

MH_OsPower

aka

Monster Hunt Power Relic-Type

info document

Description:

This is a mutator used by MonsterHunt game-type modification version 5.04 which runs as a game class under Unreal Tournament '99 and/or GOTY Edition.

Reason(s) for existence:

Default official MonsterHunt v5.03 doesn't include any kind of WeaponPowerup replacement, simply it doesn't really works - not in default settings. Given that is a stock stuff it should be solved-morphed properly into a Network code but we don't have it as a default option.

Another MonsterHunt with some bugs fixed Unofficial released as a version v5.04 includes this forgotten chapter. There is a default replacement coming with game-type. We have a problem, due to non-functional stuff used for years the most of Levels doesn't include such stuff. From now on we can have it from game side, but Levels lacks in such presence. In order to gain a more SP-like game **when "Dispersion" pistol is used as default weapon**, this mutator act like a relic (no worries, is not default relic code).

How gets called:

As described in INT, in mutators chain we need something like **MH_OsPower.PowerUp**. For sure it needs a placement in **ServerPackages** because is not called by game-type:

ServerPackages=MH_OsPower

All files except current PDF file goes in System folder INI, INT, U; file UZ is for redirects - it is advisable to not mess redirection, so that one goes into redirect location.

Limitations:

This mutator will refuse to run in games non-MonsterHunt and also in MonsterHunt which doesn't include "Dispersion" as default or Dispersion-types which cannot use **osWeaponPowerup** as a pickup to rise up **PowerLevel**. As result, in MonsterHunt v5.03 it might get vanished so it is wise to not waste time testing it for no reason.

Even in MonsterHunt v5.04 mutator wants to run away if map has poor pathing: very few PathNodes, or at a moment a Player sorted is too far from any kind of PathNode, it is pointless to deal in such cases with this feature and Timer resources are wasted for nothing.

Features:

Includes a small configuration file (or is generated a default one). There is located the time-interval in seconds between sessions of relic-type-hit. Mutator attempt to sort a player from those hunters joined and will try to spawn an **osWeaponPowerup** closer to a visible PathNode to player in cause using (Warning!!!) a native **PlayerCanSeeMe()** check (it is fixed in engine extension XC_Engine8 by Higor - a lot of thanks for unlocking development). Normally under Linux it won't be causing issues, just a few wacky errors because original **PlayerCanSeMee()** is a mess coded.

Why uses this "nearby spawn"? Eh... some logic would be recommended for relics generally... If such a thing spawns at 20000 UU (Unreal Units) distance from players into a far, far away room it is more than useless. It won't help, so this tiny crap is more player friendly. It spawns as well for Bot if player is around looking into a PathNode direction - Bot is not took in account by native Visibility interrogation because it is not a human being. So, yes, mutator is addressing maps having A.I.

pathing else it will be gone (message included on screen when death time is coming).

It includes a small personal spawn effect in purpose to warn players which might need it and it jumps a bit randomly.



Once spawned this PowerUp thing, it will live a limited life, will get vanished before a new spawning attempt (to not load X thousands).

Mutator won't run if game has been ended, if another mutator makes MonsterHunt to continue after it's official end, mutator won't help.

Tech (coding chapter):

Mutator uses **Timer**, **HandlePickupQuery** in order to add additional +500 ammo, custom functions and **Event PostBeginPlay()**, a custom **osWeaponPowerup**, and a custom **SpawnEffect** which is a modification using only stock stuff so it needs only main MonsterHunt v5.04 file and MH related dependencies. It check configuration in case of wrong values fixing them at recommended boundaries. For future development or a different way of coding such tool, source-code is included.

Copy Rights and Lefts notes:

Resources mentioned belongs to Epic because are written in UScript. Later notes? Anyone interested in coding for UT can use them for free as long as UScript is not default encrypted - it is for sharing-fixing more exactly.

Happy hunting with old SP feeling!