

# SMARTCTF 4E

SmartCTF is a mutator to promote teamplay in CTF games. It has a special scoring system, as well as an advanced scoreboard showing various teamplay orientated statistics. And many, many more features.

This page contains documentation about the tweaking and modifications done in SmartCTF mod

This mod was originally made by **{PiN}Kev** around January 2004, and linked to <http://pin.progameplayer.com/SmartCTF> but that site doesn't seem to work anymore.

Tweaked by **{DnF2}SiNiSteR** in January - March 2005. Besides listing his changes, on this site you can also find an user / admin manual.

Version 4D was made by [es]Rush, Version 4D++ was made by Adminthis, changes are listed in the Changelog.

The\_Cowboy and Sp0ngeb0b proudly present SmartCTF 4E!

---

## CONTENTS

- [Changelog / Features](#)
  - [Installing](#)
  - [Options in the .INI File](#)
  - [Pointsystem and Rules](#)
  - [Commands and Keybinds](#)
  - [FAQ](#)
  - [Credits](#)
  - [Special Thanks](#)
  - [Contact](#)
- 

## CHANGELOG

### SmartCTF 4E

*Adminthis &  
{IN}The\_Cowboy  
& Sp0ngeb0b*

*December 2009*

1. Added option to show SmartCTF scoreboard by default.
2. Added option to show spectators on SmartCTF scoreboard.
3. Added option to color the spectator-line on SmartCTF scoreboard.
4. Added option to create keybind on client. Scoreboard can be changed by pressing F3.
5. Added option to inform players about keybind.
6. Added option to specify scoreboard initialization delay (required for compatibility with some server configurations).
7. Added option to specify intro message delay (in case it is suppressed by a lot of other onjoin messages).
8. Added score restoring feature
9. Removed accessed none warnings
10. Added Snowy SmartCTF scoreboard and santa images

### SmartCTF 4D

*[es]Rush  
January 2006*

1. Support for IpToCountry actor!! If it is running SmartCTF will show little country flag miniatures below the faces.
2. Improved SmartCTF logo showing up.
3. Added additional stat - DefKills - will show up when bExtraStats is true. However it requires switching the stats every 3 seconds so it is not good when doing screenshots and want to have all the stats at one time.

### SmartCTF 4C

*{DnF2}SiNiSteR  
March 2005*

1. Bugfixed version of 4B, not much changes.
2. Fixed: being unable to use a custom scoreboard like MODOS, SubStats or even the PURE Clickboard (after the first map).
3. Spawnkill time limits can be specified in the .ini-file.
4. Added a minimal flag capture bonus for the new scoring system.
5. Displays a faceless avatar instead of a blank space, when a player has no face.
6. No Flagsaves for flags really close to eachother.

### SmartCTF 4B

*{DnF2}SiNiSteR  
March 2005*

1. Totally renewed and vamped the SmartCTF scoreboard!
  - The SmartCTF scoreboard now replaces the original scoreboard instead of painting over your HUD. But no worries, you can toggle between the normal scoreboard and SmartCTF scoreboard with the familiar command "mutate SmartCTF Stats". Also by default you won't see the SmartCTF scoreboard until the game has ended like with every other SmartCTF version. Therefore there should be no disadvantages, just the advantage that your HUD does not get screwed up anymore on occasion! (Like your Chat Area being hidden again...)
  - Furthermore the scoreboard looks much sexier. Read on...
  - For starters, players are accompanied by the face of their player model (avatar).
  - There is a dark shading behind the data for better readability of compressed screenshots.
  - The statistic bars are now a ratio of the maximum, not the total.
  - Players have extra stats: Efficiency, number of HeadShots, ShieldBelt and Damage Amp pickups.
  - Therefore ping and packetloss is displayed under the avatar.
  - The team headers if some extra information as well. These are average ping and packetloss for that team, and percent of total SB/Amp pickups.
  - In the bottom of the screen the tickrate of the server will now display (at the end of the server line).
  - All this data is also dynamic, trying to get as much players to fit on the screen as possible. It supports

