

Universal UI Version 1.1

Upload Date: Sep 12, 2014

You can find updates to the Universal UI at:

<http://www.halomods.com/ips/index.php?/topic/652-universal-ui-official-thread/>

Important! Some versions of HAC and Open Sauce may have compatibility issues when running simultaneously. For best results, please only use one add-on at a time.

To disable HAC: Under the Halo Custom Edition directory, open the "controls" folder and move "loader.dll" to another location.

To disable Open Sauce: Under the Halo Custom Edition directory, move "dinput8.dll" to another location or rename it.

This is where you can find quick links to download levels shown in the Universal UI.

To find out the map name for a level, highlight the name and check the right pane.

Note: Maps marked "Coming Soon" were not released as of this version's upload date.

Classic Campaign

All Levels: <http://hce.halomaps.org/index.cfm?search=renamon>

a10: <http://hce.halomaps.org/index.cfm?fid=1681>

a30: <http://hce.halomaps.org/index.cfm?fid=1678>

a50: <http://hce.halomaps.org/index.cfm?fid=1682>

b30: <http://hce.halomaps.org/index.cfm?fid=1701>

b40: <http://hce.halomaps.org/index.cfm?fid=1702>

c10: <http://hce.halomaps.org/index.cfm?fid=1718>

c20: <http://hce.halomaps.org/index.cfm?fid=1719>

c40: <http://hce.halomaps.org/index.cfm?fid=1711>

d20: <http://hce.halomaps.org/index.cfm?fid=1719>

d40: <http://hce.halomaps.org/index.cfm?fid=1720>

CMT Projects

All Levels: <http://hce.halomaps.org/index.cfm?pg=1&sid=35>

spv3a10: **Coming Soon**

spv3a30: **Coming Soon**

spv3a50: **Coming Soon** (beta version, a50: <http://hce.halomaps.org/index.cfm?fid=6273>)

spv3b30: **Coming Soon**

spv3b30_evolved: **Coming Soon**

spv3b40: **Coming Soon**

spv3c10: **Coming Soon**

spv3c20: **Coming Soon**

spv3c20_evolved: **Coming Soon**

spv3c40: Coming Soon
spv3d20: Coming Soon
spv3d25: Coming Soon
spv3d30: Coming Soon
spv3d30_evolved: Coming Soon
spv3d40: Coming Soon

b30_evolved: Coming Soon

Halo: Covert Ops

All Levels: <http://hce.halomaps.org/index.cfm?search=covert+ops>

e10: <http://hce.halomaps.org/index.cfm?fid=5345>

e20: <http://hce.halomaps.org/index.cfm?fid=5344>

e30: <http://hce.halomaps.org/index.cfm?fid=5343>

e40: <http://hce.halomaps.org/index.cfm?fid=5342>

e50: <http://hce.halomaps.org/index.cfm?fid=5341>

e60: <http://hce.halomaps.org/index.cfm?fid=5340>

Project Lumoria

All Levels: <http://hce.halomaps.org/index.cfm?pg=1&sid=41>

lumoria_a: <http://hce.halomaps.org/index.cfm?fid=6503>

lumoria_b: <http://hce.halomaps.org/index.cfm?fid=6504>

lumoria_c: <http://hce.halomaps.org/index.cfm?fid=6505>

lumoria_d: <http://hce.halomaps.org/index.cfm?fid=6506>

Takedown

All Levels: <http://hce.halomaps.org/index.cfm?search=takedown>

takedown_theintroduction: http://haloce3.com/matthewdratt/maps_tdi.html

takedown_projectlawson: http://haloce3.com/matthewdratt/maps_tdpi.html

takedown_extermination: http://haloce3.com/matthewdratt/maps_tex.html

{NP} Team Levels

evasion: <http://hce.halomaps.org/index.cfm?fid=5509>

the_fall_of_the_resistance: <http://hce.halomaps.org/index.cfm?fid=5577>

the_great_infestation: <http://hce.halomaps.org/index.cfm?fid=6344>

the_last_capital_ship: <http://hce.halomaps.org/index.cfm?fid=6158>

strategy: <http://hce.halomaps.org/index.cfm?fid=6844>

sudden_conflict: <http://hce.halomaps.org/index.cfm?fid=6287>

RPSP Campaign

All Levels: <http://hce.halomaps.org/index.cfm?search=rpsp>

rpsp_s10: <http://hce.halomaps.org/index.cfm?fid=5904>

rpsp_s30: <http://hce.halomaps.org/index.cfm?fid=5905>
rpsp_s50: <http://hce.halomaps.org/index.cfm?fid=5902>

