

// SAMPLE USER.INI FILE

// FROM UNREAL TOURNAMENT

// by ekoSonic - ekosonic@mac.com
// Visit the osX web site for additional info and downloads
// <http://homepage.mac.com/ekosonic>
// Document Version - 1.2

// This document tries to explain what everything in your
// user.ini file means. Not every single line is
// commented, but most of it is. There is more information
// in your user.ini file than what is in this document. I
// have removed anything which is totally inconsequential
// and not needed. So if you have something in your
// user.ini that you can't find in this document...IGNORE
// IT. You shouldn't be messing with it anyway!

// Comments are preceded by "//"
// and are always UNDER the section being commented.
// comments should NOT be in your .ini file you use.

[DefaultPlayer]

Name=YourName

Class=BotPack. TMale2

team=0

skin=SoldierSkins. sl dr

Face=SoldierSkins. Brock

Voice=BotPack. VoiceMaleTwo

OverrideClass=

// The above are the player preferences which are set
// from within the game. You can also edit them here.
// I would only edit the name, of course.

```
// BEGIN ALIASES SECTION
```

```
// Aliases are a sequence of commands which can be  
// activated by one key. You input the commands you want  
// executed, give those commands a name (the alias), then  
// bind that name to a key. When you press the key, all  
// the commands that you have specified for that alias get  
// executed.
```

```
[Engine.Input]
```

```
Aliases[0]=(Command="Button bFire | Fire", Alias=Fire)
```

```
Aliases[1]=(Command="Button bAltFire |
```

```
AltFire", Alias=AltFire)
```

```
// These two aliases are set by the game  
// to give your fire and alt-fire buttons  
// their commands.
```

```
Aliases[2]=(Command="Axis aBaseY  
Speed=+300.0", Alias=MoveForward)
```

```
Aliases[3]=(Command="Axis aBaseY  
Speed=-300.0", Alias=MoveBackward)
```

```
Aliases[4]=(Command="Axis aBaseX  
Speed=-150.0", Alias=TurnLeft)
```

```
Aliases[5]=(Command="Axis aBaseX  
Speed=+150.0", Alias=TurnRight)
```

```
Aliases[6]=(Command="Axis aStrafe  
Speed=-300.0", Alias=StrafeLeft)
```

```
Aliases[7]=(Command="Axis aStrafe  
Speed=+300.0", Alias=StrafeRight)
```

```
// Ditto for the aliases for movement.  
// Don't mess with any of these.
```

```
Aliases[8]=(Command="Jump | Axis aUp  
Speed=+300.0", Alias=Jump)
```

```
Aliases[9]=(Command="Button bDuck | Axis aUp  
Speed=-300.0", Alias=Duck)
```

```
Aliases[10]=(Command="Button bLook", Alias=Look)
```

```
Aliases[11]=(Command="Toggle bLook", Alias=LookToggle)
```

```
// Again, more factory set aliases for jumping, looking,  
// crouching and toggling mouselook.
```

```
Aliases[12]=(Command="ActivateItem", Alias=InventoryActivate)
Aliases[13]=(Command="NextItem", Alias=InventoryNext)
Aliases[14]=(Command="PrevItem", Alias=InventoryPrevious)
Aliases[15]=(Command="Axis aLookUp
Speed=+100.0", Alias=LookUp)
Aliases[16]=(Command="Axis aLookUp
Speed=-100.0", Alias=LookDown)
Aliases[17]=(Command="Button bSnapLevel", Alias=CenterView)
Aliases[18]=(Command="Button bRun", Alias=Walking)
Aliases[19]=(Command="Button bStrafe", Alias=Strafe)
Aliases[20]=(Command="NextWeapon", Alias=NextWeapon)
Aliases[21]=(Command="ActivateTranslator", Alias=
ActivateTranslator)
Aliases[22]=(Command="ActivateHint", Alias=ActivateHint)
Aliases[23]=(Command="Button bFreeLook", Alias=FreeLook)
// Yet more aliases for activating basic commands in UT.
// CenterView can be bound to a key of your choosing if
// you wish.

Aliases[24]=(Command="ViewClass Pawn | behndview
1", Alias=ViewTeam)
// This alias is very similar to number 30, but it is in
// chase cam mode. Lets you toggle the view so you can see
// what your teammates/bots are doing

Aliases[25]=(Command="behndview 0 | FOV 20 | OnRelease FOV
90", Alias=szoom)
// Sniper zoom for any weapon (minus the crosshairs of
// course)

Aliases[26]=(Command="FOV 60", Alias=zoom)
// A smaller zoom, and does not toggle back to
// regular view. When you zoom in it stays zoomed in.
// The only way to get back to a regular view is to
// bind a key to do that. Alias 25 does this.

Aliases[27]=(Command="FOV 120" | OnRelease FOV
90, Alias=wide)
// A wide view of the terrain. Toggles back to
// regular view after you release it.
```

```
Aliases[28]=(Command="GetWeapon C_Grappl eLauncher |
GetWeapon BotPack.Translocator | OnRelease
switchtobestweapon", Alias=transtoggl e)
// This alias toggles your translocator on while pressed, and then
// switches to your best weapon when released (i have added an additional
// command for it to work with the grapplehook mutator as well)
// You can remove the portion in green if you do not use the mutator.

Aliases[29]=(Command="Fire | OnRelease Jump", Alias=j umpfire)
// Jump and fire at the same time (I don't use this, but
// thought somebody might like to know how it is done)

Aliases[30]=(Command="Vi ewCl ass Pawn | behi ndvi ew
0", Alias=Vi ewBot)
// Same as ViewTeam, but in first person perspective

Aliases[31]=(Command="behi ndvi ew 1 | FOV 120 | OnRel ease
behi ndvi ew 0 | FOV 90", Alias=Vi ewToggl e)
// Let's you toggle behind first person view
// and thirdperson view

Aliases[32]=(Command="setj umpz 550", Alias=sj ump)
// This alias let's you jump much higher than the
// default. The default is about 300.

Aliases[33]=(Command="GetWeapon BotPack.Translocator |
OnRelease AltFire | OnRelease switchtobestweapon", Alias=supertranstoggl e)
// This is an enhanced version of the transtoggle in alias
// 28. It only works with bots and not on internet
// play...it is the same as the translocator toggle, but
// it translocates you when you release the key, so you
// don't have to press the
// alt-fire. Again, you also switch to your best weapon
// afterwards.

Aliases[34]=(Command="", Alias=None)
Aliases[35]=(Command="", Alias=None)
Aliases[36]=(Command="", Alias=None)
Aliases[37]=(Command="", Alias=None)
Aliases[38]=(Command="", Alias=None)
Aliases[39]=(Command="", Alias=None)
// These slots are unused, you can add more aliases here
// if you wish.

// END ALIASES SECTION
```

```
// BEGIN KEY BINDINGS SECTION
```

```
// The text before the "=" sign is the actual key you are  
// binding the command to. Obviously, the command or alias is on  
// the right side of the equals.  
// The keys that are bound to the commands are the one's I  
// use, but do not have to be the one's that you use. I  
// have my SpaceBar set to the jump command. You can set  
// it to be the X key if you want. You can bind any of  
// the commands (the text to the right of the equals) to  
// any key you wish.
```

```
Mouse=Fire
```

```
AltMouse=AltFire
```

```
// Do not change the bindings for Fire and AltFire, as the  
// game (for me at least) does not like it!
```

```
Escape=ShowMenu
```

```
// Brings up the console
```

```
Tab=Type
```

```
// Let's you enter commands in a mini-console input line  
// during the game. It will look very similar to the  
// input line when you are sending chat messages.
```

```
MouseX=Axis aMouseX Speed=6.0
```

```
MouseY=Axis aMouseY Speed=6.0
```

```
StrProperty0=
```

```
// Default values for the game. I have never messed with  
// these.
```

```
X=Mutate EavyDarkmatchII
```

```
// Allows you to toggle the searchlight on and off with the  
// eavy darkmatch mutator. If you have the mutator  
// installed and have read the read me for it, this  
// binding will make sense to you.
```

```
Enter=speech 4 14 0
B=speech 2 0 -1
G=speech 0 1 0
H=speech 4 12 0
M=speech 4 1 0
N=speech 4 13 0
O=speech 2 4 -1
Y=speech 3 8 0
U=speech 3 21 0
I=speech 3 13 0
NumPad2=speech 2 3 1
NumPad3=speech 2 3 2
NumPad5=speech 2 2 1
NumPad6=speech 2 2 2
NumPad8=speech 2 1 1
NumPad9=speech 2 1 2
Mi nus=speech 2 0 1
Equal s=speech 2 0 2
Ri ghtBracket=speech 2 3 -1
Bac ksl ash=speech 2 2 -1
Le ftBracket=speech 4 15 0
// I have most of the important speech
// commands/order/taunts bound to individual keys, you can
// do this from the Input tab of the
// preferences - select speech binder. Alternatively, you
// can input them by hand like I did. There is an
// additional document on the osx web site which gives all the
// codes for the different speech commands available.
// Go here to get it: http://homepage.mac.com/ekosonic

J=Taunt victory1
K=Taunt taunt1
L=Taunt wave
// These bindings are for the dances that your character
// can do. For after those monster kills...

A=StrafeLeft
D=StrafeRight
S=MoveBackward
W=MoveForward
C=Duck
// Sidestep right and left, move forward and backward and
// crouch.

P=Pause
// Pauses the game. In case the phone rings! Obviously,
// does not work in a net match. Practice mode only.
```

