

# // SAMPLE UNREAL TOURNAMENT.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 - 1.1

// Many, many thanks go out to Mark Adams from  
// Westlake Interactive (the company that did the Mac port of UT)  
// for his assistance in preparing this document. He filled in all the gaps,  
// and there were many to fill! This resource would not have been  
// possible without his help.

// This document tries to explain what everything in your  
// Unreal Tournament.ini file means. Well, almost everything.  
// Some things really just don't need any explanation, or are  
// internal game settings you should never tinker with!  
// You may also have some entries in your .ini file which are  
// not listed here. For the most part, they can be ignored,  
// as most anything you would want to tinker with is commented  
// in this document.

// Comments are preceded by "//"  
// and are always UNDER the command being commented.  
// comments should NOT be in your .ini file you use.  
// Section comments are in blue, and are BEFORE the  
// section to which they apply.

[URL]

Protocol=unreal

Protocol Description=Unreal Protocol

Name=Player

// You can input your nick in the name portion.  
// Everything else is just game settings which are automatic.

Map=Index.unr

Local Map=CityIntro.unr

// Setting your Local Map to "UT-Logo-Map.unr"  
// replaces the starting sequence with the black background/logo screen  
// so the game will load up faster.

```
Host=  
Portal=  
MapExt=unr  
SaveExt=usa  
// Defines what the extension for maps is.  
// No need to mess with anything here.
```

```
Port=7777  
Class=Botpack.TMale1  
// Defines your default port for UT,  
// and the default player model skin.
```

```
[FirstRun]  
FirstRun=400  
// This shows which version the game is at,  
// 405 would mean I have the update installed.  
// Setting this to True will force UT to redetect 3D hardware and detail settings
```

```
[PackageRemap]  
Unreal Share=Unreal I  
// This points some internal file loading to the right .u files  
// No need to mess with it.
```

```
// This portion sets the startup parameters for the UT engine.
```

```
[Engine.Engine]  
GameRenderDevice=GlideDrv.GlideRenderDevice  
// Sets which 3D API to use. I use glide because  
// I have a 3dfx card. If you were using the Mac's  
// built in video, you would change this to read:  
// =RaveDrv.RaveRenderDevice  
// This will give you RAVE acceleration.  
// If you want to use the software rendering:  
// =SoftDrv.SoftwareRenderDevice  
// Or for the really brave who want to use OpenGL:  
// =OpenGLDrv.OpenGLRenderDevice
```

```
AudioDevice=Galaxy. GalaxyAudioSubsystem
NetworkDevice=IpDrv. TcpNetDriver
DemoRecordingDevice=Engine. DemoRecDriver
Console=UTMenu. UTConsole
Language=int
GameEngine=Engine. GameEngine
EditorEngine=Editor. EditorEngine
WindowedRenderDevice=SoftDrv. SoftwareRenderDevice
RenderDevice=GlideDrv. GlideRenderDevice
// Leave the WindowedRenderDevice to software.
// The other settings should be fine, and you shouldn't need
// to change them. Basically, they define how the UT engine
// will function. Your audio system, etc.
// You don't need to mess with RenderDevice,
// GameRenderDevice in the previous section is the one that selects
// the API, I'm not sure what RenderDevice does.
// It may be the default device the game falls back to
// if there is a problem opening GameRenderDevice.
```

```
DefaultGame=Botpack. DeathMatchPlus
DefaultServerGame=Botpack. DeathMatchPlus
// You can set the default game types here.
// I don't bother to change these.
```

```
ViewportManager=MacDrv. MacClient
Render=Render. Render
Input=Engine. Input
Canvas=Engine. Canvas
CdPath=Unreal Tournament:
// More engine settings.
// I don't think changing the CdPath really does anything.
// In any case, leave them at the factory settings.
```

```
[Core. System]
PurgeCacheDays=30
// This defines how long items that you have downloaded
// from servers will stay in your cache folder. The default
// is thirty days. I have mine set to 720 days, or two years.
// Remember, server downloads are only available if you have
// upgraded UT to the 405 patch. So go get it.
```

```
SavePath=: Save
CachePath=: Cache
CacheExt=. uxx
// The cache folder path, as well as the file extension it looks for.
```

```

Paths=: System: *. u
Paths=: Maps: *. unr
Paths=: Textures: *. utx
Paths=: Sounds: *. uax
Paths=: Music: *. umx
// This sets the paths to the folders UT will look
// in at startup to find it's different files.
// You can add your own folders and paths for UT to look in
// as well if you wish. For example:
// You could keep all the maps you have downloaded and installed in a
// separate folder just for third party maps. Call it
// "ThirdPartyMaps", for example. It resides on the top level of your UT folder.
// You would have to add a path to that folder here, so that UT would
// know where to look to find the third party maps and display them
// in the map list. Here is the command you would add below the music path:
// Paths=: ThirdPartyMaps: *. unr
// Now UT will look inside that folder for files which end in .unr, which
// all map files should.
// You can also add folders for thirdparty shapes, music, etc. Just create the folder
// in the Finder and insert the appropriate path here. Here is how I have my
// Unreal Tournament.ini file set up:

// Paths=: System: *. u
// Paths=: Maps: *. unr
// Paths=: Textures: *. utx
// Paths=: Sounds: *. uax
// Paths=: Music: *. umx
// Paths=: BotMaps: TPDM: *. unr
// Paths=: BotMaps: TPDOM: *. unr
// Paths=: BotMaps: TPCTF: *. unr
// Paths=: BotMaps: TPTextures: *. utx
// Paths=: BotMaps: TPSounds: *. uax
// Paths=: BotMaps: TPMusic: *. umx

// Notice I have gone one level deeper than the UT folder. I have
// a folder called BotMaps in the top level of my UT folder, and inside
// that folder, I have separate folders for each game type, as well as textures,
// music, sounds, etc. This helps me to keep things organized.