More Creations

biohalo: <http://hce.halomaps.org/index.cfm?fid=1575>
campagne2: <http://hce.halomaps.org/index.cfm?fid=5151>
cleanup: <http://hce.halomaps.org/index.cfm?fid=2318>
coluseumii: <http://hce.halomaps.org/index.cfm?fid=3333>
contact: <http://hce.halomaps.org/index.cfm?fid=3579>
demise: <http://hce.halomaps.org/index.cfm?fid=4575>
dtsp: <http://hce.halomaps.org/index.cfm?fid=5177>
dmt-air: <http://hce.halomaps.org/index.cfm?fid=3820>
epsilon_sp_final: <http://hce.halomaps.org/index.cfm?fid=5565>
stkft_v1: <http://hce.halomaps.org/index.cfm?fid=6486>
haloslenderswamp: <http://hce.halomaps.org/index.cfm?fid=6720>
infestation: <http://hce.halomaps.org/index.cfm?fid=2722>
island paradox: <http://hce.halomaps.org/index.cfm?fid=4442>
lac_chapter1: <http://hce.halomaps.org/index.cfm?fid=6027>
mountain_king: <http://hce.halomaps.org/index.cfm?fid=3342>
retribution1.1: <http://hce.halomaps.org/index.cfm?fid=2130>
the_rush: <http://hce.halomaps.org/index.cfm?fid=2003>
010_jungle: **Coming Soon**
snowtorn_infestation: <http://hce.halomaps.org/index.cfm?fid=5439>
tactical-assault: <http://hce.halomaps.org/index.cfm?fid=5542>
dmt-od_sp4_upskirts: <http://hce.halomaps.org/index.cfm?fid=3722>

Descent

firefight-descent: <http://hce.halomaps.org/index.cfm?fid=6463>
descent-quarantine: **Coming Soon**

Portent

firefight-portent: <http://hce.halomaps.org/index.cfm?fid=5336>
firefight-portent-ii: **Coming Soon**

Firefight

firefight-airlock: <http://hce.halomaps.org/index.cfm?fid=5170>
firefight-amnesia-demo: <http://hce.halomaps.org/index.cfm?fid=6747>
b40_firefight: <http://hce.halomaps.org/index.cfm?fid=5169>
chronopolis-firefight: <http://hce.halomaps.org/index.cfm?fid=6861>
firefight-containment-improved: <http://hce.halomaps.org/index.cfm?fid=6869>
firefight-cryobay-final: <http://hce.halomaps.org/index.cfm?fid=5477>
earth-firefight: <http://hce.halomaps.org/index.cfm?fid=6921>
fierce: <http://hce.halomaps.org/index.cfm?fid=6743>

firefight-fissurefall: <http://hce.halomaps.org/index.cfm?fid=5704>
floodtrainer_apocalypsp_sp: <http://hce.halomaps.org/index.cfm?fid=5165>
firefight-infinity: <http://hce.halomaps.org/index.cfm?fid=6870>
mud_skirmish: <http://hce.halomaps.org/index.cfm?fid=4903>
nebulaphobia: <http://hce.halomaps.org/index.cfm?fid=6706>
nuts: <http://hce.halomaps.org/index.cfm?fid=4497>
odst-ascension_firefight: <http://hce.halomaps.org/index.cfm?fid=5026>
firefight-relic: <http://hce.halomaps.org/index.cfm?fid=6925>
repression-firefight: <http://hce.halomaps.org/index.cfm?fid=6931>
rio_firefight: <http://hce.halomaps.org/index.cfm?fid=4693>
sector09: **Coming Soon**
solitude-firefight: <http://hce.halomaps.org/index.cfm?fid=5564>
survival: <http://hce.halomaps.org/index.cfm?fid=4167>
timberlandfirefight: <http://hce.halomaps.org/index.cfm?fid=5107>

Any questions/concerns? Please post in the Universal UI news thread:
<http://www.halomods.com/ips/index.php?/topic/652-universal-ui-official-thread/>

You can download multiplayer maps on the fly using HAC or Open Sauce.

HAC Web Page: <http://blog.haloanticheat.com/>

Open Sauce Web Page: <https://code.google.com/p/open-sauce/>

Visit HaloMaps.org for more information, and check out our forums!

Thank you!