

# GARB

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## 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.