R=TeamTalk

// Send a message to your team members only.

T=Talk

// Send a message to everybody in the game.

F=GetWeapon UT_FlakCannon | getweapon UT_Eightball

// I don't like to have my weapons bound to the number
// keys, so this is a system which binds more than one
// weapon to a key which is close to where my fingers
// lie. The binding tries to get the rocket launcher
// first, then the FlakCannon second,
// if you don't have a RL...if you have both, it will select
// the Rocket Launcher first, and then toggle between them
// everytime you press the key.

E=GetWeapon Pulsegun | getweapon ShockRifle | getweapon minigun2

// Same concept as above, but with my next three favorite
// weapons being toggled in sequence. The minigun is
// first, if that is not available, then the ShockRifle
// gets selected, etc.

**Z=getweapon ImpactHammer | getweapon enforcer | getweapon
SniperRifle | getweapon ripper | getweapon ut_biorifle**

// Again, same thing as before, but with even more
// weapons...it will always try for the biorifle first,
// then go down the list
// until it finds a weapon you have...again, will toggle
// between these weapons if you have more than one.
// However, if you have more than two of these weapons,
// it will only toggle the first two. (Bio and Ripper in this case.)

Q=transtoggle

// The key binding for alias 28. Toggles the translocator
// while you hold down the "Q" key.

Shift=szoom

// The key binding for alias 25. Zooms in while you hold
// the "Shift" key down.