- upto 18 players at a resolution 1024x768.
- 2. Several bugfixes:
  - Now compatible with UTPure's WarmUp Mode!
  - Fixed "multiple player name" bug at end of game when people leave and join.
  - No more "Long Range" messages when killing with a *zoomed* sniper.
  - Show FC Location (bShowFCLocation in .ini) can actually be disabled now.
  - As well as bPlay30SecSound, but this is tricky. When enabled, it changes a setting on the client when the player joins. This change remains until that player quits UT. So he could also hear the sound when joining a non-SmartCTF server later ;)
  - Fixed a scoring error for flagreturns (mid/base swapped).
- 3. More specific SmartCTF logging, also fills the Flag Assist column for [UTStats beta 3](#) by azazel!
- 4. Optional Spawnkill Detection, with score penalties and messages.
- 5. SmartCTF Server Info (F2), including Record Holders for various stats.
- 6. Optional "You Got The Lead"/"You Lost The Lead" announcer sounds at capping.
- 7. Included "Overtime Control".
- 8. New cap/assist scoring system.
- 9. Console command "mutate SmartCTF ForceEnd" to force a game to end.
- 10. Console command "mutate CTInfo", like UTPure's "CheatInfo".
- 11. "MonsterAnnouncer" for Enhanced MultiKill (broadcast multi kills etc. in console for example for reporterbot).
- 12. Keybind for stat toggling can be selected in UT Settings / Controls.
- 13. Made the startup logo smaller.
- 14. Decreased filesize with ~one third.
- 15. Decreased network usage by ~half.
- 16. Works better on standalone games. But keep in mind it was programmed for a dedicated server.
- 17. A *lot* general code improvements, optimizations and changes.

## SmartCTF 4A

{DnF2}SiNiStEr  
November 2004

1. Fixes the "flagbug" where the flag is sent home when the FC disconnects. Now it is dropped there.
2. Lots of booleans you can set in the .ini file to hide certain SmartCTF messages on your server.
3. Same goes for setting SmartCTF bonuses and almost every other SmartCTF feature.
4. Can be setup as Server Actor so you don't have to select the mutator each time. Doesn't load for non-CTF gametypes.
5. Optional 'Assist' sound at assist, 'Capture' sound at capture and 'Nice Catch' sound at save.
6. SmartCTF messages have their own spot and don't interfere with other messages, this also fixes the Saved message bug.
7. Works with bots (thus offline) now as if they were players also.
8. Enhanced MultiKill Messages (Triple Kill & MegaKill + Announcer).
9. Code reformatting, various small code tweaks and optimizations.
10. Rules for Cover Kills altered a bit (more flexable).
11. Missing Announcer sound on '30 second remaining' included.
12. Other small sounds added for some SmartCTF messages.
13. Long Range Kill detection and message at headshot location (headshot has preference).
14. Powered by SmartCTF message/logo.
15. Small Statboard enhancements.
16. Shows "Deaths" instead of "Seals" if no Seals.

## SmartCTF V4.0

{PiN}Kev  
January 2004

1. Option to turn off all smartCTF messages for those who fear distraction in matches.  
-mutate SmartCTF messages off/on
2. Displays FC location right bottom side when your team has flag. No more need to F1.
3. Added flag return points as follows: Flag returns in own base = 0.5 pts. Flag returns in mid = 2pts. Flag returns in enemy base = 4 pts. Flag returns very close to capping = 8 pts with a big message.
4. Auto screenshot option for toumey mode maps. D/L the ini from main page and put in system dir.
5. Fixed assist bug where some times it didn't reward as it should.
6. Fixed accessed nones. No more scriptwarning: SmartCTF.broadcastlocalizedMessage stuff in the logs.
7. Fixed current time error for month.
8. Auto brings up stats at end of game.
9. No longer made stats override F1, so people who dont have the stats binded can turn it off easier with F1.

