

TelTweak
aka
Teleporter Tweaker Bugger
for UT'99
- state based version -

Description:

This is a 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 - might happen in UT without Engine additions.

What can I 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", 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 usable normally as a destination.

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

Difference from previous version (name unchanged because it's server specific mutator not for packages) is a major modification in structure. Mutator spawns a teleporter tracker managing a bit teleporter but it is now based on a state code rather than loading a new timer. Using "Sleep" at a minimum of time, we have a "tick" as a break until teleporter is bugged for no longer teleporting pawns during a few milliseconds. If during this tiny time another pawn is teleporting faster, chances to telefrag still exist but... somehow reduced, better than in default teleporter's behavior. If some pawn (A.I. or human) still camps at exit or entrance even with kick attempts, it will encounter a damaging explosion around teleporter having chances to die there, we have to release the way rather than blocking teleporter - I could notice this in the past in some maps where Bot simply blocked a BT zone dedicated for unlocking weaponry - is time to solve such stupid attitude.

I have tested this toy around some "Godz" like MH map with teleporters at zones entrances where Bots have been killing each-other pretty often and being useless in those moments. By using this mutator I could see a different game, killing themselves happening very rare or even None in some game sessions. To not forget that player walking and blocking teleporter is bugged to fall and... blocking won't happen as it was happening in default game.

Probably I have to think at passing all teleporter's job to the tracker-manager in cause and leaving Teleporter in a "dead" stage but with A.I. paths accessible - I will study this chapter in future, no plans for now.

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 do it sounds like.

The Tech:

In random moments, if troubles occurs, source-code it's integrated in archive for improvements/adds etc.

Have fun everyone!