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 RageQuit.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".