



Urz on the Normandy (UOTN) is a small, simple mod for *Mass Effect 3* that replaces KEI-9 with ME2's Urz, in a lore-friendly way. The original idea for UOTN came from ELE08/UserDomainError's [Varren on the Normandy](#), which despite its awesomeness, has some drawbacks with technical implementation and immersion.

UOTN v2.0 rebuilds the mod entirely from the ground up, rectifying all lingering issues from v1.0 and adding brand new functionality.

MECHANICS

Users of UOTN v1.0. This version of the mod is a complete overhaul and will break the functionality of Urz in previous saves. It must be used on a new playthrough or added to an existing playthrough that has never had the mod installed.

Joker's Email. The timing of this message has changed. It now won't be delivered until your first visit to the Citadel Presidium after Priority: Palaven. This applies to EGM and non-EGM users.

Urz. Urz now uses the original varren mesh, materials, and textures, without any modifications. He will look identical to ME2 and all animations work properly. In addition, vocalizations for both Urz and Shepard have been ported from ME2 into the mod.

Interacting with Urz. Shepard's interactions with Urz have been improved and expanded. Here's how things work in v2.0:

- Urz's default behavior is to walk; he will no longer lie down on his own.
- Urz's walk is more akin to a *prowl*. He carries himself close to the ground, rather than erect. This is how the animation was designed by BioWare.
- Urz will stop if you stand in his way; he'll walk again when you move.
- Urz will also stop when you click on his POI. Doing so will trigger one of 4 interactions: greet, sit, stand, and lie down.
- Each interaction is evenly randomized (in theory), so they *should* trigger at about the same rate.
- During most of these interactions Shepard will issue commands and Urz will obey... or not.
- If Urz lies down, he's done interacting with Shepard for that visit. To talk to Urz again, leave the cargo bay and return.

Quirks. Urz's new interactions work great, but there are a few small things to keep in mind:

- On rare occasions, Urz's spline movement may resume without the corresponding walk animation. To avoid this, the following can help: don't move Shepard after clicking on Urz, click on Urz as he's walking past you, or stand in front of Urz to make him stop. If unwanted spline movement doesn't self-correct in a few moments, just stand in front of Urz and he should stop. If not, reloading the cargo bay will *always* correct the issue.
- Don't click on Urz's POI and other nearby POIs in rapid succession, as this could result in exiting his interaction prematurely. Instead, wait to click on other POIs until after you're done interacting with Urz. (Few POIs are within reach of Urz, all of which are near the elevator.)
- Urz's walk animation can get a little jittery on James' side of the cargo bay, probably due to the various meshes in the area. This isn't a bug, doesn't always happen, and is self-correcting.

REQUIREMENTS

Before installing UOTN, it's important to be aware of a few requirements:

- UOTN **replaces KEI-9 with Urz**. Collector's Edition users will not be able to access both NPCs.
- UOTN requires that you've **fed Urz in ME2** to function. Without meeting this condition you will not be able to access Urz (or KEI-9).
- UOTN is made for **English localizations**. If you have another localization, I cannot guarantee functionality, nor can I provide technical support.
- UOTN requires use of a **DLL Patcher** so ME3 can load new DLC. If you have DLC mods installed, then you already have this patcher. If not, then it must be downloaded and installed, separately.

INSTALLATION

UOTN is a [DLC mod](#). This keeps installation simple and means vanilla files are untouched by the mod.

- **Current users.** Existing users of UOTN v1.0 should uninstall the mod completely before installing v2.0. This means you should delete its entire DLC folder. Then, skip step 1 below and start with step 2.
- **New users.** Proceed to the rest of the Installation section to install UOTN.

To install UOTN:

1. **Patcher.** If you've never installed DLC mods (or don't currently have any installed), then download and install the [ME3 DLL Patcher](#) by ErikJS. Download link via Dropbox and install instructions are near the bottom of the home page. Follow the author's instructions; I cannot provide further assistance.
2. **DLC Mod.** Copy the **DLC_MOD_URZ** folder from your download and paste it into your ME3 DLC directory. This is located at `..\Origin Games\Mass Effect 3\BioGame\DLC`.
3. **Leviathan Patch.** If you have Leviathan DLC, copy the files from the **Leviathan Patch** folder in your download into `..\Mass Effect 3\BioGame\DLC\DLC_MOD_URZ\CookedPCCConsole`. Allow the overwrite.
4. **AutoTOC.** Leviathan patch users need to run ME3Explorer's [AutoTOC](#) to "Generate All TOCs". If you haven't used the toolset before, [download here](#).

COMPATIBILITY

UOTN is compatible with any mod that doesn't change the same game assets. Users should compare files across their DLC mods to check for themselves. Other DLC mods can override UOTN if they have higher "mount priority". An overriding mod that contains files of the same name or overlapping BIN/TLK/CND references, will interfere with UOTN's functionality.

UOTN is explicitly compatible with **Expanded Galaxy Mod (EGM)** through inclusion of a file that will be loaded only in its presence. This file will otherwise be safely ignored by the game. EGM mechanics allow both Urz or KEI-9 to be used in the playthrough. See EGM's documentation for details.

CREDITS

UOTN is brought to you by **Giftfish**. This mod is not affiliated with or endorsed by BioWare Corp. or Electronic Arts, Inc.

Much appreciation to:

- Barddoc1992, for Leviathan DLC testing
- ELE08, for allowing me to expand on the original idea
- Kinkojiro, for troubleshooting and EGM compatibility
- ME3Explorer team and community, for making the best modding tool for Mass Effect
- ThaneMOD forum community, for feedback and ideas

CHANGELOG

v2.0

- Cargo bay aspect of the mod fully rebuilt
- Mod plot ID added to coalesced
- Mount priority changed
- Conditional expressions in CND changed
- Improved sequence checks controlling Urz's spawn
- New mail plot for Joker's email; original KEI-9 email removed
- Minor changes to the content of Joker's email
- Shepard audio change from "Good dog." to "Good varren."
- Full varren mesh, materials, and textures re-imported; old texture TFC removed; mod now uses existing ME3 textures
- Varren animations imported from ME2 and edited for compatibility
- Urz interaction mechanic entirely changed via new sequencing; Urz now only stops walking when interacted with; 4 different interaction gestures that correspond to Shepard's comment
- Mechdog_Light sequencing entirely removed from the interaction mechanic
- New SFX AFC with Urz sounds added; sounds referenced by new Wwisebank
- English AFC now with proper "INT" extension; all dialogue edits now reference this AFC
- Spline speed reduced slightly

- POI interaction distance increased slightly; new TLK reference for POI

v1.0.1

- Fixed bug with EGM compatibility
- Implemented new mod naming scheme

v1.0 (initial release)

- Edited original KEI-9 email
- Linked email/Urz's presence to feeding him in Mass Effect 2
- Edited all Urz varren textures
- Removed all crust/lighting effects from model
- Removed blue scanning beam from model
- Changed the KEI-9 POI to "Urz - Talk"
- Removed "Bolto" comment and mechanical bark
- Edited Ken and Gabby's conversation

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