Ctrl=fov 60 | ShowScores | OnRelease ShowScores | OnRelease fov 90

// This alias toggles the scores on and off with a bit of
// a zoom effect (so you don't have to reach for the F1
// key.

Option=ViewBot

```
// The alias for switching between the viewpoint of your  
// teammates or all players while in spectator mode. This,  
// if you recall, keeps you in first person perspective.  
// Works while playing back demos as well.
```

Command=ViewToggle

```
// Toggles between first and third person view. You wanna  
// see what your butt looks like, press this key down.
```

Space=Jump

```
// Hmmm, I wonder what this key does?
```

NumLock=Stat Net

```
// This command pops up your network statistics - ping,  
// packet loss, connection speed, etc. Very handy to  
// troubleshoot bad connections. Give's you lots of info.
```

NumPadEquals=timedemo 1

NumPadSlash=timedemo 0

```
// Toggles the time demo feature on and off, so you can  
// check what your framerates are.
```

NumPadStar=stat fps

```
// Displays some very helpful frame rate information  
// accross the bottom of your screen in small text.  
// Similar to the timedemo command, but provides more  
// info...and does not give you an average after you turn  
// it off.
```

NumPadMinus=i amtheone | walk

NumPadPlus=i amtheone | fly

NumPadPeriod=i amtheone | god

```
// I get tired of always having to remember to type  
// "iamtheone" in the console to activate the cheats, so I  
// bound some to specific keys, with the "iamtheone"  
// already included. You can do the same for any other  
// cheats you like. Like allammo. - Of course, this only  
// works against the bots, not online.
```

NumPad0=i amtheone | killpawns

```
// Kills all the bots on the map you're playing. So if  
// they start pissing you off, you can just nuke all of  
// them! Actually, I use this if I don't like the bots  
// which were randomly added to the map I am playing...  
// I just nuke them and start over. See the comment below  
// for what I am talking about.
```

NumPad1=addbots 1

NumPad4=addbots 4

NumPad7=addbots 7

// Adds one, four, and seven bots to your map...I like to
// play with different number of bots depending on the
// map...so I always have the map start off with 0 bots
// initially, and then add as many as I need...if I wanted
// three, I would press the "1" key on my numberpad three times. etc.

F1=ShowScores

// Brings up the scores for the match...I don't use this
// very often since I have a binding which toggles it.

F2=ShowServerInfo

// Gives you statistics about the server that you are
// playing on.

F3=ShowObjectives

// Shows you what your objectives are when playing an
// Assault game.

F4=I AmTheOne

// I bound a key to this to quickly enable cheating. This
// way I can summon, etc. See the other post at the
// website which has most of the cheat codes/console
// commands you can use.

F5=ShrinkHUD

F6=GrowHUD

// This toggles the different views your Head's Up Display
// will allow.

F7=ViewTeam

F8=ViewBot

// Toggles your views between the players like I explained
// earlier. Viewteam puts you in chase cam mode, ViewBot
// puts you in first person perspective.

F9=shot

// Takes a screenshot which get's put in the top level of
// your UT folder.

F10=Cancel

// Lets you cancel a connection request to a server

F11=mutate TossRelic

// This is normally the brightness key. I have modified it
// to be the command which makes you toss away a relic you have picked up,
// since you can only carry one relic at a time.

F12=EndFull screen

```
// Puts the game in a window instead of full screen
// mode. This let's you access the menu's for configuring
// input sprocket, etc. This command can also be
// accomplished by pressing Command-F.
```

1=getweapon warheadlauncher

2=getweapon SniperRifle

3=

4=

5=

6=

7=

8=

9=

0=

```
// If you noticed already, all my weapons are bound to the
// F, E, and Z keys. Except for the warhead launcher. He
// gets the 1 key on the keyboard. Since all my other
// weapons are already bound elsewhere, I left the rest of
// the number keys blank. However, you can bind your weapons
// here to the number keys if you wish. Just add the
// appropriate weapon after the number.
// For example: 2=getweapon SniperRifle
```

Backspace=ThrowWeapon

```
// Let's you throw away the weapon you are carrying. This
// is particularly useful if your weapon has little ammo
// left and your standing next to that weapon. Just throw
// your spent weapon away, and pick up a new one that's
// loaded.
```

Left=netspeed 5000

Right=netspeed 10000

```
// This binding is so I can toggle my connection speeds
// easily.
```

Up=reconnect

Down=disconnect

```
// Let's me disconnect from a server, and reconnect to it
// with two simple keystrokes...the reconnect will always
// try to connect to the last server you were on
```

PageDown=DEMOPLAY utfilm?3rdperson

PageUp=DEMOPLAY utfilm

home=DEMOREC utfilm

End=STOPDEMO

// These are for quick recording and playback of a
// demo...it creates a demo file called "utfilm" which I can play
// back with a single keystroke...warning...if you record a
// second demo this way, the original one will be overwritten, as
// UT does not rename things. The stopdemo stops recording
// and playback of all demos.

OEMClear=

PA1=

NoName=

Zoom=

Play=

ErEof=

ExSel =

CrSel =

Attn=

UnknownF5=

UnknownF4=

// Keys which I do not use, or haven't been able to figure
// out where they are on my keyboard!

