

# Less Telefrag V2

aka  
LessTele2

## *Description:*

Mutator Server-Side that can be used in UT'99.

## *Mutator Purpose:*

Loading Games Local and even in servers, often even playing with 3 Bots in a map with 1-2 PlayerStart actors I found myself killed, gibbed by Bot spawned in the same location with me. Arghh... it's annoying at a moment.

## *Functionality:*

Let's say that in small maps with 1 PlayerStart perhaps we don't mess with them in servers intended for 6+ Players - game sucks this way. Such a map might be OK for 2-3 players.

Allright, like predecessor it will do a search in a configurable range for available Points that can be used as a start spot. If we have some nearby options player colliding with other player will be moved there... it's about the moment when game starts.

In THIS v2 we have some... extra features added:

- Each PlayerStart will have attached other nearby 4 Auxiliary starts in case of needs for starting moments;
- PlayerStart(s) are checked for teams (addressing 2 Teams - default stock Team Games );

As example if I load a map with 1 PlayerStart and 4 Bots, starting with death won't happen as long as we have 1 original start + 4 added ( that's it for current version, as long as I prefer less checks and iterations ).

The call for server in mutators chain is:

## **LessTele2.LessTele**

and no requirements for ServerPackages - we don't have to load player with useless things which are happening authoritative (SERVER JOB).

Ini Configuration file can be generated from <Preferences> menu if INT file is placed in system (using command **Preferences**) in console, then INI will be dropped in System (or whatever default folder with INI-s). Else mutator generates INI at first run.

## *Karma:*

If mutator is a trouble maker get rid of it... or do some fixes/adds - Source-Code it's included... so I don't have to be disturbed for getting source-code or such... then, mutator is stripped as it is to not exhaust your space on drives that much.

Game Example - see new starts and NO Telefrag kill:

