CLIENT STARTER GUIDE

Gregory

(A world where people pretend to be lawyers, act like they're in a courtroom and screech loudly? How strange.)

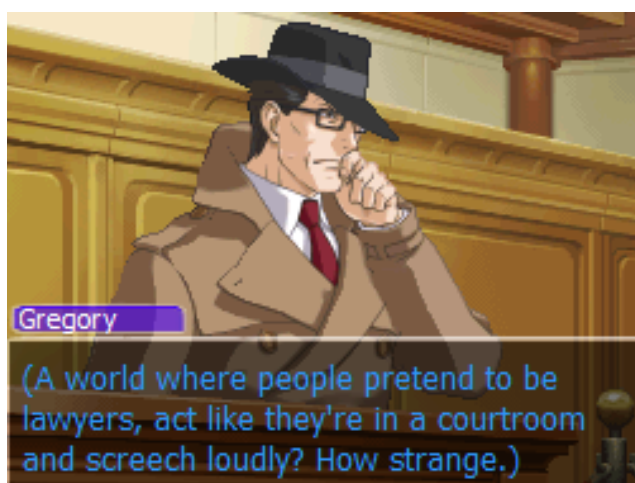## WELCOME TO ATTORNEY ONLINE VIDYA!

Is it your first time playing Attorney Online?
Been away for a while and want a refresher?
You've come to the right place!

This guide covers most aspects of *Attorney Online* in general, with a focus on Attorney Online Vidya's server specific features.
A more standard *Attorney Online* documentation can be found here.

1. GETTING STARTED

So the first thing you need to do is download Attorney Online Vidya!
You can get it from our website AOVidya.pw
Make sure to read the Rules while you're there, too!

We recommend getting the **AOV Launcher**, as it will automatically download and install all current AOV Content and can be used for future updates too.
You can read how to install and use the Launcher here.
A manual download is also available on the Downloads page.

Alternatively, you can play in your browser without having to download anything by clicking '**Play Now**'.
The layout of WebAO is a bit different and is missing some client features, but it generally plays the same. Note that, as it's still in Beta, there may be some unexpected issues and incompatibilities with the server.

Once installed, open **Attorney_Online** or hit 'Play' on the Launcher.
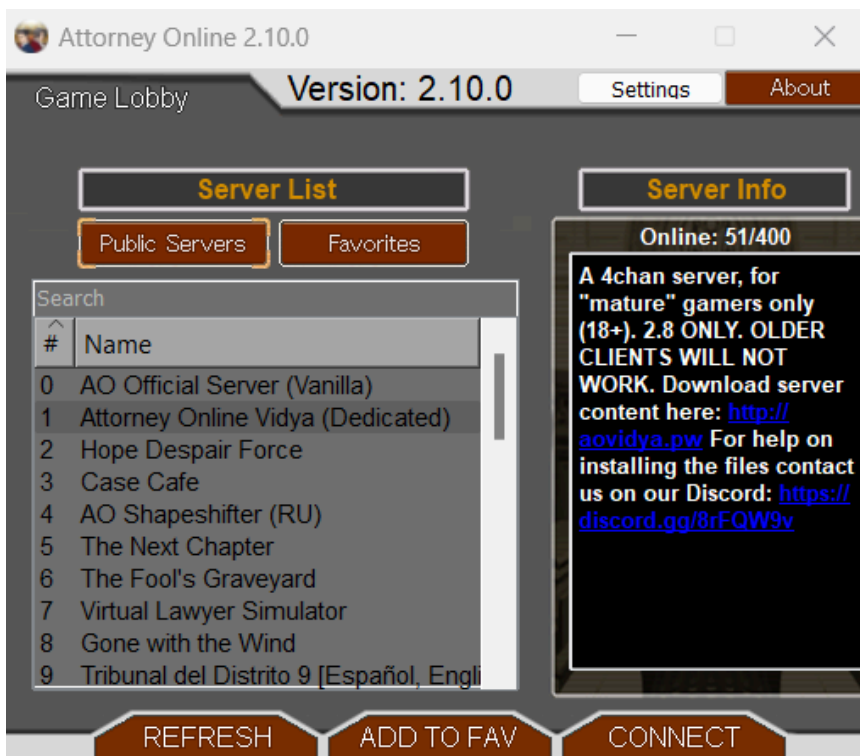
Now you're in the lobby. You can see all the available servers, each with their own unique content and set of players. You can add servers to your list of favorites via '**ADD TO FAV**', useful for quicker connecting.