```

```
// A small digression as to how paths work on the Mac is needed, I think.
// Unlike windows, Mac paths are pretty transparent so that you never have to
// be aware of them. However, UT calls these paths from a text file, so you should
// be aware of how they work. Basically, a path/directory marker is the colon on the
// Mac. This is equivalent to the “\” on windows machines. So if your hard drive’s
// name is “HD”, a path to a folder called “MyFolder” inside the hard drive would
// be shown like this:
// HD: MyFolder
// On a windows machine, that same path would be specified as such:
// C: \HD\Myfolder
// Try this-add a colon to the name of a file on your Mac...
// It won’t let you! The colon character is reserved on the Mac for specifying
// directory paths. Now, when you look at the UT paths, they should make a bit
// more sense.
// Paths=: Maps: *. unr
// The colon right after the equals sign tells UT that it’s starting folder is
// the UT folder itself...thus it is a relative directory. Not an absolute one.
// The path then specifies to find a folder called “Maps”, then it uses a wildcard
// (the star symbol) do designate any text, followed by the extension the file
// should end in. This will find any file which ends in “. unr” regardless of the name.
```

**Suppress=DevSave**

**Suppress=DevNetTraffic**

**Suppress=DevGarbage**

**Suppress=DevKill**

**Suppress=DevReplace**

**Suppress=DevSound**

**Suppress=DevCompile**

**Suppress=DevBind**

**Suppress=DevBsp**

```
// The “suppress” lines tell the game not to dump debugging info into the log
// file. Much of the debugging code is compiled out of the final UT application
// so most of these won’t do anything. Best to leave them alone though.
```

**[Engine. GameEngine]**

**CacheSizeMegs=4**

```
// This is the amount of memory in megs which UT reserves for it’s internal cache.
// Textures used in the game, etc. are cached to memory for faster access.
// I have found that setting this to 12-14 produces the best results without
// taking up too much memory.
```

**UseSound=True**

```
// Values are either True or False.
```

**ServerActors=IpDrv. UdpBeacon**

**ServerActors=IpServer. UdpServerQuery**

**ServerActors=IpServer. UdpServerUplink**

```
// Server settings, don’t mess with these.
```

```
MasterServerAddress=unreal.epicgames.com MasterServerPort=27900
ServerActors=IpServer.UdpServerUplink
MasterServerAddress=master0.gamespy.com MasterServerPort=27900
ServerActors=IpServer.UdpServerUplink
MasterServerAddress=master.mplayer.com MasterServerPort=27900
// These are values which UT uses to gather online play information.
// The MasterServerAddress is the server which UT calls to find online games
// and display them for you, for example. Don't mess with these!
```

```
ServerActors=UWeb.WebServer
ServerPackages=SoldierSkills
ServerPackages=CommandoSkills
ServerPackages=FCommandoSkills
ServerPackages=SGirlSkills
ServerPackages=BossSkills
ServerPackages=Botpack
// Server packages are for when you are running a server. These lines
// specify what packages folks who are connecting to your server
// need to have installed. If you are running third party mutators,
// the directions usually specify which lines to add here, so that
// your server will correctly use the mutator if you are hosting.
// If you are not planning on running a server, you can ignore these.
```

// This section is specific to the Mac port.

```
[MacDrv.MacClient]
WindowedViewportX=640
WindowedViewportY=480
WindowedColorBits=16
// This sets the size and color resolution of the game when in windowed mode.
```

```
FullscreenViewportX=800
FullscreenViewportY=600
FullscreenColorBits=16
// Same as above but for when you are in full screen view.
```

```
Brightness=0.800000
// Game brightness. 0 is darkest, 1.0 is brightest
```

```
MipFactor=1.000000
UseDirectDraw=True
UseJoystick=False
CaptureMouse=True
// MipFactor isn't used on the Mac, since the software renderer doesn't do mipmapping.
// UseDirectDraw, UseJoystick, and CaptureMouse are all not used on the Mac, but are
// left for compatibility reasons. Don't remove or alter them.
```

### StartupFullscreen=True

// Sets whether the game will start up fullscreen  
// or in windowed mode. True or False.

### CurvedSurfaces=False

### LowDetailTextures=False

// CurvedSurfaces is ignored (on the Mac and PC under UT), it was an old experimental  
// mesh drawing mode.  
// LowDetailTextures is also a legacy flag from Unreal, and isn't used any more.

### ScreenFlashes=False

// This specifies whether or not the screen flashes  
// during certain times. Like when you are connecting to  
// a server, during gun firing, and other times. By default this is set to  
// true, but change it to false, since the flashes are kind of  
// annoying and disabling them slightly improves your fps.

### NoLighting=False

// Set to true or false. Obviously, this configures your lighting.

### SlowVideoBuffering=True

### DeadZoneXYZ=True

### DeadZoneRUV=False

### InvertVertical=False

### ScaleXYZ=1000.0

### ScaleRUV=2000.0

// SlowVideoBuffering is a windows flag, ignored on the Mac.  
// DeadZoneXYZ, DeadZoneRUV, & InvertVertical are ignored on the Mac.  
// ScaleXYZ and ScaleRUV are ignored on the Mac.

### MinDesiredFrameRate=30.000000

// Sets the desired minimum frame rate you want to play at.  
// The game will dynamically adjust detail, graphic settings  
// to try and produce a result as close to this minimum as possible.  
// You can set this to 32-36 if you want the game to be more  
// aggressive in trying to reach a higher frame rate.

### Decals=True

// Decals are the bullet holes, explosions, etc. which get left  
// behind on walls when you fire there. Setting this to False will  
// improve your fps slightly.

### NoDynamicLights=False

// Dynamic lighting looks great in the game (flashing lights, etc)  
// but can reduce your fps. Setting this to true will improve your  
// fps somewhat.

**JoySpeedX=12.000000**

**JoySpeedY=12.000000**

**DeadZoneX=0.000000**

**DeadZoneY=0.000000**

// These are Mac-specific input variables.

// JoySpeedX & Y are scaling factors for joystick inputs from

// InputSprocket. The larger the value, the faster you will

// move/turn when you press your joystick. The smaller the value

// the slower you will move/turn, giving you a bit more fine control.

// DeadZoneX and Y are minimum values the joystick must move before

// it is used as input. At 0.0, any joystick movement will register

// as movement in the game. If you set these values to 0.1 or 0.5,

// the joystick will have to move a bit before it actually sends a move  
// to the game.

// X values are left/right, Y are up/down, on the joystick.

**Doubled=0**

**Skipping=0**

// This specifies whether your resolution should be doubled

// or not. As well as the parameters for video line skipping.

// Doubled means the actual game screen is blown up twice as

// big - if the FullScreenViewportX & Y are 512, 384, and Doubled is

// 1, the screen is actually 1024x768.

// Skipping is 1 if lineskipping is on, and only valid in software rendering.

**OSTime=0**

// The amount of time UT will release for the Mac OS. Leave at 0

// for maximum performance.

**Speech=False**

// Do you want to hear talking? True or False.

**WindowY=127**

**WindowX=224**

// These are the coordinates of the upper left corner of the game

// window when playing in windowed (non-full screen) mode.

**SkinDetail=Medium**

**TextureDetail=Medium**

// Sets the amount of texture detail for the game and players.

// Low, Medium, or High. Low will give you the best fps, high the

// worst. Decide whether you want eye candy or performance!

// This section continues with game configuration settings.