## SmartCTF V3.0

{PiN}Kev

1. Team scores on top
2. Added ping , pl, and time for each player
3. Shows server name at bottom
4. Shows game ended message at top  
So now with those you can take SS of SmartCTF stats instead of F1 after each map in matches/tourneys.
5. Now logs covers and seals into ngLogs (Prompted by dio\Apollo's ngLog parser: <http://www.clan-dioscuri.com/serverstats.php>) very nice stuff.
6. Added current time for those who lose track of time playing. The time is YOUR time, whatever your computer is set to.
7. Fixed some point system errors.

## SmartCTF V2.0

{PiN}Kev

1. Fixed bug where not all players are drawn sometimes.
2. Sorted names by score
3. Changed color scheme for easier reading. The ammount of green in bar reflects the raw number of the stat.
4. Added flag icon next to FC
5. A cover kill is now either if the victim can see FC, \*\* OR \*\* if he's within 800 unreal units of FC (Approx 50 ft).
6. Auto turns off F1 when viewing stats
7. Made the number of pulse kills it takes to get pulse whore message configurable via ini. Just put the ini in the system folder.
8. Fixed some bugs like suicides not resetting the 30-kill spree, not resetting list of ppl who assisted or covered/sealed after flag return.
9. Fixed some accessed nones, which have no impact on server performance.
10. Please remove all earlier versions of SmartCTF. I forgot to label the 1st one SmartCTFV1 in the mutator list, but this one is labeled SmartCTFV2.

# INSTALLING

SmartCTF is a client- and serverside mod. This means it has to be installed on the server. It should also be added to the ServerPackages so clients will download it automatically to be able to see stats and the likes.

The steps for Server Administrators are as follows:

- Remove all earlier versions of SmartCTF to avoid conflicts!
- Extract the **.ini**, **.int**, and **.u** files in the **UT\System** directory.
- You can extract the readme file to **UT\Help** if you want.
- Now open **UnrealTournament.ini** (in your **UT\System** folder) and look for **[Engine.GameEngine]**.
- Add the following to the list of 'ServerPackages=':  
**ServerPackages=SmartCTF\_4E**
- If you want to use **IpToCountry** you also have to have these: "ServerPackages=CountryFlags2" and "ServerActors=IpToCountry.LinkActor", but that should be described in IpToCountry's readme, and besides you need the IpToCountry.u.
- Also, if you don't want to select the SmartCTF mutator each time but have it be added to CTF games by default, you have to add another line to the end of the list of 'ServerActors=':  
**ServerActors=SmartCTF\_4E.SmartCTFServerActor**
- There's a reason this has to be added at the end. The mutator will take the current scoreboard to show by default, but meanwhile replace it with the SmartCTF scoreboard. If say the ScoreBoard utility MODOSUtilV25 gets loaded *after* SmartCTF, the MODOS scoreboard won't get detected, or the SmartCTF scoreboard won't show. Note that UTPure also changes the scoreboard in Tournament games, for the clickboard. So place it after UTPure too.
- Also, SmartCTF Server Info won't work if you insert the package in the list before UTPure!
- For the same reasons, if you don't use the ServerActor but add the mutator manually, try sticking it at the end of the mutator list.
- An usual mistake is to edit the UT .ini file while the server is still running. You won't be able to make changes to the file that way.
- Ready to go!

## OPTIONS IN THE .INI FILE

Just open up the **SmartCTF\_4E.ini** in the **UT\System** folder. If you can't find it, run a game with SmartCTF one time to generate it with the default options.

