

# ***LightningTw***

aka Lightning Tweaker

- info document -

## **Description:**

This is a mutator used by game UT'99 GOTY (or NON-GOTY).

## **Purpose:**

Several maps were tweaked with "Storm-Coming" like stuff using DistanceLightning class. In exchange we have a problem for clients connected to servers due to original style in coding Net Stuff - UTER TRASH. Client has a constant lightning flickering for bleeding eyes and making even a good looking map to look stupid.

Examples:

DM-Traitorsgate, DM-Wheel, DM-WZ5-Revolution.unr, DM-WZ2-AdDominus.unr, DM-Waterplace.unr, MH-[SP]ColdSteel.unr, etc. because all their names might take more place...

## **Action:**

This crappy tool has in target solving DistanceLightning by REPLACING/DESTROYING, read again, it will ignore dumb bNoDelete or whatever Level setup ( making life harder ) and will attach another sort of Light trying to copy Lightning behavior as DistanceLightning does OFF-LINE. Yes, as might you have guessing, THIS is a Mutator for servers as long as we don't have issues at playing OFF-Line.

## **Setup:**

In Server.ini or whatever ini used, we need this Line which goes nearby other packages:

**ServerPackages=LightningTw**

Then you have to call it in Mutators chain from MapVote or whatever controller like this:

**LightningTw.DynLight**

## **Hints:**

- You can remove/edit INT file if you don't need it;
- There is not any INI file involved.

## **The Info:**

Actually I'm not really using it as long as I've added its job in my custom DM game-type used, as a default feature, so double stuff is not a need for me but might be useful for people which wants default or other DM types or even other games as a default fix. For similar tweaking or changes or adds or... Source-Code is added in package. Package? BTW, UZ file isn't included as long as I'm no longer using it, newer stuff is LZMA - Higor gets credits after all.

## **The Off-Topic:**

UT'99 is the future of Unreal Tournament - yes, it's **March 04 2016**.