[Engine.Player]

ConfiguredInternetSpeed=5000

ConfiguredLanSpeed=8000

// These are not the default settings. These are my recommendations.  
// 5000 should work great whether you have a 56K modem or an ADSL line.  
// 8000 is the max that I would go to, since packet loss seems to increase  
// significantly with values above that-no matter how good your connection is.

[Audio.GenericAudioSubsystem]

UseFilter=True

UseSurround=False

// UseFilter & UseSurround are ignored on the Mac.

UseStereo=True

// You can set stereo playback to False to give you a small fps boost.

UseCDMusic=True

// UseCDMusic is ignored on the Mac.

UseDigitalMusic=True

// If you do not want to hear music in the maps,  
// then set this to False. Personally, I like to  
// play in the quiet. Helps me to hear footsteps, etc.

UseSpatial=False

// UseSpatial is ignored on the Mac.

UseReverb=False

// Turning off the reverb helps with the fps a bit as well.

Use3dHardware=False

// This option is not available on the Mac.

LowSoundQuality=False

// Set to true for a small fps increase.

ReverseStereo=False

// ReverseStereo reverses the left/right output to speakers.

Latency=40

// Latency designates how fast sounds fade out.

OutputRate=22050Hz

// This output rate corresponds to medium quality. Best bang for  
// buck fps wise. 44100Hz is CD quality.

**Channels=16**

// If you find that you are dropping sounds during the game,  
// try setting the number of channels to something higher.  
// I have mine set to 24.

**MusicVolume=160**

**SoundVolume=200**

// You can adjust the relative volume of the sound and music here  
// Values are from 0-200, I believe.

**AmbientFactor=0.7**

// How loud ambient (background) sounds play.

// The Galaxy audio subsystem is the one that truly  
// controls the sound in your game.

[Galaxy.Audi oSubsystem]

**UseDirectSound=True**

**UseFilter=True**

**UseSurround=False**

// UseDirectSound, UseFilter & UseSurround are ignored on the Mac.

**UseStereo=True**

// You can set stereo to False to give you a small fps boost.

**UseCDMusic=False**

// UseCDMusic is ignored on the Mac.

**UseDigitalMusic=True**

// If you do not want to hear music in the maps,  
// then set this to False. Personally, I like to  
// play in the quiet. Helps me to hear footsteps, etc.

**UseSpatial=False**

// UseSpatial is ignored on the Mac.

**UseReverb=True**

// Turning off the reverb helps with the fps a bit as well.

**Use3dHardware=False**

// This option is not available on the Mac.

**LowSoundQuality=False**

// Set to true for a small fps increase.

**ReverseStereo=False**

// ReverseStereo reverses the left/right output to speakers.

**Latency=40**

// Latency designates how fast sounds fade out.

**OutputRate=22050Hz**

// This output rate corresponds to medium quality. Best bang for  
// buck fps wise. 44100Hz is CD quality.

**EffectsChannels=16**

// If you find that you are dropping sounds during the game,  
// try setting the number of channels to something higher.  
// I have mine set to 24.

**DopplerSpeed=9000.000000**

// Used to compute Doppler shift of sounds due to movement.

**MusicVolume=160**

**SoundVolume=192**

// You can adjust the relative volume of the sound and music here  
// Values are from 0-200, I believe.

**AmbientFactor=0.700000**

// How loud ambient (background) sounds play.

// This section is for configuring your server if  
// you're hosting.

**[IpDrv.TcpNetDriver]**

**AllowDownloads=True**

// Set whether or not you allow map/mutator downloads.  
// Needs to be on if you have third party maps in your rotation,  
// or if you have mutators enabled in you server packages section.

**ConnectionTimeout=15.0**

// How many seconds the game will allow a connection to the server to go  
// without receiving any data (the connection is closed if it waits this  
// long).

**InitialConnectTimeout=500.0**

// How many seconds the game will allow a connection to the server to go  
// without receiving any data, after the connection it initially started  
// (the connection is closed if it waits this long).

**AckTimeout=1.0**

**KeepAliveTime=0.2**

// Ignored. Don't change.

MaxClientRate=5000

// The maximum rate players can connect to your server at.

// Unless you are on a T3 line, set this to 5000.

SimLatency=0

RelevantTimeout=5.0

SpawnPrioritySeconds=1.0

ServerTravelPause=4.0

NetServerMaxTickRate=20

LanServerMaxTickRate=35

// From what I have read, do not mess with these settings

// if you want optimal server performance.

// This section is the configuration for your local server

// for when you play back demos, record them etc.

// You should not need to change any of these.

[Engine.DemoRecDriver]

DemoSpectatorClass=Botpack.CHSpectator

MaxClientRate=25000

ConnectionTimeout=15.0

InitialConnectTimeout=500.0

AckTimeout=1.0

KeepAliveTime=1.0

SimLatency=0

RelevantTimeout=5.0

SpawnPrioritySeconds=1.0

ServerTravelPause=4.0

NetServerMaxTickRate=60

LanServerMaxTickRate=60

// This section is for configuring your server info.

// You can see these when you press the F2 key.

[Engine.GameReplicationInfo]

ServerName=Your UT Server Name

ShortName=My UT Server

AdminName=YourName

AdminEmail=yourname@nowhere.com

Regon=0

MOTDLine1=Specicy a short server message here.

MOTDLine2=Folks can see this when they

MOTDLine3=press the F2 key on their keyboards.

MOTDLine4=This is message line number 4!

[IpDrv. TcpipConnection]

SimPacketLoss=0

SimLatency=0

// Ignored. Don't change.

[IpServer. UdpServerQuery]

GameName=ut

// Used internally, leave alone.

[IpDrv. UdpBeacon]

DoBeacon=True

BeaconTime=0.50

BeaconTimeout=5.0

BeaconProduct=ut

// If you set "DoBeacon" to true, then your server  
// will be advertised and show up in the master server list.  
// Set to False if you do not want your server listed  
// in the UT online game browser.

## // Specific settings for Software Rendering

[SoftDrv. SoftwareRenderDevice]

Translucency=True

// Set to False for fps boost.

VolumeetricLighting=False

// Set to False for fps boost.

ShinySurfaces=False

// Set to False for fps boost.

Coronas=False

// Set to False for fps boost.

HighDetailActors=False

HighResTextureSmooth=True

LowResTextureSmooth=False

FastTranslucency=True

// Set all of these to False for an fps boost.

## // Specific settings for Glide Rendering (3dfx Voodoo Cards)

[GlideDrv. GlideRenderDevice]

Translucency=True

VolumeetricLighting=True

ShinySurfaces=True

Coronas=True

HighDetailActors=True

// Set these to False for an fps boost. Obviously, you need  
// to make a choice as to the tradeoff between looks  
// and performance. Play around with different combinations  
// and see which ones give you the look you want while still  
// maintaining good fps. Coronas are a particular fps hog.  
// So start by turning those off and see how your framerate does.