You can see our server - **Attorney Online Vidya (Dedicated)**.
Let's take a look, shall we? Click the server name then click '**CONNECT**'.

2. CHARACTER SELECT (CSS)

And boom, here we are! You've made it onto AOV. From here, you may choose any character from the selection to play as.
Use the arrows at the top to change the page, type a character name in the search bar or find them from the list.

If a character image is darkened, this means that someone else in the area is currently using that character.
In that case, you can try Ini-Swapping to use the characters you want.

AOV includes a wide variety of characters to play as, including the Ace Attorney cast and characters from several third-party series, such as Professor Layton, Ghost Trick, Danganronpa, 999, and Persona!
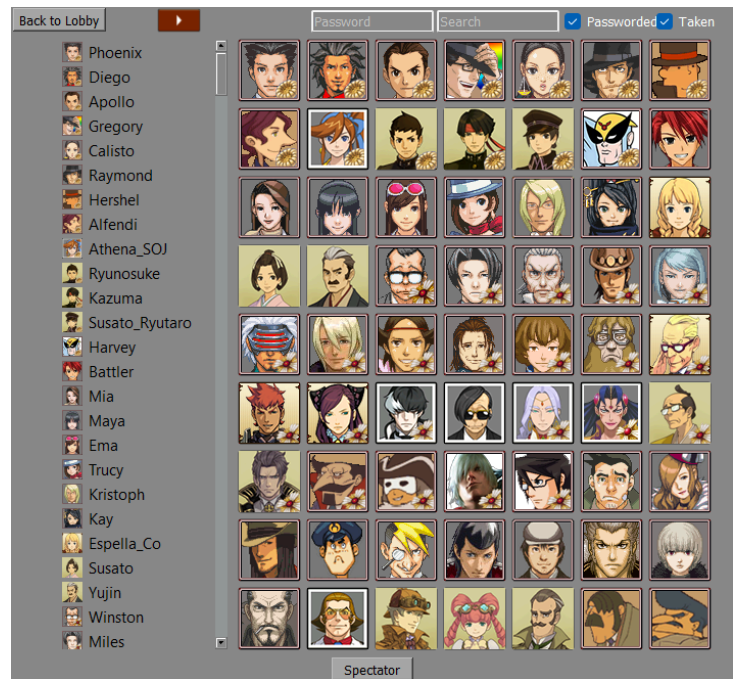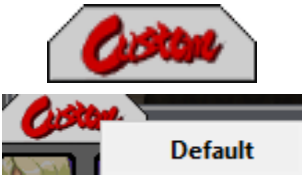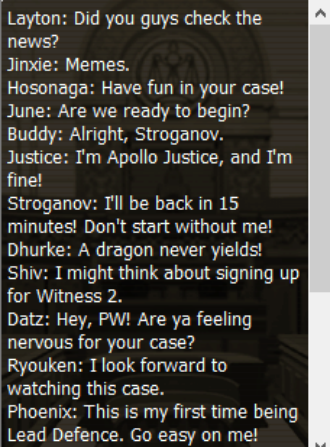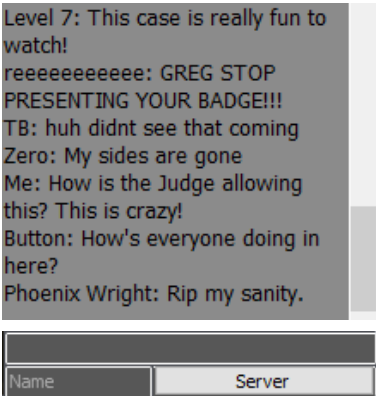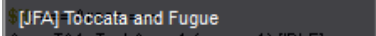
3. CLIENT OVERVIEW
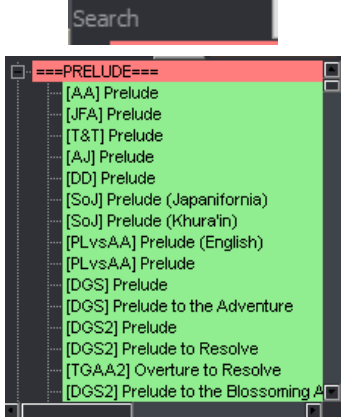
(Based on AO's **default** theme - other themes may vary)
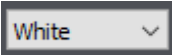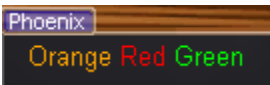
Woah, look at this interface! Pretty overwhelming, huh? Not to worry, we have a full breakdown of every feature here - or just explore for yourself!

You can also hover over any element in-client to get a tooltip!