### Explanation

Name	Default Value	Description
CapBonus AssistBonus CoverBonus SealBonus FlagKillBonus GrabBonus	8 7 2 2 0 0	Here you can enter the SmartCTF bonuses. Remember this gets added to default UT scorings. You can only enter integer numbers, and can use something like -1 to decrease in score, for example setting FlagKillBonus to -1 will give 4 points instead of standard 5 on a flagkill. See <a href="#">Scoring</a> .
BaseReturnBonus MidReturnBonus EnemyBaseReturnBonus CloseSaveReturnBonus	0.500000 2.000000 4.000000 8.000000	If you return the flag in a specific playerzone or really close to the flag. These can be decimal numbers hence the 0.5 pts for base returns. You don't see decimals on the scoreboard. See <a href="#">Scoring</a> .
SpawnKillPenalty	1	If Spawnkill Detection is enabled, this is the amount of points you lose for each spawnkil you do.
MinimalCapBonus	5	Only applicable with the new cap/assist scoring system, this specifies the minimal amount of points a flagcapture is worth. See <a href="#">Scoring</a> .
bEnabled	True	You can totally disable the loading of SmartCTF by setting this to False.
bFixFlagBug	True	If True, the flag will be dropped if the FC disconnects or lags out, instead of being sent home which is the default UT functionality. Hopefully this will prevent some 'lagoutcaps' in clanwars.
bEnhancedMultiKill	False	Enable enhanced multikills. Inserts 2 extra phases, in color changing messages and unlimited MonsterKills.
EnhancedMultiKillBroadcast	3	Ignored if bEnhancedMultiKill = False. Since the MonsterAnnouncer mod is incompatible with Enhanced Multikill, SmartCTF has a built-in function for it. It will display a message in the console if a player gets a Multi Kill, Triple Kill etc. The value decides from which multikill-level onwards a message should be displayed (as in 2 = Double Kill, 3 = Triple Kill, etc). 0 = no message will be displayed.  If you want this functionality but don't want Enhanced MultiKill, use <a href="#">TNSe's MonsterAnnouncer</a> instead.
bShowFCLocation	True	Players will see the location (playerzone) of their own Flagcarrier in the bottom

		right corner of the screen.
bSmartCTFServerInfo	True	Enhanced Server Info under F2. Just check it out!
bNewCapAssistScoring	True	Utilizes the new scoring system for captures and assists. See <a href="#">Scoring</a> .
bSpawnKillDetection	True	Detects spawnkills and displays a message similar to the "Head Shot!" message. See <a href="#">FAQ</a> .
SpawnKillTimeNW SpawnKillTimeArena	3.500000 1.000000	The maximal time after a victim respawns, that the kill can be defined as a spawnkill. For arena (instagib) and NW games. See <a href="#">FAQ</a> .
bShowSpawnKillerGlobalMsg	True	Will display a global message about the spawnkiller, when someone makes 3 consecutive spawnkills in a row without dying.
bAfterGodLikeMsg	False	Enable the additional killingspree message after Godlike, "Too Easy For.", and another one. No sound.
bStatsDrawFaces	True	Whether to draw the avatars on the Statboard.
bDrawLogo	True	If True, a player will see a logo on joining the server. Otherwise a console message is displayed.
CoverMsgType CoverSpreeMsgType SealMsgType SavedMsgType	0 1 1 3	0..3, how to display certain SmartCTF messages. 0 = off, 1 = console message self, 2 = console all players, 3 = HUD message for all.  CoverMsg: ... covered the flagcarrier! CoverSpreeMsg: ... is on a multi cover / cover spree ! SealMsg: ... is sealing off the base! Saved Msg: Saved By ...!
bShowLongRangeMsg	False	Display "Über / Long Range Kill!" similar to the "Head Shot!" message, on non-sniper/insta/trans/deemer kills over huge distances.
bShowSealRewardConsoleMsg bShowCoverRewardConsoleMsg bShowAssistConsoleMsg	True	These are the 'reward on cap' and 'assist' messages displayed in the console, you can disable them also.
bPlaySavedSound bPlayCaptureSound bPlayAssistSound bPlayLeadSound bPlay30SecSound	True False True True True	Additional Announcer sounds, "Capture" at a flagcap, "Assist" when you get an assist bonus and "Nice Catch!" if you do a Flagsave. Also "You Got The Lead!" or "You Lost The Lead!" when you make a capture or the opponent makes a capture, when appropriate. And the missing "30 seconds remaining..." sound (sounds a bit odd tho :s)
bEnableOvertimeControl bOvertime bRememberOvertimeSetting	False True False	Please refer to the <a href="#">FAQ</a> for information about Overtime Control.
<b>New Features</b> bSCTFSbDef bShowSpecs bDoKeybind  bExtraMsg SbDelay  MsgDelay  bStoreStats bSnowyScoreboard bXmasImages SpectatorColor	True True True  True 0.500000  3.000000  True False True (R=255,G=255,B=255,A=0)	To show SmartCTF scoreboard by default If set true, spectators will be shown on the SmartCTF-Scoreboard Creates the keybind for every player who joins the server.Players can toggle between the scoreboards by pressing F3 Informs the players about the keybind Delay in seconds after which the scoreboard is initialized on the client (i.e.: changed to the SmartCTF board). Only change (increase) this setting if you are experiencing problems [probably required when running Nexgen ] Delay in seconds after which a new player is sent the welcome message ("Running SmartCTF..."). Optionally accompanied by the keybind message if bExtraMsg=True  Restores the player's stats (flagkills,covers etc) when they reconnect in same game(in case of dc) If set to true, snow will be spawned in the background of the Scoreboard Adds Xmas images to the Scoreboard (only if "bSnowyScoreboard" is set to true) Color of the "Spectators:" line (Default: White)

