



CTF-FSW-Hotel-FreakShow2021

by Michael<(DxTrEm3Fx)>Lalla

ReadMe File for Unreal Tournament

Release Date: 02/15/2021

TITLE: CTF-FSW-Hotel-FreakShow2021

Filename: CTF-FSW-Hotel-FreakShow2021.zip

Version: Final Version

Player load: 2 - 24

Last Update: February 15th 2021

Author: Michael<(DxTrEm3Fx)>Lalla

IMPORTANT NOTES:

INTENDED UT RENDERING DRIVER :

Windows 11 looks nice and its what I use to build and play the game. You might have some masked textures issues if you use XopenGL Drivers.

INTENDED UT BRIGHTNESS SETTING :

whatever is default. I don't screw with brightness settings so I can see better in the map.

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DESCRIPTION:

I turned my DM-FSW-Hotel-FreakShow map in to a CTF map

Play Information:

Game: Unreal Tournament

Level Name: CTF-FSW-Hotel-FreakShow2021

Game Type: UT-CTF

Botmatch: Yes

Single Player: No

Teampay: Yes

Difficulty Settings: Only For Bots

Custom Textures: See MyLevel

New Sounds: No

Custom Music: yes

Mods/Mutators: Low Gravity is built into the map as it is a must due to the size of the map. I use LowG, Game Speed 155 and 55% Air control. IG is what the map was made for, but you will find all of the weapons and pickups for UT99 in the map. You should also use the Translocator. (required)

of Players: 2 - 24

Inventory:

All UT 99 Pick ups. Except for maybe knee pads

Construction

Build Time: The DM map has been around for quite sometime. It took me a month or so to turn it into a CTF map. I have completely re textured the map and change a lot of stuff for CTF.

Editor(s) Used: UnrealEd2, Photoshop.

Mods/Mutators

swJumpPad.u is an additional file you will need to run map. I haven't figure out how to embed it into MyLevel.

Installation

Unzip the CTF-FSW-Hotel-FreakShow2021.zip file and place *.unr in your Unreal Tournament/Maps directory, then either double click on it, or type 'open CTF-NBK-pillars-Dxnobsp1' in the console or select the Map in a Botmatch or an Internet game.

*.unr files go in Maps/

*.utx files go in Textures/

*.umx files go in Music/

*.uax files go in Sounds/

*.u *.int *.ini files go in System/

*.unr.uz compressed files go on your redirect server for fast downloads.

Additional files:

swJumpPad.u

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Download SWJumpPad- <http://extremew00t.com/swJumpPadBETA4.zip>

Visit Switch's website - <http://extremew00t.com/swJumpPadBETA4.zip>

Last Updated : 19/03/06

CREDITS:

Roman Switch` Dzieciol for creating the swJumpPad.u

Other Levels By Author:

Lots...

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the all those wonderful TEXTURES I produce for you to use. Thank you :D
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This ReadMe is BASED ON THE Template generated by UReadMeTemplate.cgi
created by FuzzBuster for NaliCity.

COMMENTS AND SUGGESTIONS ARE ALWAYS WELCOME....

HOPE YOU ENJOY THE MAP!

Michael<(DxTrEm3Fx)>Lalla, April 24 2021

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