DetailBias=- 1.500000

// Tells the 3d card how much close to switch to a larger mipmap  
// when displaying textures.

RefreshRate=72Hz

// Your screen refresh rate. Should be set to a value which your monitor  
// can handle. Typically, 60 for 640x480 - 72 for 800x600.

DetailTextures=True

// Detail textures are superimposed on the regular textures to  
// give walls, floors, etc. more detail when right next to them.  
// Setting to False will improve your fps, but try it and see if you can  
// tell the difference. If you cannot, then leave them off!

FastUglyRefresh=False

ScreenSmoothing=True

Resolution=Default

// FastUglyRefresh, ScreenSmoothing & Resolution are ignored.

LightModify=0.000000

// You can adjust the brightness of the game here. Set to a higher  
// value if the game seems too dark. Start with 0.750000.

## // Specific settings for RAVE Rendering (ATI Cards – The built-in card on most Macs)

[RaveDrv. RaveRenderDevice]

Translucency=True

VolumeetricLighting=False

ShinySurfaces=True

Coronas=True

HighDetailActors=True

// Set these to False for an fps boost. Obviously, you need to make a choice as to the  
// tradeoff between looks and performance. Play around with different combinations  
// and see which ones give you the look you want while still maintaining good fps.  
// Coronas are a particular fps hog. So start by turning those off and see how your  
// framerate does.

NonATI=False

// In case you happen to have a RAVE card that is not an ATI card, set this to true.

LightModify=0.000000

// You can adjust the brightness of the game here. Set to a higher  
// value if the game seems too dark. Start with 0.750000.

TextureComposite=False

// Tells the 3d card to draw both textures and lighting in a single pass.  
// Increases FPS but should only be used on Rage 128 or better.

VertexLighting=False

// Disables light maps, and uses a simpler calculation for shadows.  
// Much faster (especially with limited VRAM), but doesn't look as good.

DisableVSync=True

// Tells the game not to wait for the monitor to refresh after  
// drawing a frame of animation.

PageFlip=False

// Sets an alternate mode for updating the screen. Page flipping will  
// show less 'tearing' between frames, but is a bit slower.

DetailBias=0.000000

// Tells the 3d card how much close to switch to a larger mipmap when displaying  
textures.

MipMapping=False

// Disable mipmapping (using lower detail textures for polygons far away).  
// Should be disabled on Rage Pro or any 3D card with little VRAM

DetailTextures=False

// Tries to draw detail textures on close up polygons, but doesn't work quite right.  
// Leave to False.

```
// Specific settings for OpenGL Rendering (You must have the
// 405 update in order to use OpenGL
```

```
[OpenGLDrv. OpenGLRenderDevice]
```

```
Translucency=True
```

```
VolumeetricLighting=True
```

```
ShinySurfaces=True
```

```
Coronas=True
```

```
HighDetailActors=True
```

```
// Set these to False for an fps boost. Obviously, you need
// to make a choice as to the tradeoff between looks
// and performance. Play around with different combinations
// and see which ones give you the look you want while still
// maintaining good fps. Coronas are a particular fps hog.
// So start by turning those off and see how your framerate does.
```

```
DetailTextures=True
```

```
// Detail textures are superimposed on the regular textures to
// give walls, floors, etc. more detail when right next to them.
// Setting to False will improve your fps, but try it and see if you can
// tell the difference. If you cannot, then leave them off!
```

```
// These are the configuration settings for the UnrealEd game editor.
// Since UnrealEd did not make it to the Mac, you can
// leave all of these settings alone, since they are meaningless
// for Mac UT users.
```

```
[Editor. EditorEngine]
```

```
UseSound=True
```

```
CacheSizeMegs=6
```

```
GridEnabled=True
```

```
SnapVertices=True
```

```
SnapDistance=10.000000
```

```
GridSize=(X=16.000000, Y=16.000000, Z=16.000000)
```

```
RotGridEnabled=True
```

```
RotGridSize=(Pitch=1024, Yaw=1024, Roll=1024)
```

```
GameCommandLine=-log
```

```
FovAngleDegrees=90.000000
```

```
GodMode=True
```

```
AutoSave=False
```

```
AutoSaveTimeMinutes=5
```

```
AutoSaveIndex=6
```

```
C_WorldBox=(R=0, G=0, B=107, A=0)
```

```
C_GroundPlane=(R=0, G=0, B=63, A=0)
```

```
C_GroundHeight=(R=0, G=0, B=127, A=0)
```

C\_BrushWire=(R=255, G=63, B=63, A=0)  
C\_Pivot=(R=0, G=255, B=0, A=0)  
C\_Select=(R=0, G=0, B=127, A=0)  
C\_AddWire=(R=127, G=127, B=255, A=0)  
C\_SubtractWire=(R=255, G=192, B=63, A=0)  
C\_GreyWire=(R=163, G=163, B=163, A=0)  
C\_Invalid=(R=163, G=163, B=163, A=0)  
C\_ActorWire=(R=127, G=63, B=0, A=0)  
C\_ActorHiWire=(R=255, G=127, B=0, A=0)  
C\_White=(R=255, G=255, B=255, A=0)  
C\_SemiSolidWire=(R=127, G=255, B=0, A=0)  
C\_NonSolidWire=(R=63, G=192, B=32, A=0)  
C\_WireGridAxis=(R=119, G=119, B=119, A=0)  
C\_ActorArrow=(R=163, G=0, B=0, A=0)  
C\_ScaleBox=(R=151, G=67, B=11, A=0)  
C\_ScaleBoxHi=(R=223, G=149, B=157, A=0)  
C\_Mover=(R=255, G=0, B=255, A=0)  
C\_OrthoBackground=(R=163, G=163, B=163, A=0)  
C\_Current=(R=0, G=0, B=0, A=0)  
C\_BrushVertex=(R=0, G=0, B=0, A=0)  
C\_BrushSnap=(R=0, G=0, B=0, A=0)  
C\_Black=(R=0, G=0, B=0, A=0)  
C\_Mask=(R=0, G=0, B=0, A=0)  
C\_WireBackground=(R=0, G=0, B=0, A=0)  
C\_ZoneWire=(R=0, G=0, B=0, A=0)  
EditPackages=Core  
EditPackages=Engine  
EditPackages=Editor  
EditPackages=UWindow  
EditPackages=Fire  
EditPackages=IpDrv  
EditPackages=UWeb  
EditPackages=UBrowser  
EditPackages=UnrealShare  
EditPackages=UnrealI  
EditPackages=UMenu  
EditPackages=IpServer  
EditPackages=Botpack  
EditPackages=UTServerAdmin  
EditPackages=UTMenu  
EditPackages=UTBrowser

```
[UMenu. Unreal Console]
RootWindow=UMenu. UMenuRootWindow
UWindowKey=IK_Esc
// Sets the ESC key for toggling to the menu screen.
```

```
ShowDesktop=True
// Sets whether the background black desktop will show.
// Don't change this.
```

```
[UMenu. UMenuMenuBar]
ShowHelp=True
GameUMenuDefault=UTMenu. UTGameMenu
MultiplayerUMenuDefault=UTMenu. UTMultiplayerMenu
OptionsUMenuDefault=UTMenu. UTOptionsMenu
// These are more internal game settings for the menu screen.
// There should be no reason to modify any of this.
```

```
[Botpack. ChallengeBotInfo]
Difficulty=1
// This is set from within the game.
// Don't bother with it here.
```

