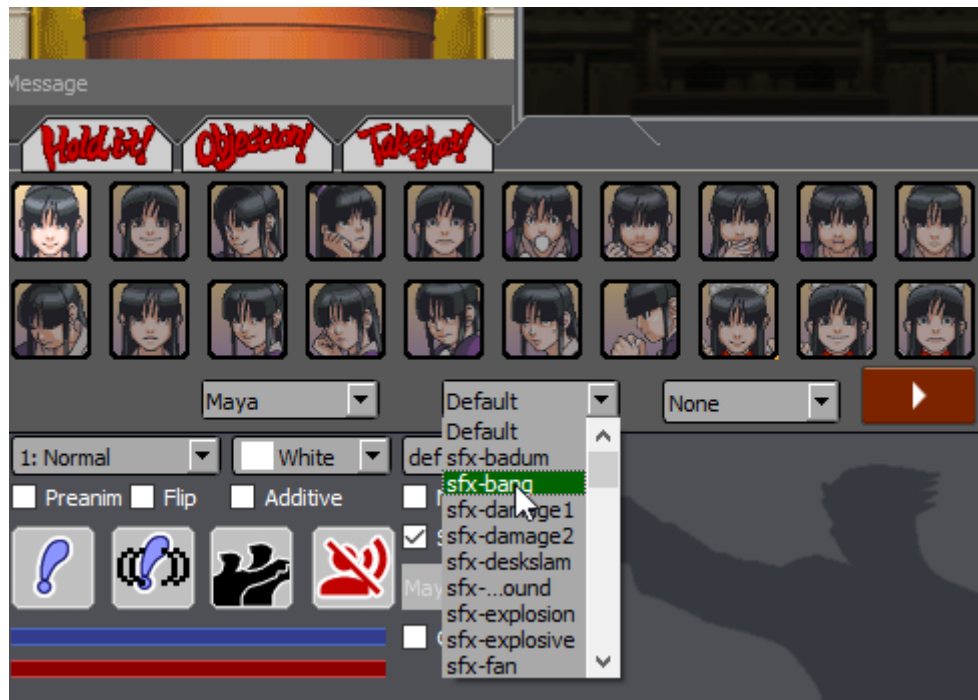


Because it has cool features, duh:

1. Default sfxs that are dictated by the theme currently in use, in their respective **character_soundlist.ini**, are now available to use whenever one wants to in their drop down menu. (If there is no **character_soundlist.ini** in the theme you are currently using, the theme will use the default one).

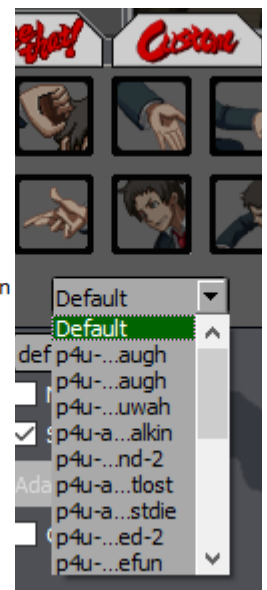
Note, these sfxs will only play when the Preanim Box is ticked.



2. Some characters (like Adachi), have some sfxs that aren't really bound to an emote, and are more or less just voicelines. One can add those so they appear on the list instead, or any sfx really, by making a **soundlist.ini** in their character folder, and putting them there, as a list.

Note, these sfxs will only play when the Preanim Box is ticked.

p4u-adachi-laugh
p4u-adachi-madlaugh
p4u-adachi-uwah
p4u-adachi-walkin
p4u-adachi-understand-2
p4u-adachi-getlost
p4u-adachi-justdie
p4u-adachi-punished-2
p4u-adachi-letshavemorefun
p4u-adachi-HowDoesItFeelBeingBeaten
p4u-nav-Sucks
p4u-nav-SuckItUp
p4u-nav-Painful
p4u-nav-Nice
p4u-nav-MadeMad
p4u-nav-HomeYet
p4u-nav-Helping
p4u-nav-Fool
p4u-nav-DontTakeThat
p4u-nav-DidYouFail



3. Iniswapping is now even easier. As easy as clicking another dropdown box. All you have to do is type the



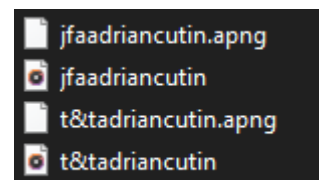
Godot Leg
Godot Prison
Diego
Diego Leg

name of the folder you want to swap to in the dropdown, or put it in a iniswaps.ini in their character folder! In this example, we'll be using iniswapping from Godot to Godot Prison.