Name	Picture	Description
GAME SCREEN (IC CHAT)		This is the screen in which the gameplay itself takes place. The small gray rectangle beneath it with the text 'Message in-character' is where you type what you want to say. Just type in then press Enter! This zone is often referred to as **'IC'** chat, which stands for **In Character**.
CHARACTER EMOTES AND INTERJECTIONS		These are the various emotions your character can display. Simply press one, then speak on the Game Screen. Click the arrows for more pages, if available. The buttons above the emotions are the three interjection shouts that characters in the series have. Press one of the three before speaking for it to appear. Some characters may also have a Custom shout. The dropdown box below will list the name of the emotion you are planning to use. You can also use this to select an emote instead.

CUSTOM BUTTON	Default	This button stands as a unique fourth interjection some characters may have, such as Miles' "Eureka!" and Apollo's "Gotcha!". You can **right click** the button to see any alternate custom objections available for the character and pick between them.
IC CHAT LOG	Layton: Did you guys check the news? Jinxie: Memes. Hosonaga: Have fun in your case! June: Are we ready to begin? Buddy: Alright, Stroganov. Justice: I'm Apollo Justice, and I'm fine! Stroganov: I'll be back in 15 minutes! Don't start without me! Dhurke: A dragon never yields! Shiv: I might think about signing up for Witness 2. Datz: Hey, PW! Are ya feeling nervous for your case? Ryouken: I look forward to watching this case. Phoenix: This is my first time being Lead Defence. Go easy on me!	This will be a log of all the things said IC (In-Character). You can scroll through it to search the history of what's been said, and even highlight the log to copy and paste from it. You can also change the direction and length of the log via the Settings.
OOC CHAT LOG	Level 7: This case is really fun to watch! reeeeeeeeeeee: GREG STOP PRESENTING YOUR BADGE!!! TB: huh didnt see that coming Zero: My sides are gone Me: How is the Judge allowing this? This is crazy! Button: How's everyone doing in here? Phoenix Wright: Rip my sanity. Name Server	This area is the **Out of Character**, or **OOC** chatbox. Here, you can assign yourself a username, then speak with people during a case. It's also used to input server commands. A general list of server commands can be found [here](#) or use the **/help** command. Note that you will need to enter a unique username into the Name box to be able to use the OOC chat and commands. The 'Server' button will switch you to a debug log to help report any issues.
CURRENT MUSIC	[JFA] Toccata and Fugue	The ticker at the top of the OOC chat log will show the name of the music currently playing. You can also use the OOC command **/currentmusic**
AREA / MUSIC TOGGLE	A/M	Clicking this button will toggle the section below it between the Music list and the Area list. The music list is shown by default.
MUSIC LIST (JUKEBOX)	Search ===PRELUDE=== [AA] Prelude [JFA] Prelude [T&T] Prelude [AJ] Prelude [DD] Prelude [SoJ] Prelude (Japanifornia) [SoJ] Prelude (Khura'in) [PLvsAA] Prelude (English) [PLvsAA] Prelude [DGS] Prelude [DGS] Prelude to the Adventure [DGS2] Prelude [DGS2] Prelude to Resolve [TGAA2] Overture to Resolve [DGS2] Prelude to the Blossoming A	The jukebox lists all the songs available on the server and custom music at the bottom. **Double-click on a song to play it.** Each of the songs fall into their own category - which can be collapsed or expanded by clicking the arrow next to them - and you can use the search bar above the jukebox to locate a certain song. You can also right click the jukebox for extra options, including stopping a song, expanding or collapsing all categories, playing a random song or changing whether a song will fade in/out.