[Botpack. DeathMatchPlus]

bNoviceMode=True

bHardCoreMode=True

bUseTranslator=True

bCoopWeaponMode=True

MinPlayers=6

AirControl=0.500000

bChangeLevels=False

bMegaSpeed=False

bAltScoring=False

bTournament=False

NetWait=10

RestartWait=15

InitialBots=0

FragLimit=25

TimeLimit=0

bMultiWeaponStay=True

bForceRespawn=False

MaxCommanders=0

bNoMonsters=False

bHumansOnly=False

bClassicDeathMessages=False

// All of these settings are much more easily set from within the game.

// Basically, they specify certain parameters for your games.

// These are the settings for DeathMatch games which you configure

// when you start up a DeathMatch game.

[Botpack. CTFGame]

bUseTranslator=True

bCoopWeaponMode=True

GoalTeamScore=5.000000

bNoTeamChanges=False

FriendlyFireScale=0.100000

MaxTeams=2

MaxTeamSize=16

FragLimit=0

TimeLimit=15

bMultiWeaponStay=True

bForceRespawn=False

MaxCommanders=0

bNoMonsters=False

bHumansOnly=False

bClassicDeathMessages=False

// You can set all of these things up much more easily from

// within the game. These are the settings for Capture the Flag.

[Botpack. Domination]

bDumbDown=False

bUseTranslator=True

bCoopWeaponMode=True

GoalTeamScore=250.000000

bNoTeamChanges=False

FriendlyFireScale=0.100000

MaxTeams=2

MaxTeamSize=8

FragLimit=0

TimeLimit=0

bMultiWeaponStay=True

bForceRespawn=False

bNoMonsters=False

bHumansOnly=False

bClassicDeathMessages=False

// You can set all of these things up much more easily from

// within the game. These are the settings for Domination.

[Botpack. Assault]

bUseTranslator=False

bCoopWeaponMode=True

Defenses=3

SavedTime=762.000000

NumDefenses=0

CurrentDefender=0

bDefenseSet=True

bTimePartOne=False

GameCode=

Part=2

bNoTeamChanges=False

FriendlyFireScale=0.000000

MaxTeams=2

GoalTeamScore=0.000000

MaxTeamSize=12

FragLimit=0

TimeLimit=1

bMultiWeaponStay=True

bForceRespawn=False

bNoMonsters=False

bHumansOnly=False

bClassicDeathMessages=False

// You can set all of these things up much more easily from

// within the game. These are the settings for Assault.

[Botpack. TeamGamePlus]

bBalanceTeams=True

GoalTeamScore=50.000000

bPlayersBalanceTeams=True

bNoTeamChanges=False

FriendlyFireScale=0.100000

MaxTeams=3

MaxTeamSize=12

FragLimit=20

TimeLimit=0

bMultiWeaponStay=True

bForceRespawn=False

bUseTranslator=True

MaxCommanders=0

bNoMonsters=False

bHumansOnly=False

bCoopWeaponMode=True

bClassifiedDeathMessages=False

// You can set all of these things up much more easily from

// within the game. These are the settings for DeathMatch TeamGame.

[Botpack. LastManStanding]

bHighDetailGhosts=False

FragLimit=20

TimeLimit=0

bMultiWeaponStay=True

bForceRespawn=False

bUseTranslator=True

MaxCommanders=0

bNoMonsters=False

bHumansOnly=False

bCoopWeaponMode=True

bClassifiedDeathMessages=False

// You can set all of these things up much more easily from

// within the game. These are the settings for Last Man Standing.

// These are configuration settings for the game.  
// You can set many of these from within the game,  
// but not all of them.

[Engine.GameInfo]

bLowGore=False

bVeryLowGore=False

// Setting both of these to true will reduce the amount of blood  
// and chunks flying when you kill someone. It's truly a personal  
// preference thing, but if you set both of them to true, it does help  
// out your framerate a bit. (Less stuff for the engine to draw!)

bWorldLog=False

// I believe this turns on ngStats on or off. In any case,  
// you should do this from within the game.

bMuteSpectators=False

// Specifies whether or not you can see the messages that spectators  
// type while a game is going on.

bNoCheating=True

bAllowFOV=False

// If you want to be able to use a zoom alias, cheating needs to be set  
// to False, and AllowFOV needs to be set to true. These settings  
// might be different if you are hosting a server. You don't  
// necessarily want folks cheating on your server!

AutoAIM=0.930000

GameSpeed=1.000000

// Can be set easily from within the game instead of here.

MaxSpectators=2

// Maximum number of spectators allowed on your server.

AdminPassword=

GamePassword=

MaxPlayers=16

// These can be set from the server setup screen of the game.  
// 16 maximum players means you have to have one heck of a  
// kick butt machine and internet connection!

IPolicies[0]=ACCEPT, \*

IPolicies[1]=

IPolicies[2]=

IPolicies[3]=

IPolicies[4]=

IPolicies[5]=

IPPol i ci es[6]=  
IPPol i ci es[7]=  
IPPol i ci es[8]=  
IPPol i ci es[9]=  
IPPol i ci es[10]=  
IPPol i ci es[11]=  
IPPol i ci es[12]=  
IPPol i ci es[13]=  
IPPol i ci es[14]=  
IPPol i ci es[15]=  
IPPol i ci es[16]=  
IPPol i ci es[17]=  
IPPol i ci es[18]=  
IPPol i ci es[19]=  
IPPol i ci es[20]=  
IPPol i ci es[21]=  
IPPol i ci es[22]=  
IPPol i ci es[23]=  
IPPol i ci es[24]=  
IPPol i ci es[25]=  
IPPol i ci es[26]=  
IPPol i ci es[27]=  
IPPol i ci es[28]=  
IPPol i ci es[29]=  
IPPol i ci es[30]=  
IPPol i ci es[31]=  
IPPol i ci es[32]=  
IPPol i ci es[33]=  
IPPol i ci es[34]=  
IPPol i ci es[35]=  
IPPol i ci es[36]=  
IPPol i ci es[37]=  
IPPol i ci es[38]=  
IPPol i ci es[39]=  
IPPol i ci es[40]=  
IPPol i ci es[41]=  
IPPol i ci es[42]=  
IPPol i ci es[43]=  
IPPol i ci es[44]=  
IPPol i ci es[45]=  
IPPol i ci es[46]=  
IPPol i ci es[47]=  
IPPol i ci es[48]=  
IPPol i ci es[49]=

// Not sure what these are, so don't mess with them!

