

# RageQuit

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## 1 Introduction

RageQuit is a UT2004 mutator to broadcast the “Rage Quit” message along with a dope Announcement to the players who rage quit and rejoin the server next time. This mutator should work with any teamgame.

## 2 Installation

- place the `RageQuit1.u` and `RageQuit1.ucl` files in the `System` directory.
- for Server install, in the `UT2004.ini` or `Server.ini`, add the line

```
ServerPackages = RageQuit1
```

Note: `RageQuit1` should be loaded as a mutator via appropriate command line

```
?mutator=RageQuit1.RageQuit
```

## 3 Configuration

There are two configurable settings for `RageQuit1`,

### 3.1 RageQuit.ini

The `RageQuit1.ini` file is included with the package and contains the following section

```
[RageQuit1.RageQuit]  
KilledRageQuitSeconds=5.000000  
OTeamRageQuitSeconds=5.000000
```

- KilledRageQuitSeconds is the amount of time in seconds during which a player exiting the server, after being killed by enemy, is to be considered “Rage Quitter”.
- OTeamRageQuitSeconds is the amount of time in seconds during which a player exiting the server, after opposite team scores, is to be considered “Rage Quitter”.

## 4 Credits

This mutator is product of a discussion at [Miasma Forum](#). Thanks Defty for suggesting the “Algorithm”.