

TelTweak

aka
Teleporter Tweaker Bugger
for UT'99

Description:

Mutator addressing Teleporters

Intro:

This is considered an attempt to bug/tweak Teleporters (STOCK-ONLY) in order to reduce A.I. telefrag-kill through them - might still occur but decreasing intensity. Also if by change some player camps in Teleporter in order to bug the rest of "incoming" player is a bit kicked away in order to release slot + teleportation is blocked during this time trying to prevent a stupid collision crash.

What I can say, this might not be the best solution for teleporters but I prefer to leave alone paths and to not mess them in other way.

How do it works:

Pawn goes through teleporter, and then teleporter is disabled for 500 ms. Next pawn coming behind won't get teleported for next 500 ms. If first pawn is still at exit in Teleporter-Destination range and it doesn't move away for releasing slot it will be easy kicked in a random direction + keeping Teleporters disabled other 300 ms. If pawn falls somewhere perhaps next time will be nice around Teleporter. Actually we break chained teleporting causing kills - bot kills other bot or player through teleporter. In this way first pawn has chances to move before to get gibbed.

Another "feature" as an annoying spam is delivered by those Visible Teleporters without destination and wrong set. Mutator also will remove that stupid message (I think it's useless after all). That Teleporter is useable normally as a destination.

Mutator is not using special stuff so it doesn't need to be in ServerPackages, Pawn movement is replicated native.

Setup:

Files U and INT goes in System folder.

For servers mutator gets called in chain using

TelTweak.TelTweak

In Off-Line play INT file will create an entry in Mutators list like "[Teleporter Bugger](#)". This can be changed by editing INT if you don't like how it sounds.

The Tech:

In random moments, if troubles occurs, source-code is in archive for improvements/adds etc.