JoyPovRight=
JoyPovLeft=
JoyPovDown=
JoyPovUp=
Unknown10F=
Unknown10E=
MouseWheel Down=
MouseWheel Up=
UnknownEB=
UnknownEA=
JoyV=
JoyU=
MouseW=
MouseZ=
JoyR=
JoyZ=
JoyY=
JoyX=
UnknownDF=

// Some of these keys are obviously windows specific.
// Like the mousewheel. Others are for joysticks, I'm
// assuming. Anyway, nothing bound to them because I
// don't/can't use them

SingleQuote=
RightBracket=
Backslash=
LeftBracket=
UnknownDA=
UnknownD9=
UnknownD8=
Joy16=
Joy15=
Joy14=
Joy13=
Joy12=
Joy11=
Joy10=
Joy9=
Joy8=

// More keys which I do not use, or have not been able to
// find what they connect to.

Joy7=getweapon Translocator

Joy6=NextWeapon

```
// I have a four button kensington turbomouse. After I
// input some commands with the inputsprocket dialog box,
// I discovered that Joy7 and Joy6 are the input fields
// which control my other two buttons! (I have the other two set to
// fire and alt-fire) These are bound to toggle to my next
// weapon, and to select the translocator without toggling
// back to another weapon. So I can use the translocator
// exclusively. Since most folks do not have four
// buttons, I would bind the translocator to a more
// convinient spot, like the "2" key.
```

Joy5=

Joy4=

Joy3=

Joy2=

Joy1=

UnknownC7=

UnknownC6=

UnknownC5=

UnknownC4=

UnknownC3=

UnknownC2=

UnknownC1=

```
// Man, there are a lot of input spaces which I have no
// idea what they connect to!
```

Tilde=

Slash=TeamSay Im on D

Period=Team Say SUPPORT THE FLAG CARRIER

Comma=TeamSay Meet up for attack on flag. NOW.

Semi colon=TeamSay On my way for attack.

```
// I have these keys bound to say certain things during
// the course of a CTF game. They are not speech
// commands. This is exactly the same as if you hit the
// "R" key and typed in a message. I just have some
// phrases which I like to use and I can use them quite
// quickly by binding the entire phrase to a keystroke.
```

UnknownB9=
UnknownB8=
UnknownB7=
UnknownB6=
UnknownB5=
UnknownB4=
UnknownB3=
UnknownB2=
UnknownB1=
UnknownB0=
UnknownAF=
UnknownAE=
UnknownAD=
UnknownAC=
UnknownAB=
UnknownAA=
UnknownA9=
UnknownA8=
UnknownA7=
UnknownA6=
UnknownA5=
UnknownA4=
RControl =
LControl =
RShift =
LShift =
Unknown9F=
Unknown9E=
Unknown9D=
Unknown9C=
Unknown9B=
Unknown9A=
Unknown99=
Unknown98=
Unknown97=
Unknown96=
Unknown95=
Unknown94=
Unknown93=
Unknown92=
Scroll Lock=
Unknown8F=
Unknown8E=
Unknown8D=

Unknown8C=

Unknown8B=

Unknown8A=

F24=

F23=

F22=

F21=

F20=

F19=

F18=

F17=

F16=

F15=

F14=

F13=

Separator=

Unknown5F=

Unknown5E=

Unknown5D=

Unknown5C=

Unknown5B=

// Man, that's a lot of unknown keys!

V=

// The "V" key is use to access the orders menu...do not

// bind anything to it as it won't work.

Unknown40=

Unknown3F=

Unknown3E=

Unknown3D=

Unknown3C=

Unknown3B=

Unknown3A=

Hel p=

Del ete=

Insert=

// More keys which I do not use

PrintScrn=Pl ayersOnl y

// This will freeze all the bots in place and let you run

// around them. It freezes ammo shots too, so it's pretty

// cool! Great for getting just the screenshot you

// wanted! The "PrintScrn" is the "F13" key on my

// extended keyboard.

Execute=

Print=

Select=

Unknown1F=

Unknown1E=

Unknown1D=

Unknown1C=

Unknown1A=

Unknown19=

Unknown18=

Unknown17=

Unknown16=

Unknown15=

CapsLock=

Pause=

Unknown0F=

Unknown0E=

Unknown0C=

Unknown0B=

Unknown0A=

Unknown07=

Unknown06=

Unknown05=

Unknown04=

Cancel =

// Ok, even more keys which I do not use...but you can if
// you wish.

// END KEY BINDINGS SECTION

// BEGIN GAME SETTINGS SECTION

[Engine.PlayerPawn]

WeaponPriority[0]=Translocator

WeaponPriority[1]=WarheadLauncher

WeaponPriority[2]=SuperShockRifle

WeaponPriority[3]=Chainsaw

WeaponPriority[4]=ImpactHammer

WeaponPriority[5]=enforcer

WeaponPriority[6]=doubleenforcer

WeaponPriority[7]=SniperRifle

WeaponPriority[8]=ripper

WeaponPriority[9]=UT_Biorifle

WeaponPriority[10]=ShockRifle

WeaponPriority[11]=PulseGun

WeaponPriority[12]=minigun2

WeaponPriority[13]=UT_FlakCannon

WeaponPriority[14]=UT_Eightball

WeaponPriority[15]=None

WeaponPriority[16]=None

WeaponPriority[17]=None

WeaponPriority[18]=None

WeaponPriority[19]=None

// This is where you can set the priority for your
// weapons. This is the order in which weapons will be
// swapped if you have autoswitch turned on, or you are
// using the next/previous weapon command. 19 is the
// highest. So if you're carrying the FlakCannon, and
// pick up a minigun, the weapons will not autoswitch.

Password=

DodgeClickTime=0.250000

// Set how quickly you have to double click your strafe
// key in order to dodge. I have never messed with this.

Bob=0.000000

// All true hardcore players play with absolutely no
// weapon bob. How in the hell are you supposed to hit
// something with that damn weapon bouncing up and down in
// front of you!