ServerLogName=server.log

bLocalLog=True

bBatchLocal=False

DemoBuild=0

DemoHasTuts=0

bNoMonsters=False

bHumansOnly=False

bCoopWeaponMode=False

bClassi cDeathMessages=False

// Not sure what these are, server settings probably.

[Unreal Share. Unreal GameOptionsMenu]

bCanModifyGore=True

// No need to mess with this one. It's a setting for

// when the game is in original Unreal mode.

```
// This section is the configuration of the tabs in your online game
// browser. There is a separate tutorial at the osX website
// which shows you how to customize these.
// That tutorial is beyond the scope of this document, and I will
// not elaborate on that here.
// osX Website – http://homepage.mac.com/ekosonic
```

```
[UBrowser. UBrowserMainClientWindow]
LANTabName=UBrowserLAN
ServerListNames[0]=UBrowserUT
ServerListNames[1]=UBrowserLAN
ServerListNames[2]=UBrowserPopulated
ServerListNames[3]=UBrowserDeathmatch
ServerListNames[4]=UBrowserTeamGames
ServerListNames[5]=UBrowserCTF
ServerListNames[6]=UBrowserDOM
ServerListNames[7]=UBrowserAS
ServerListNames[8]=UBrowserLMS
ServerListNames[9]=UBrowserAll
ServerListNames[10]=None
ServerListNames[11]=None
ServerListNames[12]=None
ServerListNames[13]=None
ServerListNames[14]=None
ServerListNames[15]=None
ServerListNames[16]=None
ServerListNames[17]=None
ServerListNames[18]=None
ServerListNames[19]=None
```

```
// The kind of games the different tabs are for.
```

```
[UBrowserUT]
ListFactors[0]=UBrowser. UBrowserSubsetFact, SupersetTag=UBrowserAll, bCompatibleServersOnly=True
```

```
[UBrowserLAN]
ListFactors[0]=UBrowser. UBrowserLocalFact, BeaconProduct=ut
URLAppend=?LAN
AutoRefreshTime=10
bNoAutoSort=True
```

```
[UBrowserPopulated]
ListFactors[0]=UBrowser. UBrowserSubsetFact, SupersetTag=UBrowserAll, MinPlayers=1, bCompatibleServersOnly=True
```

[UBrowserDeathmatch]

ListFactories[0]=UBrowser. UBrowserSubsetFact, SupersetTag=UBrowserAll, GameType=DeathMatchPlus, bCompatibleServersOnly=True

[UBrowserTeamGames]

ListFactories[0]=UBrowser. UBrowserSubsetFact, SupersetTag=UBrowserAll, GameType=TeamGamePlus, bCompatibleServersOnly=True

[UBrowserCTF]

ListFactories[0]=UBrowser. UBrowserSubsetFact, SupersetTag=UBrowserAll, GameType=CTFGame, bCompatibleServersOnly=True

[UBrowserDOM]

ListFactories[0]=UBrowser. UBrowserSubsetFact, SupersetTag=UBrowserAll, GameType=Dominati on, bCompatibleServersOnly=True

[UBrowserAS]

ListFactories[0]=UBrowser. UBrowserSubsetFact, SupersetTag=UBrowserAll, GameType=Assault, bCompatibleServersOnly=True

[UBrowserLMS]

ListFactories[0]=UBrowser. UBrowserSubsetFact, SupersetTag=UBrowserAll, GameType=LastManStanding, bCompatibleServersOnly=True

[UBrowserAll]

ListFactories[0]=UBrowser. UBrowserGSpyFact, MasterServerAddress=unreal . epic games. com, MasterServerTCPPort=28900, Region=0, GameName=ut

ListFactories[1]=UBrowser. UBrowserGSpyFact, MasterServerAddress=master0. gam esp. com, MasterServerTCPPort=28900, Region=0, GameName=ut

bHidden=True

bFallbackFactories=True

// The preceding section configures how the different tabs call the master server

// for games to list. A full explanation of these is really only necessary

// for major power users! However, the tutorial for customizing these to some degree

// can be found at the osX website.

[UTMenu. UTMultiplayerMenu]

OnLineServices[0]=LOCALIZE, MP1ayer

OnLineServices[1]=LOCALIZE, Heat

OnLineServices[2]=LOCALIZE, WON

// Ignored on the Mac.

// This next section is for the Server Web Management  
// feature of UT. Server management and setup is beyond  
// the scope of this document. There are some really good  
// server setup websites which explain all of this stuff in much more  
// detail that I could here. Go to some of the UT sites on the  
// internet, or do a search for UT Server on the net, and you  
// will eventually find the info you need about this stuff.

[UWeb. WebServer]

Appl i cati ons[ 0]=UTServerAdmi n. UTServerAdmi n

Appl i cati onPaths[ 0]=/ServerAdmi n

Appl i cati ons[ 1]=UTServerAdmi n. UTImageServer

Appl i cati onPaths[ 1]=/i mages

Defaul tAppl i cati on=0

bEnabl ed=False

[UBrowser. UBrowserHTTPCl i ent]

ProxyServerAddress=

ProxyServerPort=

[UTServerAdmi n. UTServerAdmi n]

