

GARB

June 14 2016
Timer-Free (doesn't use timer) Version
it uses state + Latent Sleep

Stuff description:

This is a Server-Actor for UT'99.

It can be used for purging garbage objects in a server from time to time (randomly).

Setup:

In file Server.ini or whatever UT.INI you'll need the following configuration line under

[Engine.GameEngine] or **[XC_Engine.XC_GameEngine]** in case of XC stuff usage (you'll see later why):

ServerActors=Garb.Garb

That's all with setup.

The Speech:

If your server is using last XC related stuff (XC_Core5 by Higor), this actor will also be able to clock time taken for purging garbage objects.

Purging garbage takes a bit of time (you'll figure). If this tool is disturbing spirits, do not use it.

The Hint:

Source-Code it's included for figuring an example of compilation using **ONLY** Core and Engine as dependencies, but also this actor it's able to detect XC stuff available for clocking purposes.

Update Note:

This stuff did not include any timer. Looks like all sort of actors loaded in server using timers might affect things. 40 Creatures in different states seems less harmful than 40 Actors using Timer. I went to main changes not only related to this actor.