## Public servers

Now, understandably we want different settings for a public server and a clanserver. The default options are somewhere inbetween.

Here is a sample configuration suited for a public funserver. SmartCTF messages are fully enabled and so are most 'funstuff' features:

```
[SmartCTF_4E.SmartCTF]
bEnabled=True
bExtraStats=True
CountryFlagsPackage=CountryFlags2
CapBonus=8
AssistBonus=7
FlagKillBonus=0
CoverBonus=2
SealBonus=2
GrabBonus=0
BaseReturnBonus=0.500000
```

```
MidReturnBonus=2.000000
EnemyBaseReturnBonus=4.000000
CloseSaveReturnBonus=8.000000
SpawnKillPenalty=1
MinimalCapBonus=5
bFixFlagBug=True
bEnhancedMultiKill=True
EnhancedMultiKillBroadcast=5
bShowFCLocation=True
bSmartCTFServerInfo=True
bNewCapAssistScoring=True
bSpawnkillDetection=True
SpawnKillTimeArena=1.000000
SpawnKillTimeNW=3.500000
bAfterGodLikeMsg=True
bStatsDrawFaces=True
bDrawLogo=True
bSCTFSbDef=True
bShowSpecs=True
bDoKeybind=True
bExtraMsg=True
SbDelay=.500000
MsgDelay=3.000000
bStoreStats=True
CoverMsgType=3
CoverSpreeMsgType=3
SealMsgType=3
SavedMsgType=3
bShowLongRangeMsg=True
bShowSpawnKillerGlobalMsg=True
bShowAssistConsoleMsg=True
bShowSealRewardConsoleMsg=True
bShowCoverRewardConsoleMsg=True
bPlayCaptureSound=False
bPlayAssistSound=True
bPlaySavedSound=True
bPlayLeadSound=True
bPlay30SecSound=True
bEnableOvertimeControl=False
bOverTime=True
bRememberOvertimeSetting=False
```

