**EXAMPLE – “Ammo complainers”**

**This is just to get you in, not to create a useful mod.**

1. Create a directory structure like this:

[your\_path\_to\_udk]\Development\src\FancyModsPackage\Classes

1. Inside the \FancyModsPackage\Classes folder create a new FancyMutator.txt file, save it with extension .uc. Or save as txt and rename to .uc.

You want to have: …\FancyModsPackage\Classes\FancyMutator.uc

1. Open FancyMutator.uc and put in the code from next page
2. Save the .uc file.
3. Go to [path to udk]\UDK-2011-09\UDKGame\Config
4. Open “DefaultEngine.ini” located there.
5. Find lines starting with “+EditPackages=…”
6. Add 2 new lines:

+EditPackages=XComMutator

+EditPackages=FancyModsPackage

1. Click the shortcut to “UDK.exe make”.
2. The compiled FancyModsPackag.u file is inside [path to udk]\UDK-2011-09\UDKGame\Script
3. Copy it to \CookedPCConsole (or better to its subfolder for easy finding e.g. \CookedPCConsole\Mods)
4. Open DefaultMutatorLoader.ini inside \Config folder of the game (where famous DefaultGameCore.ini is)
5. Add a new line:  
   arrTacticalMutators=”FancyModsPackage.FancyMutator”
6. Run the game and listen to the complainers.

class FancyMutator extends XComMutator;

function MutateUpdateInteractClaim(string UnitName, PlayerController PC)

{

local XGUnit kUnit;

//what you receive as parameter is UnitName, it looks like e.g. “XGUnit\_5”

//you first need to “grab” a XGUnit actor with this name. There is only one.

foreach DynamicActors(class’XGUnit’, kUnit) //loop over all XGUnits

{

if(string(kUnit.Name) == UnitName) //compare iterated unit’s name with UnitName

{

break; //you found XGUnit whose name equals the UnitName parameter

}

}

//now kUnit is referring to an actor and you can call its functions

//let’s use its UnitSpeak() function:

kUnit.UnitSpeak(eCharSpeech\_LowAmmo); //this makes unit speak out the warning

}