DesiredFOV=90.000000

DefaultFOV=90.000000

// This is where you can specify your field of view to
// play at. I prefer a bit of a wider view than the 90
// degrees the
// game is set to...I have mine set to a default of 100.
// You would have to change the "on release fov=90" of the
// aliases if you want to play with fov 100, otherwise it
// would keep going back to 90.

MyAutoAim=1.000000

// I don't mess with this here, I have autoaim turned off
// from within the preferences in the game.

Handedness=-1.000000

bLookUpStairs=False

bSnapToLevel=False

bAlwaysMouseLook=True

bKeyboardLook=True

bInvertMouse=False

bMaxMouseSmoothing=True

bNoFlash=True

bNoVoices=False

bMessageBeep=True

bNeverAutoSwitch=False

MouseSensitivity=3.000000

MouseSmoothThreshold=0.070000

MaxTimeMargin=3.000000

ngWorldSecret=

ngSecretSet=

// All of these settings are much easier to do from within
// the preferences dialog of the game. Don't bother with
// them here.

[Engine.HUD]

HudMode=0

Crosshair=4

// All of these settings are much easier to do from within
// the preferences dialog of the game. Don't bother with
// them here.

[Botpack. ChallengeHUD]

bUseTeamColor=true

FavoriteHUDColor=(R=6, G=6, B=6, A=0)

CrosshairColor=(R=5, G=5, B=7, A=0)

HudScale=0.800000

Opacity=11

StatusScale=1.000000

WeaponScale=1.000000

bHideAllWeapons=True

bHideStatus=True

bHideAmmo=False

bHideTeamInfo=True

bHideFragments=False

bHideHUD=False

bHideNoviceMessages=False

bHideFaces=False

CrosshairCount=9

CrossHairs[0]=Botpack. CHair1

CrossHairs[1]=Botpack. CHair2

CrossHairs[2]=Botpack. CHair3

CrossHairs[3]=Botpack. CHair4

CrossHairs[4]=Botpack. CHair5

CrossHairs[5]=Botpack. CHair6

CrossHairs[6]=Botpack. CHair7

CrossHairs[7]=Botpack. CHair8

CrossHairs[8]=Botpack. CHair9

CrossHairs[9]=

CrossHairs[10]=

CrossHairs[11]=

CrossHairs[12]=

CrossHairs[13]=

CrossHairs[14]=

CrossHairs[15]=

CrossHairs[16]=

CrossHairs[17]=

CrossHairs[18]=

CrossHairs[19]=

// You can set all of this stuff from within the game much
// easier! Basically, this is your HUD configuration.

```
[Botpack. ChallengeBotInfo]
BotFaces[0]=SGirlSkins. Sarena
BotFaces[1]=SGirlSkins. Athena
BotFaces[2]=SGirlSkins. Zanna
BotFaces[3]=SoldierSkins_Castle. Punisher
BotFaces[4]=BossSkins_666. face
BotFaces[5]=BossSkins. Xan
BotFaces[6]=BossSkins. Xan
BotFaces[7]=BossSkins_666. face
BotFaces[8]=SGirlSkins. Olga
BotFaces[9]=SGirlSkins. Annaka
BotFaces[10]=FCommandoSkins. Freylis
BotFaces[11]=SGirlSkins. Lauren
BotFaces[12]=SGirlSkins. Lauren
BotFaces[13]=SGirlSkins. Lauren
BotFaces[14]=SGirlSkins. Lauren
BotFaces[15]=
BotFaces[16]=
BotFaces[17]=
BotFaces[18]=
BotFaces[19]=
BotFaces[20]=
BotFaces[21]=
BotFaces[22]=
BotFaces[23]=
BotFaces[24]=
BotFaces[25]=
BotFaces[26]=
BotFaces[27]=
BotFaces[28]=
BotFaces[29]=
BotFaces[30]=
BotFaces[31]=
```

```
// These are the settings for which faces your different
// bots use. All this stuff gets set from within the game.
// Don't mess with it here.
```

```
bAdjustSkill=False
bRandomOrder=True
Difficulty=4
```

```
// These settings are done from within the game much
// easier. Trust me! Basically, these are the bot difficulty
// settings you select when you start up a practice game.
```

```
BotNames[0]=Seven[1]
BotNames[1]=Seven[2]
BotNames[2]=Seven[3]
BotNames[3]=The Punisher
BotNames[4]=Cyborg[1]
BotNames[5]=Cyborg[2]
BotNames[6]=Cyborg[3]
BotNames[7]=Cyborg[4]
BotNames[8]=Panther[1]
BotNames[9]=Panther[2]
BotNames[10]=Famke
BotNames[11]=PrivateRyan
BotNames[12]=PrivateIone
BotNames[13]=PrivateFine
BotNames[14]=PrivateJeanna
BotNames[15]=
BotNames[16]=
BotNames[17]=
BotNames[18]=
BotNames[19]=
BotNames[20]=
BotNames[21]=
BotNames[22]=
BotNames[23]=
BotNames[24]=
BotNames[25]=
BotNames[26]=
BotNames[27]=
BotNames[28]=
BotNames[29]=
BotNames[30]=
BotNames[31]=
// You can set the bot names here,
// or from the bot setup screen in the game.
```

```
BotTeams[0]=2
BotTeams[1]=0
BotTeams[2]=1
BotTeams[3]=255
BotTeams[4]=255
BotTeams[5]=255
BotTeams[6]=0
BotTeams[7]=1
BotTeams[8]=255
BotTeams[9]=2
BotTeams[10]=255
BotTeams[11]=255
BotTeams[12]=3
BotTeams[13]=2
BotTeams[14]=0
BotTeams[15]=
BotTeams[16]=
BotTeams[17]=
BotTeams[18]=
BotTeams[19]=
BotTeams[20]=
BotTeams[21]=
BotTeams[22]=
BotTeams[23]=
BotTeams[24]=
BotTeams[25]=
BotTeams[26]=
BotTeams[27]=
BotTeams[28]=
BotTeams[29]=
BotTeams[30]=
BotTeams[31]=
```

```
// These are the colors which you have assigned to the
// bots from the bot setup screen. You can also do it from here
// If you wish? 255 is no color, 0 is red, 1 is blue, 2 is green,
// and so on like in the setup screen.
```

```
BotClasses[0]=BotPack.TFemale2Bot
BotClasses[1]=BotPack.TFemale2Bot
BotClasses[2]=BotPack.TFemale2Bot
BotClasses[3]=BotPack.TMale2Bot
BotClasses[4]=BotPack.TBossBot
BotClasses[5]=BotPack.TBossBot
BotClasses[6]=BotPack.TBossBot
BotClasses[7]=BotPack.TBossBot
BotClasses[8]=BotPack.TFemale2Bot
BotClasses[9]=BotPack.TFemale2Bot
BotClasses[10]=BotPack.TFemale1Bot
BotClasses[11]=BotPack.TFemale2Bot
BotClasses[12]=BotPack.TFemale2Bot
BotClasses[13]=BotPack.TFemale2Bot
BotClasses[14]=BotPack.TFemale2Bot
BotClasses[15]=
BotClasses[16]=
BotClasses[17]=
BotClasses[18]=
BotClasses[19]=
BotClasses[20]=
BotClasses[21]=
BotClasses[22]=
BotClasses[23]=
BotClasses[24]=
BotClasses[25]=
BotClasses[26]=
BotClasses[27]=
BotClasses[28]=
BotClasses[29]=
BotClasses[30]=
BotClasses[31]=
```

```
// Again, these are the different models you have
// specified for your bots when you configured each one by
// hand to look just right.
```