AREA LIST	[0] Basement IDLE | CM: FREE 2 users | FREE [1] Courtroom 1 LOOKING-FOR-PLAYERS | CM: FREE 11 users | FREE [2] Courtroom 2 IDLE | CM: FREE 0 users | FREE [3] Courtroom 3 CASING | CM: FREE 25 users | FREE [4] Courtroom 4 IDLE | CM: FREE 1 users | FREE [5] Arcade RP | CM: FREE 9 users | FREE [6] Crossover Arcade IDLE | CM: FREE 1 users | FREE [7] Crossover Courtroom IDLE | CM: FREE 1 users | FREE [8] Lounge IDLE | CM: FREE 1 users | FREE	The area list shows every area of the server as well as its current status. Alternatively, you can type '**/area**' into OOC. **Double click on an area to move to it.** Each status has a different meaning; **IDLE**: This area is not being used. This is due to it being empty, or people just not planning to start a case. **LOOKING-FOR-PLAYERS:** This area is building a format, but they could use some more people to join in. Feel free to sign up on the document! **CASING:** This area is casing and needs no more people. You are welcome to spectate, but will not be able to join in. **RECESS:** A break in the middle of a case. You can talk in IC during a recess. **GAMING:** Used in Arcade areas when a game format is underway. Depending on the format, you may or may not be able to join mid-game. **RP:** Used by Arcade areas in which a tabletop-themed game is taking place.
INI-SWAPPER	Phoenix ▼	The **Ini-Swap** dropdown box allows you to play as multiple characters that you can easily switch between. See **INI-SWAPPING** for more information. Right click this to easily access the character's char.ini
SFX PICKER AND EFFECT DROPDOWNS	Default ▼ ❌ sfx-badum ▼ 💜 hearts ▼	The **SFX Picker** lets you choose a specific SFX for when you use a pre-animation instead of using the default. You can add new SFX to the list by typing it in the box or click the ❌ to remove an SFX from your sound list. The **Effect** dropdown lets you choose a special effect for your next message, such as love hearts or a thinking bubble. You can right click these to easily access the soundlist.ini file and current theme's effects folder.
REALIZATION BUTTON		Pressing this button before speaking will create a 'dinging' noise and make the IC screen flash - usually used in moments of sudden realization. You can also screen flash by typing "**\f**" in IC.
SCREEN SHAKE BUTTON		Similar to the above, pressing this button before speaking will make the IC chat shake. You can also shake the screen by typing "**\s**" in IC.

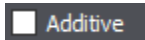|		
PAIRING BUTTON		This lets you pair up characters with another user or client. For more information, see **PAIRING**.
MUTE BUTTON		This button allows you to mute other characters for your own convenience. For more disruptive users, please use the Call Mod button.
PENALTY BARS		The two bars showing the remaining penalties of the Defence and Prosecution. Only someone in the **Judge position** will be able to change them.
TESTIMONY BUTTONS	Witness Testimony / Cross Examination	These will only be available to someone in the **Judge position**. Pressing them causes the text to cut-in, like in the Ace Attorney games.
VERDICT BUTTONS	Guilty / Not Guilty	Also only appearing for players in the **Judge position**, these buttons can be used to signify a verdict - useful for non-Judge characters.

TEXT COLORING	White
	
	Phoenix
	Orange Red Green
		This dropdown will change the color of your text.
		    White for regular talking. **Green** for Testimonies. **Red** for danger. **Orange** for actions, such as walking into a courtroom, or presenting evidence. **Blue** for thoughts. Only you can hear this! **Yellow** for robots, such as Clonco or Widget. **Pink** **Cyan** **Gray** You can also color individual words via markdown:
		`` `Green` ~Red~ |Orange| 👮Gray👮 ``
		`_Blue_ ºYellowº №Pink№ √Cyan√`
		Or highlight text then choose a color from the dropdown.

POSITION	wit	This drop down will let you pick which position to take in the current background. See **POSITIONS** for more information.
PREANIM, FLIP AND NO INTERRUPT CHECKBOXES	☐ Preanim ☐ Flip ☐ No Interrupt	The **Preanim checkbox** determines whether your character plays their "pre-animation" or not. For example: **PRE-ANIMATION**

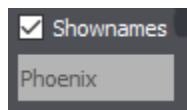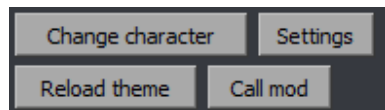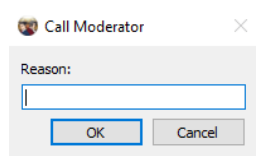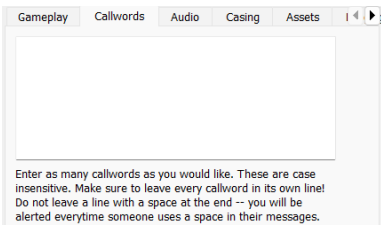|		**NO PRE-ANIMATION** The **Flip checkbox** simply flips your character and views them through a mirror. **No Interrupt** allows you to talk *during* a pre-animation instead of waiting for it to end for text to appear.
ADDITIVE	☐ Additive	Checking the **Additive** box will add your new message onto your previous one in the same IC box. Using '**\n**' will cause the added text to be put on a new line.
CUSTOM SHOWNAMES	☑ Shownames Phoenix	Custom shownames allow you to change the IC name of your character (E.G. Having "Phoenix" show up as "Nick" instead.) Just type in your custom showname into the textbox. **NOTE:** Custom shownames are disabled in Basement and Lounge and are not to be used for OOC purposes. The **Shownames** checkbox, when checked, will show any custom shownames being used by players. Unchecking this will show the character's base name instead.
MISCELLANEOUS BUTTONS	Change character Settings Reload theme Call mod	The **Change Character** button simply takes you back to the CSS, where you can change your character. Alternatively, you can use the **/switch [character folder]** OOC command. The **Settings** button allows you to change various client options; including changing themes, setting a default username, setting callwords and changing audio options. The **Reload Theme** button reloads your client theme. You'll need to click this if you've changed your theme in the settings option or made any .ini edits.
CALL MOD	Call Moderator ✕ Reason: [ ] OK Cancel	The **Call Mod** button will alert all moderators online to your area. When calling a mod, please enter a reason for the call so they help you quicker. Please only use this when required, as needlessly calling a moderator can result in disciplinary actions.

