

XC_Engine.u
XC_Engine_UT99.u
 main UScript
 server-side packages
 for XC_Engine

Description:

These files are loaded and executed in XC servers, more exactly those having XC_Engine extension loaded.

These are not original files provided with XC_Engine. These files have a few add-ons, so to speak more **configurable options**.

XC Servers are using these files as a base pointing to fixes operated by this powerful extension able to destroy borked codes from original UT99.

Reason (s) :

Several things might have glitches in certain servers... or not.

Other servers which are not using Bots/Monsters might not need those fixes because simply they don't have errors at this point (lonl empty servers and similar empty servers).

Other admins might want their own tweaks and then changes operated here by XC_Engine's original UScript packages are not needed.

Other admins might use conformed fixed "stock" files and then tweaks operated here are just pointless, their servers are working fine without so many tweaks.

As result you can disable what it's not needed as explained bellow.

Config values explained - located in XC_Engine.ini:

True means they are enabled, **False** means XC_Engine won't change original code execution - Disabled. All are Enabled/True by default, you have to disable them if you don't need such tweaks.

boolean config VALUE	Action happening if this value is TRUE else nothing is done.
bFixBroadcastMessage	Actor's functions BroadcastMessage and BroadcastLocalizedMessage are replaced.
bPatchUdpServerQuery	Enables a patch for UDPServerQuery type actors. - Added on Jan_13_18
bSpectatorHitsTeleporters	Spectators from games can travel through teleporters.
bListenServerPlayerRelevant	Does changes in InitGame function from GameInfo root.
bChgPreLogin	Does PreLogin changes. If your own game-type has another deal and this it's not needed you can disable this option.
bChgPostLogin	Does PostLogin changes according to skins deal using new iterator. I had to put this False because I went into skin problems with my pawns.
bWeaponTweak	Enabling Weapon classes to work ON-LINE. They don't work in UT by default.
bChgPlServerMove	Changes PlayerPawn's ServerMove thing with another smart bandwidth usage deal.
bChgMutate	Changes PlayerPawn's mutate function.
bChgLaggers	Changes ShowPath and ShowInventory commands. I thing these might go False in servers v451 because there are changed from 436 by UTPG.
bChgLoginAttempts	Changes number of AdminLogin attempts. Servers v451 probably will not need this option so there might be set to False.
bChgTeamSay	This will replace TeamSay function from PlayerPawn.

bChgViewClass	This will have a native deal when player is spectating some actor - debuggers/testers are probably using this intensive.
bChgViewPlayer	This will accelerate spectating other player by changing original function with another using partial name search.
bChgGetWeapon	Player's GetWeapon is changed with another using a faster iterator.
bChgPrevItem	Changes PrevItem from PlayerPawn class.
bUseMultiGunFix	Enables a sort of multigun firing fix.
bChgFindInventory	Enables a faster FindInventoryType function. I had to disable this feature because Chaos mutator went in troubles at ModifyPlayer function.
bChgViewPlayerNum	This disables viewing another player by number in original, using another replacement.
bChgGameInfoKills	Replaces functions Killed and ScoreKill from GameInfo. If your game-type has it's own fixes you can disable these whenever you want by turning this to False as described above.
bChgAddMutator	Changes AddMutator function preventing some evil things to occur. If you run good stuff in server probably this fix is not needed.
bChgOtherWeaponStuff	This is changing several functions from Engine.Weapon class: CheckVisibility, SpawnCopy, SetHand, WeaponChange.
bDecorationTweaks	Changes several functions from Engine.Decoration class.
bFixDripGenerator	Changes functionality for DripGenerator.
bFixFerBotzbind	Enables a fix toward FerBotz problem. - No LONGER USED Jan_13_2018 - it's critical so it will not be configurable.
bChgDMStuff	This will change some DeathMatchPlus functions: EndSpree, ScoreKill, FindPlayerStart, ChangeName. Mentioning that if your game-type has them already changed this option it's not needed.
bChgTDMStuff	The same here, a few changes are done in TeamGamePlus class.
bChgSummon	Will replace function/command "Summon" from TournamentPlayer with another one way improved.
bChgBotOrders	This will adjust some default Bot borks, not needed in servers done by Bot haters. If they don't use Bots this tweak is not needed so can it be turned off by setting this to False.
bChgVoicePackTweak	This does a few changes in function PlayerSpeech from ChallengeVoicePlack class.
bChgTournamentWeapon	Here are changed two functions from TournamentWeapon class: ClientPutDown, AnimEnd.
bChgRocketTick	This will modify RocketTick from RocketLauncher class, here it's not included old Eightball.
bChgTriggers	Operates changes to DistanceViewTrigger and Transporter classes.
bNoNavRestrictions	Will modify some Navigation restricted only for Bot usage. Note: AssaultRandomizer is fixed by default because is really crapped but it was used by mappers clueless at Bot Pathing chapter and will not be disabled.
bChgMonsterSetEnemy	This is enabling Monster to natively attack Bot as it does with Players as long as Monster ignores Bot by default out of MonsterHunt type games. These options are aiming Monster gaming from now on forward.
bChgMonsterMeleeAttack	ScriptedPawn has a bad coded MeleeAttack function - here it's improved/changed.
bChgMonsterRoaming	Expanding number of monsters roamers in Level to 100 pieces. By default in UT is restricted at 4 pieces. My personal tweak do includes 40, and then for sure I'm not using this feature - as a

	sample.
bChgMonsterSetHome	SetHome function from ScriptedPawn is replaced with one having a faster iterator. Probably will screw a Level with HomeBase unlinked in NavigationPoint list so you can turn this false if it do hurts some map.
bChgQueenBattling	Queen class has some nasty habits. Here it's adjusted it for a more relevant aggressiveness.
bChgMonsterRangedAttack	Gasbag and Brute often might do errors in RangedAttack. Here we can have them fixed. You can turn this false if you have your fixes or you are not using monsters in your server as the rest of monster related tweaks as mentioned.
bChgMercSpray	Mercenaries have problems here. From now on they are improved.
bChgStupidRabbit	NaliRabbit is another bad thing fixed here. Other classes using that bad code won't get any fix here due to coder's intelligence in using Copy-Paste.
bChgBerserkerWTDN	SkaarjBerserker tweaking (or attempt). Nothing is changed at other monsters having this code stupidly copied without any fix.
bChgTrooperBegin	This will setup another deal for SkaarjTroopers which might fail to get weapons (or a fix attempt) - better than nothing.
bChgBruteProjectile	Due to their slow speed BruteProjectile actors might develop spam in high loaded Levels. Here we have some deal accordingly.

I have attached as a sample for any coding hobby a deal for Titans, it's about some net stuff - boulders thrown are rotating as in Off-Line gaming. Tweak is available if exist such a Titan in Map else no tweak is operated. No ServerPackages are needed here, all stuff means **XC_Engine.ini** file deal and they are mapped as packages by themselves accordingly.

Changes Jan_13_2018:

- removed option **bFixFerBotzbind** because this do seems a critical problem;
- added new config bool **bPatchUdpServerQuery** which does a patch at UDPServerQuery actors used in Net Games by servers.