

## NS\_SpawnPoint2

# Unreal Tournament

### mutator

#### Description:

This is a mutator mainly addressing MonsterHunt game-types On-Line/Off-Line. It is used in order to bring player who died in game back around last combat zone. As a default warning this feature might not be ideal for all cases, of course, in certain conditions mutator will quit helping player who died too soon after respawn so it tries preventing respawning repeatedly in a bad spot.

#### Operation:

Player alive and not in any hazard zones has a visible checker which is updated as a future start spot at each 10 seconds. Player in air (falling - any fall) in water or elsewhere in a bad location will not update the checker. This checker when do fails at update time will decrease cycles for testing player at 1 second trying to get into timing. Once updated location it will go back at 10 seconds. When player has died it will respawn at this spot but only if spot looks safe - no nearby monster, at least no very nearby players (Bot will telefrag players and each other) - yeah, you have guessed well, Bot is supported as well. In 5 seconds after respawn if player is dying again this means that spot is an evilized thing (trigger killing or such) and then checker goes disabled letting player to respawn normally. Draw conclusion - checker is not that smart to figure nasty spots so it will presume that these 5 seconds should be clear about a bad instance for not putting player in the same location again.

Checker is a sort of small beacon visible only by Owner, yeah, you are not bugged looking at other's checkers spread around so you can step on their checkers and that's why telefragging was a need to take in account.

### Behind stage:

Original mutator was addressing BT gaming which Kelly was intended to bring in MH. By looking over it I realized that I won't use this way of coding (old BT code) and I totally wrote a new one from byte 0, using only visual assets done by Kelly known (or unknown) as Gopostal/Jack Griffin. As result, all credits goes to this man and then is Epic with UScript, the rest of structure codes are entirely written by self person.

### Setting up:

In **local games** mutator is found in menu through game mutators (if you don't have the list completed) named as **Ns SpawnPoint - CheckPoint v2** which you have to load - rename in inside INT file if this name is not friendly with your needs.

In **dedicated servers** we need to call it in mutators chain - this is not needed as a high priority one - and if other mutators are not retarded to block ModifyPlayer chain it will look like (package.class)

### **Ns\_SpawnPoint2.Ns\_SpawnPoint**

Given that visible checker which is a new thing, you'll need this mutator mentioned as package:

### **ServerPackages=Ns\_SpawnPoint2**

That's all and you can keep in mind that sometimes this "help" might not be welcomed in all Levels/Maps.

### Archive content:

Ns\_SpawnPoint2.u - main mutator core

Ns\_SpawnPoint2.int - the file which is opening "international" ("inglisch") interface for mutator

Ns\_SpawnPoint2.u.uz - file used by servers having a redirect in old mode

Ns\_SpawnPoint2.u.lzma - file used by XC\_Engine based servers which might be using lzma smaller archive format (my option here)

Ns\_SpawnPoint2.pdf - current document

Ns\_SpawnPoint2 folder - source-code

### Changes from previous version:

- bug-fixed nearby player detection;
- changed a bit radius for nearby player, spawning not closer than 200UU from whatever player;
- limitation to 5 spawns if checker did not move - this is probably another bad situation;
- checker will not track player into a GravityZone - there things are not that nice if we are spawning suddenly there;
- checker is updated instantly if player spawns in a default spot - no longer mess up in battle/death location, not even for 1 second.

Have a nice day all UT players!