|		
CALLWORDS	Enter as many callwords as you would like. These are case insensitive. Make sure to leave every callword in its own line! Do not leave a line with a space at the end -- you will be alerted everytime someone uses a space in their messages.	Found in the settings option, callwords allow you to be notified whenever a user types the specified entry. Just type a specific word or phrase in the box (taking note of the instructions below it) then click save. The sound made for the notification can be changed in your current theme's **courtroom_sounds.ini** file under 'word_call ='.
VOLUME SLIDERS		The **Volume Sliders** simply control the music, sfx and blips (the speech of a character). Feel free to adjust them until you have a set-up you're comfortable with. You can also set default values in the settings option, under **Audio**.
EVIDENCE	Evidence	Clicking this will open up the **Evidence** panel so you can view, edit and present evidence in a case. See **EVIDENCE** for more information.

And that's pretty much it!
Don't worry about trying to learn all of it - the client is generally easy to use and most features are fairly evident. Remember that you can always **hover over something** to get a helpful tooltip as a reminder!
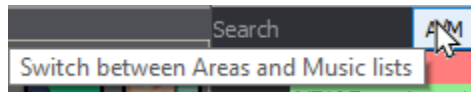
3A. PAIRING

The pairing functionality allows two characters to be on screen at once.

Pairing, as seen on the left, is easy to do and requires two players (or two clients).

First, you need to be in the same position as the person you're pairing with. For example, both Phoenix and Apollo must be in the same position (in this case, **/pos def**) for the pairing to work.

When in the same position, click the **Pairing Button**:

This opens up the character list as seen on the right. From here, click the character you wish to pair with (make sure it's the correct **folder name**!) and add an X or Y axis offset so that they don't appear on top of each other (try 15%/-15%).

Note that you can also use this to add an offset to yourself even when unpaired.

You can also set yourself to always be in-front or behind the other character by using the dropdown on the right.
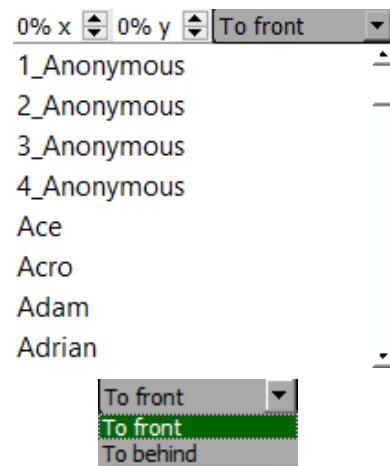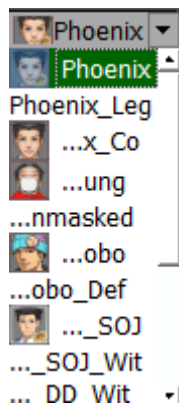
When both players have selected the correct characters, the next time you both speak you'll see your characters on the same screen!

3B. INI-SWAPPING

The client's "ini-swapping" feature allows you to play as **multiple characters** while only using one by simply swapping between their folders - No char.ini editing necessary!

Using the dropdown box containing your character's folder name;
Some character-specific swaps may already be available, so you can just click on one to change!
Alternatively, you can click in the box, delete the current name and then enter the name of the **character folder** you wish to use.

Upon pressing Enter, you will now be ini-swapped to the character folder you entered and it is added to the dropdown, all while still playing on your initial character.

Now you can use the dropdown to quickly swap between any characters you've entered! You can enter any folder name, including non-server folders for Crossover Area purposes.

If you want to clean it up, just press the ☒ whilst on a character to remove them from the list.