BotSkins[0]=SGirlSkins.Venm
BotSkins[1]=SGirlSkins.Venm
BotSkins[2]=SGirlSkins.Venm
BotSkins[3]=SoldierSkins.Castle.kill
BotSkins[4]=BossSkins_666.6bos
BotSkins[5]=BossSkins.boss
BotSkins[6]=BossSkins.boss
BotSkins[7]=BossSkins_666.6bos
BotSkins[8]=SGirlSkins.fbth
BotSkins[9]=SGirlSkins.fbth
BotSkins[10]=FCommandoSkins.goth
BotSkins[11]=SGirlSkins.army
BotSkins[12]=SGirlSkins.army
BotSkins[13]=SGirlSkins.army
BotSkins[14]=SGirlSkins.army
BotSkins[15]=
BotSkins[16]=
BotSkins[17]=
BotSkins[18]=
BotSkins[19]=
BotSkins[20]=
BotSkins[21]=
BotSkins[22]=
BotSkins[23]=
BotSkins[24]=
BotSkins[25]=
BotSkins[26]=
BotSkins[27]=
BotSkins[28]=
BotSkins[29]=
BotSkins[30]=
BotSkins[31]=

// These are the different skins the bots like to wear.

Voi ceType[0]=BotPack. Voi ceFemal eTwo
Voi ceType[1]=BotPack. Voi ceFemal eTwo
Voi ceType[2]=BotPack. Voi ceFemal eTwo
Voi ceType[3]=BotPack. Voi ceMal eTwo
Voi ceType[4]=Botpack. Voi ceBotBoss
Voi ceType[5]=Botpack. Voi ceBotBoss
Voi ceType[6]=Botpack. Voi ceBotBoss
Voi ceType[7]=Botpack. Voi ceBotBoss
Voi ceType[8]=BotPack. Voi ceFemal eTwo
Voi ceType[9]=BotPack. Voi ceFemal eTwo
Voi ceType[10]=BotPack. Voi ceFemal eTwo
Voi ceType[11]=BotPack. Voi ceFemal eOne
Voi ceType[12]=BotPack. Voi ceFemal eOne
Voi ceType[13]=BotPack. Voi ceFemal eOne
Voi ceType[14]=BotPack. Voi ceFemal eOne
Voi ceType[15]=
Voi ceType[16]=
Voi ceType[17]=
Voi ceType[18]=
Voi ceType[19]=
Voi ceType[20]=
Voi ceType[21]=
Voi ceType[22]=
Voi ceType[23]=
Voi ceType[24]=
Voi ceType[25]=
Voi ceType[26]=
Voi ceType[27]=
Voi ceType[28]=
Voi ceType[29]=
Voi ceType[30]=
Voi ceType[31]=

// And these are their voices.

// This next, quite lengthy section shows you all the
// different characteristics, skills, and tendencies the
// bots can have. As you can see...there is an infinite
// amount of options. All of this get's set quite easily
// from the botsetup screen from within the game. 0 does
// not mean they have no skill...it just means they will
// use the default level you have set for the game...i.e.
// Novice, Godlike, etc.

