

RandWeapon

aka *Give A Random Weapon*

Info document

Description:

This is a sort of Mutator Server-side for UT'99 (dependencies are Core and Engine - probably in other UE1 based games might be operational - not tested - out of my interest).

Purpose:

It loads Player with a random weapon at spawn/respawn. Functionality is similar to UTJMH mutator for MonsterHunt game-type but... these weapons are not hard-coded into mutator. Mutator uses an INI file provided in archive as a sample using known stock stuff (or unknown - yeah...).

This might be a need because some MH maps playable somehow are very poor in weaponry (probably mapper was paying for them - poor him). This usually heads to a very difficult game closer to impossible for being played normally. When you have a load and a regenerator (not provided here) perhaps you have some chances to play properly for fun not for feeling frustrated by some ass type idea - excuse language terms but this is the reality in MH. For sure I don't very need such thing but I was asked for such thing - load player randomly with configurable stuff.

Considerations / Notes:

Mod uses a wide range of weapons (all have to be in ServerPackages) but this tool doesn't need to be there. This range of sorting is dynamic. You can use 10 weapons or 50 weapons as a load lottery weapons storage. Because range is dynamic mod uses a sort of access at this Dynamic Array which can be a crusher if server doesn't have XC_Engine add-on installed. So yes, in order to do things properly you need XCGE (aka XC_Engine). We don't use native functions related to dynamic arrays from XCGE but... I recommend at least XCGE v20 to not mess the server.

INI file is a bit tricky, you need an empty position after each bunch Weapon/Ammo declared, else some array error will occur and... I cannot promise a good functionality. Ammo amount for configurable weapon has a scale - configurable. This doesn't work if you have a weapon using the same ammo but it loads with maximum ammo (enforcer already loaded vs minigun2 pumped in player by this tool).

Mutator also uses a never used by Epic in UT'99 that function RandRange aka **Random Range Number** boosted to deliver an integer type - weapon number X - even logged for figuring a good configuration (or not a good one). Weapons are counted automatically until the empty position is found in INI config file. It will memorize number of valid stuff and then will sort a random number from this range rounding it to an integer value because RandRange do generates float values.

Of course, INI file can be modified manually or using preferences command if INT file is placed properly nearby U file in that default System folder (or whatever folder used by UT's System for U, INT, INI files).

Mutator is called in chain

RandWeapon.LoadWeapon

- in **mapvote/run-line**.

The rest of server config deal is not part of current document - we are in 2017 and the game has almost two decades - these things are already documented for years. If you don't know these things just go and R.T.F.M. or get lost because your ignorance related to an alpha male habbit is not my issue or other's issue.

Observations:

I'm not gonna add any copyright rules/notes - because some people don't care about them. See servers with cheaters where cheating is forbbiden. So rules are useless then. Read EULA for details if you need informations. All things written here are free for use and are entirely written by myself from a 0 bytes UC file - this type of array doesn't work in default UT without XCGE, so such things for inspiration don't even exist. The only valid credit goes to Higor in first place - XCGE, and EPIC for doing mainly nothing about these array types which are nice after all.

End of Document do happens here.