Note that the Ini-Swap dropdown is **persistent over all characters** - so if you switch to another primary character, your added ini-swap characters will still be there.
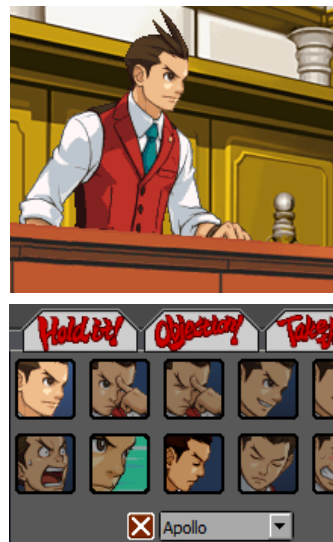
3C. EVIDENCE

The Evidence functionality allows you to keep track of evidence in a case and present it.

To open and close the panel, simply click the Evidence button.

Evidence

The first thing you'll see is your area's **Global Evidence** panel. Anyone in the area can add, view, edit or delete this evidence.
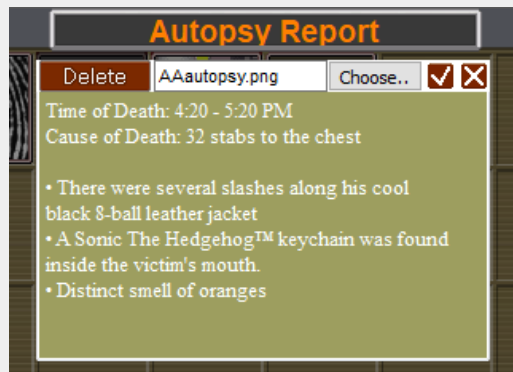To **add** an evidence slot, click the Plus button.
To **view**, **edit** or **delete** evidence, click one of the evidence slots.

The two buttons on the right will allow you to copy Global evidence to your Private panel, as well as toggle between the two panels.

Only you can see your **Private Evidence** panel. The buttons on the right will allow you to load and save evidence from/to an .ini file for quicker setup and copy evidence from your Private panel to the Global panel.

With the edit panel up, you can change the **name** or **description** of the evidence by clicking the respective area then typing.

Autopsy Report

Delete AAautopsy.png Choose.. ✔ ✖
Time of Death: 4:20 - 5:20 PM
Cause of Death: 32 stabs to the chest

• There were several slashes along his cool black 8-ball leather jacket
• A Sonic The Hedgehog™ keychain was found inside the victim's mouth.
• Distinct smell of oranges

To save changes to the evidence, click the ✔ button.
To delete the evidence, just click the **Delete** button.

To change the **image** of the evidence, click the **Choose..** button then find an appropriate image in the file searcher.
You can also type the filename directly into the image name box.

Finally, to present evidence to the court:
First click a piece to select it, then click the '**Present**' button at the bottom before speaking.

PRESENT

Phoenix has presented evidence:
Autopsy Report.

3D. OOC COMMANDS

By using various commands in the Out-of-Character (OOC) chat, you can access various options and features of the AOV server. Below is a list of some useful OOC commands.

Command	Usage
/help	Prints a more detailed list of potential help categories and their OOC commands.
/status []	Change an area's status. For example, /status casing will let everyone know that area is now casing.
/g <message>	Global chat. Talk to everyone on the server.
/need <description>	Sends an advert to the server for requesting players.
/doc [link]	Get or set the area's current case document.
/getarea or /getareas	See users in the current area or whole server.
/pm <ooc-name> <message>	Send a private message to another user.
/link or /update	See a list of useful AOV related links, or the most recent server update.

3E. MOUNT BASE FOLDER

From client version 2.10, you can now mount multiple 'Base' folders - the source of your client content. This will allow you to access multiple server's content from a single Attorney Online install.
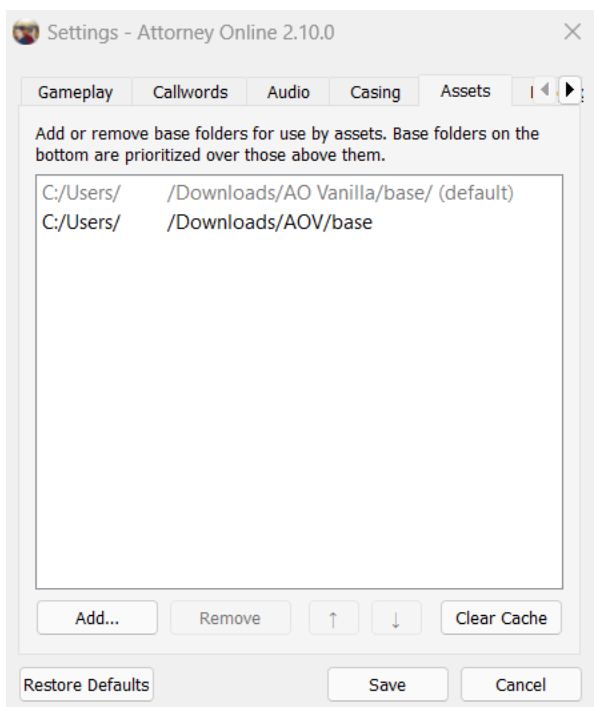
From the in-client Settings menu, click the 'Assets' tab.
Here, you will see your default Base folder from your AO install location.