BotSkills[0]=0.000000
BotSkills[1]=0.000000
BotSkills[2]=0.000000
BotSkills[3]=0.000000
BotSkills[4]=0.000000
BotSkills[5]=0.000000
BotSkills[6]=0.000000
BotSkills[7]=0.000000
BotSkills[8]=0.000000
BotSkills[9]=2.000000
BotSkills[10]=0.000000
BotSkills[11]=0.000000
BotSkills[12]=0.000000
BotSkills[13]=0.000000
BotSkills[14]=0.000000
BotSkills[15]=0.000000
BotSkills[16]=0.000000
BotSkills[17]=0.000000
BotSkills[18]=0.000000
BotSkills[19]=0.000000
BotSkills[20]=0.000000
BotSkills[21]=0.000000
BotSkills[22]=0.000000
BotSkills[23]=0.000000
BotSkills[24]=0.000000
BotSkills[25]=0.000000
BotSkills[26]=0.000000
BotSkills[27]=0.000000
BotSkills[28]=0.000000
BotSkills[29]=0.000000
BotSkills[30]=0.000000
BotSkills[31]=0.000000

// Their overall skill relative to the base skill selected.
// Bot 9 is two skill points above the default which I have set.

```
BotAccuracy[0]=0.200000
BotAccuracy[1]=-0.100000
BotAccuracy[2]=0.000000
BotAccuracy[3]=0.700000
BotAccuracy[4]=0.100000
BotAccuracy[5]=-0.400000
BotAccuracy[6]=0.200000
BotAccuracy[7]=0.000000
BotAccuracy[8]=0.300000
BotAccuracy[9]=0.100000
BotAccuracy[10]=0.000000
BotAccuracy[11]=0.100000
BotAccuracy[12]=0.000000
BotAccuracy[13]=0.000000
BotAccuracy[14]=0.000000
BotAccuracy[15]=0.000000
BotAccuracy[16]=0.000000
BotAccuracy[17]=0.000000
BotAccuracy[18]=0.000000
BotAccuracy[19]=0.000000
BotAccuracy[20]=0.000000
BotAccuracy[21]=0.000000
BotAccuracy[22]=0.000000
BotAccuracy[23]=0.000000
BotAccuracy[24]=0.000000
BotAccuracy[25]=0.000000
BotAccuracy[26]=0.000000
BotAccuracy[27]=0.000000
BotAccuracy[28]=0.000000
BotAccuracy[29]=0.000000
BotAccuracy[30]=0.000000
BotAccuracy[31]=0.000000
```

```
// This is their shooting accuracy.
```

```
CombatStyle[0]=0.000000
CombatStyle[1]=0.000000
CombatStyle[2]=-1.000000
CombatStyle[3]=0.500000
CombatStyle[4]=0.000000
CombatStyle[5]=1.000000
CombatStyle[6]=0.500000
CombatStyle[7]=0.000000
CombatStyle[8]=-0.500000
CombatStyle[9]=0.500000
CombatStyle[10]=0.000000
CombatStyle[11]=0.500000
CombatStyle[12]=0.000000
CombatStyle[13]=-1.000000
CombatStyle[14]=1.000000
CombatStyle[15]=0.000000
CombatStyle[16]=0.000000
CombatStyle[17]=0.000000
CombatStyle[18]=0.000000
CombatStyle[19]=0.000000
CombatStyle[20]=0.000000
CombatStyle[21]=0.000000
CombatStyle[22]=0.000000
CombatStyle[23]=0.000000
CombatStyle[24]=0.000000
CombatStyle[25]=0.000000
CombatStyle[26]=0.000000
CombatStyle[27]=0.000000
CombatStyle[28]=0.000000
CombatStyle[29]=0.000000
CombatStyle[30]=0.000000
CombatStyle[31]=0.000000
```

```
// Heh, what kind of fighter they are. Much more
// descriptive titles are used in the botsetup screen.
```

```
Alertness[0]=0.200000
Alertness[1]=0.800000
Alertness[2]=0.000000
Alertness[3]=0.500000
Alertness[4]=0.600000
Alertness[5]=0.250000
Alertness[6]=0.000000
Alertness[7]=0.000000
Alertness[8]=0.000000
Alertness[9]=0.100000
Alertness[10]=0.000000
Alertness[11]=-0.250000
Alertness[12]=0.250000
Alertness[13]=0.000000
Alertness[14]=0.000000
Alertness[15]=0.000000
Alertness[16]=0.000000
Alertness[17]=0.000000
Alertness[18]=0.000000
Alertness[19]=0.000000
Alertness[20]=0.000000
Alertness[21]=0.000000
Alertness[22]=0.000000
Alertness[23]=0.000000
Alertness[24]=0.000000
Alertness[25]=0.000000
Alertness[26]=0.000000
Alertness[27]=0.000000
Alertness[28]=0.000000
Alertness[29]=0.000000
Alertness[30]=0.000000
Alertness[31]=0.000000
// Can you sneak up on them?
```

Campi ng[0]=0. 000000
Campi ng[1]=0. 100000
Campi ng[2]=0. 500000
Campi ng[3]=0. 700000
Campi ng[4]=0. 100000
Campi ng[5]=0. 000000
Campi ng[6]=0. 000000
Campi ng[7]=0. 000000
Campi ng[8]=0. 300000
Campi ng[9]=0. 000000
Campi ng[10]=0. 200000
Campi ng[11]=0. 000000
Campi ng[12]=0. 100000
Campi ng[13]=0. 400000
Campi ng[14]=0. 000000
Campi ng[15]=0. 000000
Campi ng[16]=0. 000000
Campi ng[17]=0. 000000
Campi ng[18]=0. 000000
Campi ng[19]=0. 000000
Campi ng[20]=0. 000000
Campi ng[21]=0. 000000
Campi ng[22]=0. 000000
Campi ng[23]=0. 000000
Campi ng[24]=0. 000000
Campi ng[25]=0. 000000
Campi ng[26]=0. 000000
Campi ng[27]=0. 000000
Campi ng[28]=0. 000000
Campi ng[29]=0. 000000
Campi ng[30]=0. 000000
Campi ng[31]=0. 000000