Admi nUsername=admi n

Admi nPassword=admi n

[UMenu. UMenuNetworkCl i entWi ndow]

bShownWi ndow=True

```
// Configuration for the UT console.  
// No need to mess with any of this stuff.
```

```
[ UTMenu. UTConsole ]  
SpeechKey=86  
SavedPasswords[ 0 ] =  
SavedPasswords[ 1 ] =  
SavedPasswords[ 2 ] =  
SavedPasswords[ 3 ] =  
SavedPasswords[ 4 ] =  
SavedPasswords[ 5 ] =  
SavedPasswords[ 6 ] =  
SavedPasswords[ 7 ] =  
SavedPasswords[ 8 ] =  
SavedPasswords[ 9 ] =  
RootWindow=UMenu. UMenuRootWindow  
MouseScale=0.600000  
ShowDesktop=True  
bShowConsole=False  
UWindowKey=IK_None
```

```
// More game configurations.  
// No need to mess with any of this stuff.
```

```
[ UWindow. WindowConsole ]  
ConsoleKey=192
```

```
[ Botpack. UTIntro ]  
bNoMonsters=False  
bHumansOnly=False  
bCoopWeaponMode=False  
bClassifiedDeathMessages=False
```

```
[ UMenu. UMenuRootWindow ]  
GUIScale=1.000000  
LookAndFeelClass=UMenu. UMenuBlueLookAndFeel  
// This is the color theme for your menus and such.  
// Don't mess with it here, it's easily done from within the game!
```

// This is the configuration info for ngStats.  
// No need to mess with any of this stuff.

```
[Engine.StatLog]
LocalBatcherURL=../NetGamesUSA.com/ngStats/ngStatsUT.exe
LocalBatcherParams=
LocalStatsURL=../NetGamesUSA.com/ngStats/html/ngStats_Main.html
WorldBatcherURL=../NetGamesUSA.com/ngWorldStats/bin/ngWorldStats.exe
WorldBatcherParams=-d ../NetGamesUSA.com/ngWorldStats/logs -g UT
WorldStatsURL=http://www.netgamesusa.com
LocalLogDir=../Logs
WorldLogDir=../NetGamesUSA.com/ngWorldStats/logs
```

// Settings for your Tournament game.  
// No need to modify.

```
[Botpack.LadderTransition]
bNoMonsters=False
bHumansOnly=False
bCoopWeaponMode=False
bClassicDeathMessages=False
```

// This is where your custom map rotation is stored. These maps  
// are specified in the custom map rotation dialog. If you want...  
// you can copy this text and keep multiple custom map rotations  
// on a separate text file and cut and paste them into the  
// Unreal Tournament.ini file here at your discretion.  
// If you're just changing one or two maps at a time, then you're  
// better off doing it from the custom map rotation dialog in the game.  
// The maps you have listed will probably be different than these.

```
[Botpack.TDMmaplist]
Maps[0]=DM-ArcaneTemple.unr
Maps[1]=DM-Cybrosis[.unr
Maps[2]=DM-HealPod[.unr
Maps[3]=DM-Malevolence.unr
Maps[4]=DM-Shrapnel[.unr
Maps[5]=DM-Fractal.unr
Maps[6]=DM-Gothic.unr
Maps[7]=DM-HyperBlast.unr
Maps[8]=DM-Morbias[.unr
Maps[9]=DM-Zeto.unr
Maps[10]=DM-Pressure.unr
Maps[11]=DM-Codex.unr
Maps[12]=DM-Conveyor.unr
Maps[13]=DM-Grinder.unr
Maps[14]=
Maps[15]=
Maps[16]=
Maps[17]=
Maps[18]=
Maps[19]=
Maps[20]=
Maps[21]=
Maps[22]=
Maps[23]=
Maps[24]=
Maps[25]=
Maps[26]=
Maps[27]=
Maps[28]=
Maps[29]=
Maps[30]=
Maps[31]=
MapNum=0
```

// Same exact thing as above, except for your Assault maps.

```
[ Botpack. ASMapList ]  
Maps[ 0 ] = AS- Hi Speed. unr  
Maps[ 1 ] = AS- Fri gate. unr  
Maps[ 2 ] = AS- Rook. unr  
Maps[ 3 ] = AS- Mazon. unr  
Maps[ 4 ] = AS- OceanFl oor. unr  
Maps[ 5 ] = AS- Overl ord. unr  
Maps[ 6 ] = AS- Guardi a. unr  
Maps[ 7 ] =  
Maps[ 8 ] =  
Maps[ 9 ] =  
Maps[ 10 ] =  
Maps[ 11 ] =  
Maps[ 12 ] =  
Maps[ 13 ] =  
Maps[ 14 ] =  
Maps[ 15 ] =  
Maps[ 16 ] =  
Maps[ 17 ] =  
Maps[ 18 ] =  
Maps[ 19 ] =  
Maps[ 20 ] =  
Maps[ 21 ] =  
Maps[ 22 ] =  
Maps[ 23 ] =  
Maps[ 24 ] =  
Maps[ 25 ] =  
Maps[ 26 ] =  
Maps[ 27 ] =  
Maps[ 28 ] =  
Maps[ 29 ] =  
Maps[ 30 ] =  
Maps[ 31 ] =  
MapNum=0
```

// Same exact thing as above, except for your Capture the Flag maps.

```
[Botpack. CTFMapList]
Maps[0]=CTF- Command. unr
Maps[1]=CTF- Coret. unr
Maps[2]=CTF- Dreary. unr
Maps[3]=CTF- Eternal Cave. unr
Maps[4]=CTF- Face. unr
Maps[5]=CTF- Gauntlet. unr
Maps[6]=CTF- Ni ven. unr
Maps[7]=CTF- November. unr
Maps[8]=CTF- UTT. unr
Maps[9]=CTF- Burni ng. unr
Maps[10]=CTF- Ceremoni al . unr
Maps[11]=CTF- CTF. unr
Maps[12]=CTF- Di amondSword. unr
Maps[13]=CTF- Freespace) (. unr
Maps[14]=CTF- Gi za. unr
Maps[15]=CTF- McSwartzl y] [. unr
Maps[16]=CTF- Mi lk. unr
Maps[17]=CTF- Sket chpad. unr
Maps[18]=CTF- Warl ords. unr
Maps[19]=CTF- Underdwe l lers. unr
Maps[20]=CTF- UrbanCarnage. unr
Maps[21]=CTF- Val kon. unr
Maps[22]=CTF- Anci ent. unr
Maps[23]=CTF- Kanton. unr
Maps[24]=CTF- Mael strom. unr
Maps[25]=CTF- Romra. unr
Maps[26]=CTF- Sl i me- Pi t. unr
Maps[27]=CTF- Tol borne. unr
Maps[28]=CTF- NoonRai d. unr
Maps[29]=CTF- Gateways. unr
Maps[30]=
Maps[31]=
MapNum=3
```