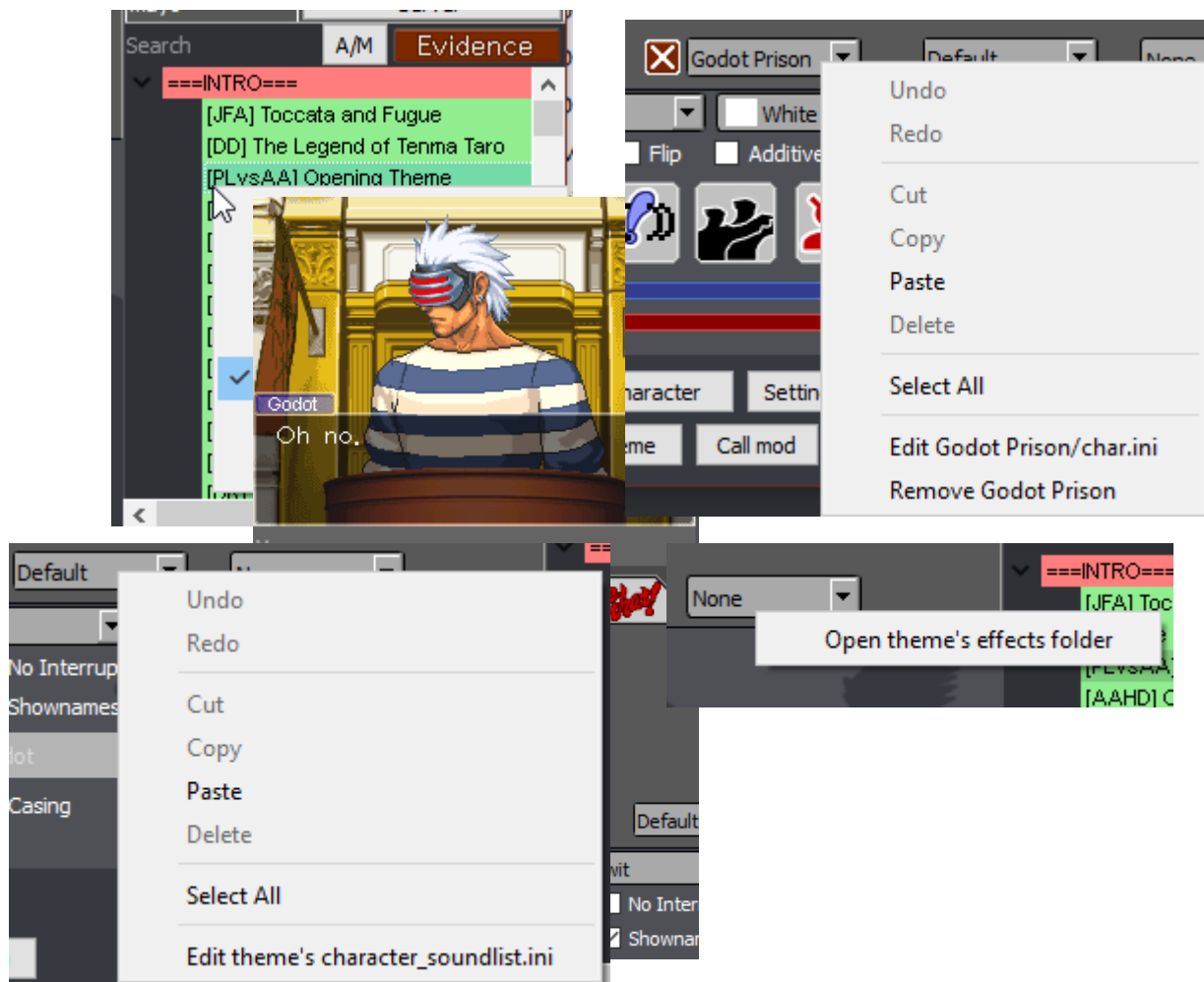
4. Until now, there was a limitation on how many custom objections each character had (one). But now, one can do as many as one wants to. To do so, one has to make a folder named **custom_objections**. Inside, one inserts the custom objections, but every custom objection needs an 'image' and 'sound' to play. **These have to be named the same way.**

As an example, we'll see Adrian's **custom_objections** folder:

Now, moving to the client itself, one has to **right click the custom button**, opening the dropdown menu. With that, just select the custom objection you want to use, and do so.



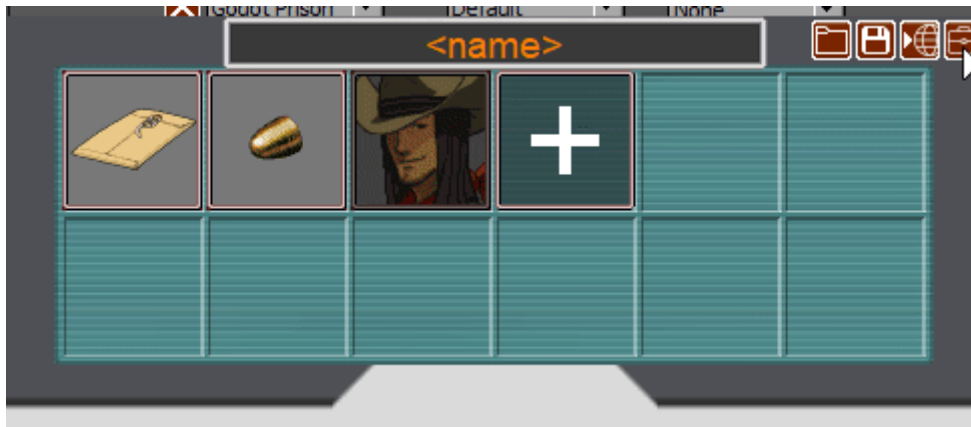
5. Right clicking things is useful! Here's a few examples of useful things to right click:



Tooltips exist too! Hover over various things to see explanations!

Try them out and see how useful they are for yourself!

6. Evidence as a whole has had a HUGE overhaul. Confirmation buttons have been placed so that you KNOW whether or not you've updated the evidence, and a "private" box of evidence can be stored and saved/loaded from file!



7. Screen effects! While not particularly impressive and somewhat limited, they do allow for some neat things to be made. Try out the few default ones!



8. More robust color system! As defined in base/misc/default, various colors can be defined to use specific symbols. The current ones used by AOV are:

`Green`	Orange
~Red~	(Blue)
°Yellow°	NoPinkNo
√Cyan√	[Gray]

You can also highlight text and use the color select drop down to apply the corresponding color automatically

9. Better text control! If you type }}}}, as opposed to simply moving at top speed as }}} would, your text appears instantly.

And probably more that I've missed.
Now get out of my house.