

MHHelp

An UT'99 Mutator for MonsterHunt v5_04

Why this one ?

Anyone has personal tastes for a customized MH game. This one is just an option not a must have.

What it does ?

A few things in order of execution:

- Ruin BlockMonsters in order to not mock Bot Support - noobs are just noobs cube drawers not mappers;
- Counter replacement as long as default might spread errors - credits goes at Epic for their laziness in coding things properly;
- Assign a default DispersionPistol more loaded (seems a need sometimes) and which is compatible with mutator **MH_OsPower** (written by me too);
- Add a watcher - left-over player trash is removed if player no longer exist in game;
- Perform a statement code to keep monsters in game as long as a mutator added has chances to screw MH. V5_04 can be replacement-ready speaking about creatures for people which knows that replacing technology;
- Perform a strategy in dropping weapon including ammo load for pawns killed (any) - a lifetime set and defaulted if needs;
- Perform a forced load for Weapon-Holders monsters which might mess custom stuff (did not happen for default);
- Attempt to reduce errors developed by dumb monsters still hunting after enemy's death. They aren't completely removed but this option might be better than nothing.

How gets called ?

Stop game/server. Edit mutators list.

In mutator chain is named **MHHelp.MHTune**.

It also needs announced in ServerPackages.

```
ServerPackages=MHHelp
```

Re-start game/server. Done.

Feel free to develop your own way as long as source-code is available completed with a few explanations.

Content:

- current document;
- UZ file for redirects;
- U File which contains said mutator;
- INT for accessing it local in list;
- It doesn't include an INI.

Version compiled at April 15 2015 by Nelsona's work station.