Simply click 'Add' and you will be able to select another Base folder located elsewhere on your PC to add to the assets list. Once added, you can move its priority using the arrows at the bottom, then save.

For example, if you downloaded a Vanilla AO install, you could then add AOVidya's Base folder to the asset list and put it at the bottom. AOVidya's server content would then take priority, helping you to avoid any character issues on the AOV server.
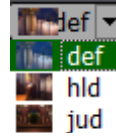
4. POSITIONS

There are six main positions in the courtroom. Type the correct position command into the OOC or use the position drop down box to move to the position you require.

DEFENSE /pos def	**JUDGE** /pos jud	**PROSECUTION** /pos pro
CO/SUPPORT DEFENSE /pos hld	**WITNESS** /pos wit	**CO/SUPPORT PROSECUTION** /pos hlp

Depending on the area's current background, the images will be different. You can check your Backgrounds folders to see the different possible locations and change backgrounds with the **/bg [folder name]** command.

Custom backgrounds can also have **custom positions** by adding new images to their folders. Custom positions can then be moved to by using the **/pos** command alongside the new image's **file name**.
Eg: /pos newposition
(If the position doesn't exist or you mistype, the Witness position will be used as default.)

Positions with specific names, such as **jurystand**, will add that position selection (Eg. **jur**) to the position dropdown while using that background.

5. AOV AREA GUIDE

```
[0] Basement
   IDLE | CM: FREE
   2 users | FREE
[1] Courtroom 1
   LOOKING-FOR-PLAYERS | CM: FREE
   11 users | FREE
[2] Courtroom 2
   IDLE | CM: FREE
   0 users | FREE
[3] Courtroom 3
   CASING | CM: FREE
   25 users | FREE
[4] Courtroom 4
   IDLE | CM: FREE
   1 users | FREE
[5] Arcade
   RP | CM: FREE
   9 users | FREE
[6] Crossover Arcade
   IDLE | CM: FREE
   1 users | FREE
[7] Crossover Courtroom
   IDLE | CM: FREE
   1 users | FREE
[8] Lounge
   IDLE | CM: FREE
   1 users | FREE
```

AOV has 9 different areas with varying purposes.
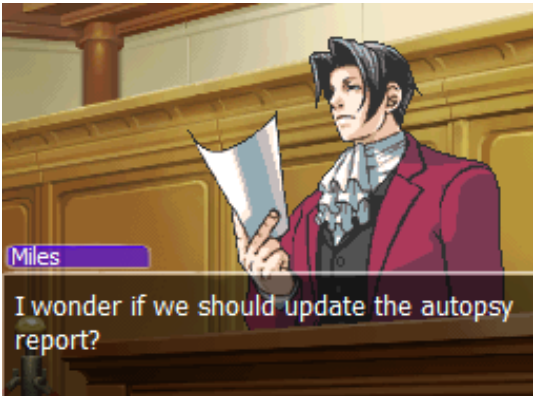Firstly, you're going to want to familiarize yourself with getting about.

There are two ways of traveling between areas.
The first is to type in '**/area X**' in OOC.
(Replacing X with the intended area [#] number, eg **/area 1**)

The second way is to use the area menu, as seen here.
Click the **A/M** button if the area list isn't showing, then double click an area to move to.

Below is a guide to how each area works.

BASEMENT (Area 0)	 Inferno Cop AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA	The Basement is the landing area where you start upon joining the server. This area serves as a testing grounds for making sprites or fixing things of the sort. This area is also the only one void of _**almost**_ every casing rule, such as spamming of text in the IC chat and music, so feel free to go nuts.
COURTROOMS (Areas 1-4)	 Miles I wonder if we should update the autopsy report?	These four areas are where the many various types of cases take place. These will be the ones you will most likely want to use.