// Same exact thing as above, except for your Domination maps.

```
[Botpack. DOMMapList]
Maps[0]=DOM- Cinder. unr
Maps[1]=DOM- Gearbolt. unr
Maps[2]=DOM- Cryptic. unr
Maps[3]=DOM- Ghardhen. unr
Maps[4]=DOM- Leadworks. unr
Maps[5]=DOM- Olden. unr
Maps[6]=DOM- Sesmar. unr
Maps[7]=DOM- Metal Dream. unr
Maps[8]=DOM- 11nthHourDomination. unr
Maps[9]=DOM- BTKasbah. unr
Maps[10]=DOM- Chessboard. unr
Maps[11]=DOM- Circular. unr
Maps[12]=DOM- Condemned. unr
Maps[13]=DOM- Elsinore. unr
Maps[14]=DOM- Golmud. unr
Maps[15]=DOM- Gothic. unr
Maps[16]=DOM- Hell_Fortress. unr
Maps[17]=DOM- Lament. unr
Maps[18]=DOM- Morpheus. unr
Maps[19]=DOM- Siberia. unr
Maps[20]=DOM- TAFT. unr
Maps[21]=DOM- TheHall. unr
Maps[22]=DOM- tok1. unr
Maps[23]=DOM- Reliquary. unr
Maps[24]=DOM- Deck16] [. unr
Maps[25]=DOM- MementoMori. unr
Maps[26]=
Maps[27]=
Maps[28]=
Maps[29]=
Maps[30]=
Maps[31]=
MapNum=0
```

// These are the settings for the Chat tab in the UT browser.

```
[UBrowser.UBrowserIRCSYSTEMPage]
```

```
Ni ckName=YourNi ck
```

```
Ful l Name=YourNi ck
```

```
Ol dPl ayerName=YourNi ck
```

```
// These values are taken from the player setup info.
```

```
UserI dent=u5370650
```

```
// Your unique UT online ID. DO NOT MODIFY.
```

```
TextAreaCl ass=UBrowser.UBrowserIRCTextArea
```

// These are more settings for the Chat tab in the UT browser.

// This section is modified to include a bookmark for the #osx

// channel. Your settings will look different than this, so only

// add the following information and don't replace what is already

// in your .ini file. For a complete explanation of this section and how

// to customize it, go to the osX website, where there is a very

// good tutorial about all of this.

```
[UBrowser.UBrowserIRCSetupCl ient]
```

```
IRCServerHi story[0]=i rc. gamesl i nk. net
```

```
IRCServerHi story[1]=
```

```
IRCServerHi story[2]=
```

```
IRCServerHi story[3]=
```

```
IRCServerHi story[4]=
```

```
IRCServerHi story[5]=
```

```
IRCServerHi story[6]=
```

```
IRCServerHi story[7]=
```

```
IRCServerHi story[8]=
```

```
IRCServerHi story[9]=
```

```
IRCChannel Hi story[0]=#osX
```

```
IRCChannel Hi story[1]=
```

```
IRCChannel Hi story[2]=
```

```
IRCChannel Hi story[3]=
```

```
IRCChannel Hi story[4]=
```

```
IRCChannel Hi story[5]=
```

```
IRCChannel Hi story[6]=
```

```
IRCChannel Hi story[7]=
```

```
IRCChannel Hi story[8]=
```

```
IRCChannel Hi story[9]=
```

```
bHasReadWarni ng=True
```

// This next section is where the list of your favorite servers  
// is kept.  
// If you alt-fire click on a server in the browser, you get a pop-up  
// menu which let's you mark a server as a favorite. This is where  
// that information is kept. Notice the limit of 100.  
// You should never have to mess with any of these...they are here  
// purely as a reference for you.

```
[UBrowser. UBrowserFavoritesFact]
FavoriteCount=5
Favorites[0]=(MATHIAS) - LMS INSTAGIB\165.139.240.20\7778\False
Favorites[1]=AtlantaGames.net v.405 UT DM \63.73.10.130\7778\False
Favorites[2]=Clan POOP's UT-CTF v4.05B\209.67.231.102\7778\False
Favorites[3]=Packbacker's Instagib CTF Server\152.7.35.249\7778\False
Favorites[4]=INDY Red Planet CTF\216.75.29.4\7779\False
Favorites[5]=
Favorites[6]=
Favorites[7]=
Favorites[8]=
Favorites[9]=
Favorites[10]=
Favorites[11]=
Favorites[12]=
Favorites[13]=
Favorites[14]=
Favorites[15]=
Favorites[16]=
Favorites[17]=
Favorites[18]=
Favorites[19]=
Favorites[20]=
Favorites[21]=
Favorites[22]=
Favorites[23]=
Favorites[24]=
Favorites[25]=
Favorites[26]=
Favorites[27]=
Favorites[28]=
Favorites[29]=
Favorites[30]=
Favorites[31]=
Favorites[32]=
Favorites[33]=
```

Favorites[34]=  
Favorites[35]=  
Favorites[36]=  
Favorites[37]=  
Favorites[38]=  
Favorites[39]=  
Favorites[40]=  
Favorites[41]=  
Favorites[42]=  
Favorites[43]=  
Favorites[44]=  
Favorites[45]=  
Favorites[46]=  
Favorites[47]=  
Favorites[48]=  
Favorites[49]=  
Favorites[50]=  
Favorites[51]=  
Favorites[52]=  
Favorites[53]=  
Favorites[54]=  
Favorites[55]=  
Favorites[56]=  
Favorites[57]=  
Favorites[58]=  
Favorites[59]=  
Favorites[60]=  
Favorites[61]=  
Favorites[62]=  
Favorites[63]=  
Favorites[64]=  
Favorites[65]=  
Favorites[66]=  
Favorites[67]=  
Favorites[68]=  
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Favorites[92]=  
Favorites[93]=  
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Favorites[95]=  
Favorites[96]=  
Favorites[97]=  
Favorites[98]=  
Favorites[99]=

## // ADDITIONAL SETTINGS YOU WILL FIND // IN YOUR .INI FILE

// Your Unreal Tournament.ini file will have additional info in it that gets  
// added by third party modifications and mutators.  
// Most of the time, it is easier to configure those modifications/mutators  
// from here. However, it would be impossible for me to list configurations  
// for every third party modification which is available. But, I will just list a couple  
// so you can see what they look like.

// Configuration added by the Infiltration mod. These  
// are the parameters for an Infiltration DeathMatch. Notice  
// the similarity to the regular DeathMatch configuration.

```
[InfiltrationUT.InfilDeathMatchPlus]
FragLimit=20
TimeLimit=0
bMultiWeaponStay=True
bForceRespawn=False
bUseTranslocator=True
MaxCommanders=0
bNoMonsters=False
bHumansOnly=False
bCoopWeaponMode=True
bClassi cDeathMessages=False
```

// Configuration added by the Pinata mutator.

```
[Pinata.PinataClientWindow]
noWeapons=False
NoPowerups=True
HealthDrop=True
noWeapons=False
NoPowerups=True
HealthDrop=False
```