral console background. Support is limited. Post questions in JKHub subforum. This file is not developed or endorsed by Activision Publishing, Inc., Raven Software, Lucasfilm Ltd., Disney, Inc., or their affiliates. Star Wars, Jedi, and Jedi Knight are trademarks of Lucasfilm Ltd. and Disney, Inc. This file is for educational, non-commercial use under fair use principles. No copyright infringement is intended. Claims of ownership can be submitted here. Star Wars: Jedi Academy Mod Review The Star Wars: Jedi Academy game offers an enjoyable experience with various mods available to enhance gameplay, visuals and overall enjoyment. Mods are created by fans for the community and offer a wide variety of changes and new features. Some notable mods include JA: Enhanced which allows players to customize their lightsaber, adding a level of realism and immersion to combat. The Jedi Academy Texture Overhaul also enhances the game's visuals with improved textures and higher-definition assets. Character mods such as Ahsoka Tano also offer fans more options for gameplay experience. Other mods like the extensive conversion by Mycelej puts back the "shooter" element into Jedi Academy and gives a new campaign where you play as Republic Trooper against the Sith Empire. These mods showcase the creativity of the community, allowing them to write fanfiction in code and bring their own ideas to life with their own custom assets. The world of Star Wars: Jedi Academy comes alive with new character models, allowing players to experience a fresh start. The Ladder, initially developed by JediNight, offers a wave-based survival level that puts your Lightsaber skills to the test against tough enemies. New Beginning by MagSul continues the Light Side ending, providing hours of gameplay and unique features like easter eggs and cinematics. Escape: Yavin IV takes players on a dark path with Jaden Korr's journey after being discarded by a Sith Lord. The original mod boasts 13 missions, custom Lightsabers, and upgraded visual effects, while the recent update adds 35 new levels. Circa's Star Wars prequel trilogy mod replaces base enemies with iconic characters from the films, immersing players in the world of the prequels. The Dark Pastime campaign follows Jaden Korr's mentor Kyle Katam as he investigates a mysterious destruction of a New Republic base on Goura. Larry McBruce's series presents a new perspective through playing as Nina, a bounty hunter and Tavion's youngest sister. Other notable works include "Nina 1.5" mod and the upcoming Nina: Genesis. Star Wars Jedi Academy Mod List The Star Wars universe boasts an array of iconic characters. The Jedi Order is represented by notable figures such as Obi-Wan Kenobi, who appears in multiple films including the prequels (Episode I-III) and original trilogy (Episode IV). Anakin Skywalker from the prequels (Episodes II-III), Qui-Gon Jinn, Yoda, Mace Windu, and Luke Skywalker, who stars in Episodes IV-VI, Pilot, and VII. Additionally, there's Rey, who is often associated with her dark side persona, as well as Ahsoka Tano from The Clone Wars Season 4-6 and The Mandalorian series. Other prominent Jedi include Kanan Jarrus, Bastila Shan, Ki-Adi Mundi, Plo Koon, Quinlan Vos, Aayla Secura (featured in The Clone Wars), Depa Billaba, Shaak Ti, Tiplee and Tiplar Coleman Trebor, Luminara Unduli, Barriss Ofee, and Kit Fisto. Even Piell, Eeth Koth, Seesei Tiin, and various Sith characters complete the list of notable Star Wars figures.