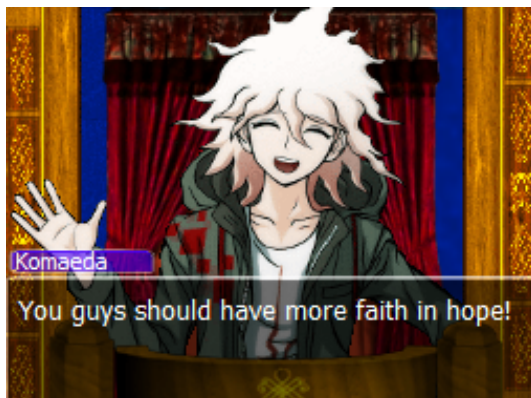|		
ARCADE (Areas 5)	Matt I say we lynch Larry! He's pretty useless and I saw him moving around last night.	The Arcades are different to the other areas, as they focus on game formats rather than cases. Instead, people can play games such as Mafia and Whose Court.
CROSSOVER ARCADE (Area 6)	Shadow The Thanos Car.	Similar to the Arcade as above, but allowing non-server characters to be used, primarily for various role-playing games.
CROSSOVER COURT (Area 7)	Komaeda You guys should have more faith in hope!	The Crossover Courtroom is similar to Areas 1-4, except it allows non-server characters to be used. Check the Crossover Courtroom Downloads document for various content.
LOUNGE (Area 8)	Susato Can we add Kirby to the server?	The Lounge is just a simple chat area for relaxed discussion. AOV Staff may also hang out here and run an occasional Questions and Answers session.

6. JOINING A CASE

Hopefully by now, you're familiar with the layout and basics of AO.
Now for the part you came here for; the casing. Take a look at the Area List.

```
$H: === Areas ===
Area 0: Basement (users: 2)
[IDLE] [*]
Area 1: Courtroom 1 (users: 0)
[IDLE]
Area 2: Courtroom 2 (users: 0)
[IDLE]
Area 3: Courtroom 3 (users: 1)
[IDLE]
Area 4: Courtroom 4 (users: 18)
[CASING-OPEN]
```

Any area that is **BUILDING-OPEN** or **LOOKING-FOR-PLAYERS** can be freely joined - but if it's **CASING-OPEN**, make sure to ask in OOC first before jumping in!

As you can see, Area 4 is casing, but they still have a few spots open. Head on over there, and take a look at the case that's currently running.

It seems Mia is struggling with this case. Let's go help her out. Type '**/doc**' in the OOC to get the Case Document this case is using.
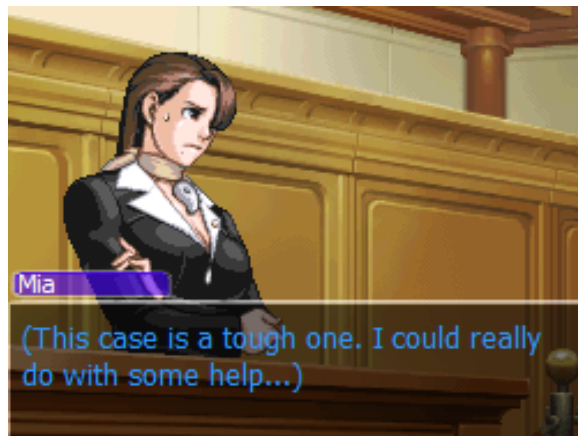
Lead Defense		Lead Prosecution	
	Mia "Rookie Defense" Fey	Miles "Demon Prosecutor" Edgeworth	
Co-defense		Co-prosecution	
		Simon "It's just banter" Blackquill	

Looks like we're in luck! The Co-defense role is open. Sign your current _CHARACTER'S_ name on the document, along with any witty nickname you may have.

If a name is in a position you want to have, DO NOT delete it from the document, as roles are distributed on a first-come, first-served basis. Deleting names from a doc is against the rules, and can result in disciplinary actions.

Now you are ready for action! It's time for justice; the floor is yours!

For new players, Co- bench roles are a great place to start! You can get a feel for casing in general as well as contribute thoughts, questions and answers without the pressure of being a Lead role.

Remember to follow your Lead and don't jump ahead of them!
Make sure to read over the case document - especially if you're joining mid case, so you can catch up - before diving in headfirst!

And that's about it for the basics. But it doesn't stop there; there's still ini-editing, theme designing, and all the various types of cases we hold here.

Want to know more?
Take a look through our website for various information, guides and FAQs.

Or head to our Mod Discord if you have any further questions.
Otherwise, you are now ready to begin! Download the material, and get to it!

Good luck, and above all, have fun out there!