OpenSpyInfo

OpenSpyInfo is a simple mutator for Unreal Tournament 2004 with the goal of informing players of the need to switch to an alternate master server in the wake of Epic Games' announcement regarding the shutdown of the official ones. At this time, the alternate master server chosen is OpenSpy. This mutator will prompt players who join a server with a menu before spawning which informs them of the situation and what actions they need to take. The menu will also provide players with a button they can use to automatically configure their master server list if they so choose.

This mutator is fully compatible with DruidsPlayerAgreement. When both mods are in use, the OpenSpyInfo menu will display first and then the player agreement menu will display after the OpenSpy menu is dismissed.

Installation

Download the latest release and install it to your server's System/ directory. Then, to activate the mod, do one of the following:

Add the server actor to your ServerActors:

ServerActors=OpenSpyInfo120.OpenSpyInfoServerActor

OR

Add the mutator to your server's command line (placement order does not matter):

Mutator=OpenSpyInfo120.MutOpenSpyInfo,...

You must also ensure that this package exists on your server's redirect, regardless of whether you add it as a Server Actor or as a Mutator. No matter which method you choose, your server will have the MutOpenSpyInfo mutator running which is needed to react to joining players and prompt them with the menu. Adding the file to your ServerPackages is optional as the mutator will do this automatically.

Configuration

On the server, some additional options may be configured in the OpenSpyInfo.ini file:

```
[Main OpenSpyInfoServerConfig]
bUseSpawnProtection=True
IdleTimeoutSeconds=120
```

bUseSpawnProtection whether joining players should have spawn protection while the OpenSpyInfo menu is open. If disabled, players will be made into spectators instead and will auto-join when the menu is closed. This happens even if the player has checked the "Don't show again" option because the server

must wait for the client to inform the server that they have selected this option. Disabling this option is known to cause issues with some mutators, particularly those that perform auto-balancing of teams.

IdleTimeoutSeconds - number of seconds that players with the menu open will have additional time on top of the server's default idle kicker. This is to ensure that players busy reading the text don't get kicked too early for idling.

Screenshots

Screenshot of the OpenSpy Info message window

Localization

If you would like to help translate the mod, please take a look at OpenSpyInfoText.uc and submit a pull request with your edits. Don't worry if you don't have any UnrealScript knowledge - I'll be more than happy to help get your translation integrated if needed.

FAQ

Q. I want to make some modifications to this mod like changing the text. Am I allowed to?

A. Yes! You are free to make any modifications as you like, but the source code must be made available on request per the license. Additionally, you should make sure to name your customized version differently so that it does not cause version conflicts (and thus headaches).

License

OpenSpyInfo is licensed under the Open Unreal Mod License version 1.1. See LICENSE for details.

Credits

the OpenSpy team for their amazing work on the OpenSpy UT2k3/UT2k4 master server!

Clinton H Goudie-Nice aka TheDruidXpawX for his work on the DruidsPlayerAgreement mutator, from which some code is borrowed!

SgtMuffin for identifying and helping to test a fix for menus reopening when other players joined!

Infy for her menu design and feedback!

voltz, Aeon, DeepC, and DW>Ant for their feedback!

Ema for the German translation.

Cosma for the French translation.

209CATrus for the Russian translation.

Ragnos for identifying the incompatibility and testing with AntiTCC and help fixing encoding issues in the translations.

Me, 0xC0ncord aka TonyTheSlayer for the initial conception and creation of this mod.