// I love this setting. Set them all to be the ultimate
// campers on a good sniping map and you're in for a long
// night!

```
StrafingAbili ty[0]=- 0. 250000
StrafingAbili ty[1]=- 0. 500000
StrafingAbili ty[2]=0. 500000
StrafingAbili ty[3]=0. 000000
StrafingAbili ty[4]=0. 000000
StrafingAbili ty[5]=0. 250000
StrafingAbili ty[6]=0. 250000
StrafingAbili ty[7]=0. 000000
StrafingAbili ty[8]=- 0. 250000
StrafingAbili ty[9]=- 0. 250000
StrafingAbili ty[10]=0. 250000
StrafingAbili ty[11]=0. 250000
StrafingAbili ty[12]=0. 000000
StrafingAbili ty[13]=- 0. 250000
StrafingAbili ty[14]=0. 000000
StrafingAbili ty[15]=0. 000000
StrafingAbili ty[16]=0. 000000
StrafingAbili ty[17]=0. 000000
StrafingAbili ty[18]=0. 000000
StrafingAbili ty[19]=0. 000000
StrafingAbili ty[20]=0. 000000
StrafingAbili ty[21]=0. 000000
StrafingAbili ty[22]=0. 000000
StrafingAbili ty[23]=0. 000000
StrafingAbili ty[24]=0. 000000
StrafingAbili ty[25]=0. 000000
StrafingAbili ty[26]=0. 000000
StrafingAbili ty[27]=0. 000000
StrafingAbili ty[28]=0. 000000
StrafingAbili ty[29]=0. 000000
StrafingAbili ty[30]=0. 000000
StrafingAbili ty[31]=0. 000000
// Quite possibly the most important aspect of getting a
// bot to act like a human. Well, a good human, anyway.
// Again, set all of these parameters from the botsetup
// screen.
```

```
FavoriteWeapon[0]=Botpack. UT_Fl akCannon
FavoriteWeapon[1]=
FavoriteWeapon[2]=
FavoriteWeapon[3]=
FavoriteWeapon[4]=Botpack. Mi ni gun
FavoriteWeapon[5]=
FavoriteWeapon[6]=
FavoriteWeapon[7]=
FavoriteWeapon[8]=
FavoriteWeapon[9]=
FavoriteWeapon[10]=Botpack. ShockRi fl e
FavoriteWeapon[11]=
FavoriteWeapon[12]=
FavoriteWeapon[13]=
FavoriteWeapon[14]=
FavoriteWeapon[15]=
FavoriteWeapon[16]=
FavoriteWeapon[17]=
FavoriteWeapon[18]=
FavoriteWeapon[19]=
FavoriteWeapon[20]=
FavoriteWeapon[21]=
FavoriteWeapon[22]=
FavoriteWeapon[23]=
FavoriteWeapon[24]=
FavoriteWeapon[25]=
FavoriteWeapon[26]=
FavoriteWeapon[27]=
FavoriteWeapon[28]=
FavoriteWeapon[29]=
FavoriteWeapon[30]=
FavoriteWeapon[31]=
// Yea, they will always try to use that weapon whenever
// possible, and will look for it in maps.  If the map is
// pathed well, anyway.
```

```
BotJumpy[0]=1
BotJumpy[1]=0
BotJumpy[2]=0
BotJumpy[3]=0
BotJumpy[4]=0
BotJumpy[5]=0
BotJumpy[6]=0
BotJumpy[7]=0
BotJumpy[8]=0
BotJumpy[9]=1
BotJumpy[10]=0
BotJumpy[11]=1
BotJumpy[12]=0
BotJumpy[13]=0
BotJumpy[14]=0
BotJumpy[15]=0
BotJumpy[16]=0
BotJumpy[17]=0
BotJumpy[18]=0
BotJumpy[19]=0
BotJumpy[20]=0
BotJumpy[21]=0
BotJumpy[22]=0
BotJumpy[23]=0
BotJumpy[24]=0
BotJumpy[25]=0
BotJumpy[26]=0
BotJumpy[27]=0
BotJumpy[28]=0
BotJumpy[29]=0
BotJumpy[30]=0
BotJumpy[31]=0
// This will really make them feel like human players.
// Set all of them to be superjumpy and it's JUST like
// playing online!
```

```
[Botpack. TournamentPlayer]
```

```
bInstantRocket=False
```

```
// This sets whether or not you can load up rockets in the
// rocket launcher, or whether it will be single fire.
```

```
bAutoTaunt=False
bNoAutoTaunts=True
bNoVoiceTaunts=False
bNoMatureLanguage=False
bNoVoiceMessages=False
AnnouncerVolume=3
// Some general settings which are better done from within
// the game. These settings let me hear most things and
// get's rid of some of the more annoying taunts.
// The announcer volume let's you set how loud you want to
// hear.. "Mo-mo-mo-mo-monster Kill!!!!!"
```

```
[Engine. Pawn]
```

```
bNeverSwitchOnPickup=False
// This sets whether you automatically switch to a weapon
// when you pick it up. Remember, the weapons only switch
// according to the weapon preferences you set earlier.
```

```
// END GAME SETTINGS SECTION
```

```
[Botpack. Ladder]
```

```
HasBeatenGame=True
// Insert this into the end of your file to give you access
// to the Boss skins from within the game.
```