PWC Colorizer (2021)

This mod lets you have the coloring effect from the AccessPlus mutator package without all the extra features. This is a server side mutator that a client will not have to download to play on your server.

You'll find in this package two files, PWCColorizer.u and PWCColorizer.ucl. Place both of those into your UT2004 Server System directory. You can run this as a mutator or server actor, but the commands are different.

Server Mutator Class Name: PWCColorizer.MutPWCColorizer
Server Actor Class Name: PWCColorizer.PWCServerActor

ServerActor=PWCColorizer.PWCServerActor needs to be added into your UT2004.ini to add it as a server actor. Look in your ut2004.ini and you'll find other server actors there, simply add a new row.

Changing the Colors

To change the settings you'll need to edit the MutPWCColorizer.ini file.

[PWCColorizer.MutPWCColorizer]

MapNameSettings=(bColorMapName=True,bUseFadingColors=True,bReplaceMapPrefixs=True,MapNameColors[0]=(R=0,G=255,B=0,A=255),MapNameColors[1]=(R=0,G=0,B=255,A=255))

ServerNameSettings=(bColorServerName=True,ServerNameColors[0]=(R=255,G=0,B=255,A=255),ServerNameColors[1]=(R=255,G=0,B=0,A=255))

To make the changes you set the color codes above. You'll see the R G B A (Red, Green, Blue, Alpha). Do NOT touch the Alpha (A), but you can adjust the R G B levels from 0 (none) to 255 (full). The two mapnamecolor are the colors it will make a gradient to fade between. The same thing is done with the server name.