## Clanservers

We don't want too much distraction here, so no big screen messages like "X covered the flagcarrier" and "X is sealing off the base". Furthermore 'funstuff' like Enhanced Multikill is disabled. Even there is no need to bother players about keybinds. Some console messages remain, but you can tune this down even further if you want.

```
[SmartCTF_4E.SmartCTF]
bEnabled=True
bExtraStats=False
CountryFlagsPackage=CountryFlags2
CapBonus=8
AssistBonus=7
FlagKillBonus=0
CoverBonus=2
SealBonus=2
GrabBonus=0
BaseReturnBonus=0.500000
MidReturnBonus=2.000000
EnemyBaseReturnBonus=4.000000
CloseSaveReturnBonus=8.000000
SpawnKillPenalty=0
MinimalCapBonus=5
bFixFlagBug=True
bEnhancedMultiKill=False
EnhancedMultiKillBroadcast=3
bShowFCLocation=True
bSmartCTFServerInfo=True
bNewCapAssistScoring=False
bSpawnkillDetection=False
SpawnKillTimeArena=1.000000
SpawnKillTimeNW=3.500000
bAfterGodLikeMsg=False
bStatsDrawFaces=True
bDrawLogo=True
bSCTFSbDef=True
bShowSpecs=False
bDoKeybind=True
bExtraMsg=False
SbDelay=.500000
MsgDelay=3.000000
CoverMsgType=0
CoverSpreeMsgType=0
SealMsgType=0
```

```

SavedMsgType=3
bShowLongRangeMsg=False
bShowSpawnKillerGlobalMsg=False
bShowAssistConsoleMsg=True
bShowSealRewardConsoleMsg=True
bShowCoverRewardConsoleMsg=True
bPlayCaptureSound=False
bPlayAssistSound=True
bPlaySavedSound=True
bPlayLeadSound=True
bPlay30SecSound=True
bEnableOvertimeControl=False
bOverTime=True
bRememberOvertimeSetting=False

```

## Default UT scoring

If you want the default UT scoring, and not the SmartCTF enhanced point system, just set all bonuses to 0 and **bNewCapAssistScoring** to False.

```

CapBonus=0
AssistBonus=0
FlagKillBonus=0
CoverBonus=0
SealBonus=0
GrabBonus=0
BaseReturnBonus=0.000000
MidReturnBonus=0.000000
EnemyBaseReturnBonus=0.000000
CloseSaveReturnBonus=0.000000
SpawnKillPenalty=0
MinimalCapBonus=0
bNewCapAssistScoring=False

```

## Changing settings as admin

Any client logged in as admin can easily change these settings by typing commands like this in the console:

**admin set SmartCTF CapBonus 5**

**admin set SmartCTF bShowFCLocation False**

Use a command like **admin get SmartCTF bFixFlagBug** to request the current value.

Note that some properties might require a restart of the game to take effect!

---

# POINTSYSTEM AND RULES

## Default points

SmartCTF changes the points you receive. They can now be changed by the server admin, if you want to check a certain server's settings just type 'mutate smartctf rules' in the console. Here is the default setting.

Action	UT Score	SmartCTF Bonus	Total
Capture**	7	8	15
Assist**	-	7	7
Flagkills	5	0	5
Covers	1*	2	3
Seals	1*	2	3
Grabs	0	0	0
Flagreturns in own base	-	0.5	0.5
Flagreturns in mid	-	2	2
Flagreturns in enemy base	-	4	4
Flagreturns really close	-	8	8
Spawnkill	1*	-1	0

\* The 1 score you get from UT is because of the normal kill you did.

\*\* There is a new scoring system for caps and assists. See below.

## Rules

- An **Assist** is if you carried the flag, but dropped it and a teammate took over and capped.

- A **Cover** is defined as a kill while defending your flagcarrier. This has to do with distance as well as enemies seeing the flagcarrier.
- A **Seal** is defined by:
  - 1) Your FC is on your team's side of map.
  - 2) Your flag is not taken.
  - 3) You kill some one on your side of the map.
- If the FC that you covered and/or sealed off the base for, caps, then you once again get bonuses for each such kill you made (so coverkills x 2 pts, sealkills x 2 pts).
- Seals and Flagreturns require maps with proper zone names, that is player locations that contain "Red", "Blue" and "Mid" in their text.
- A **Flagsave** is a Flagreturn really close to the enemy flag which has not been taken. This is accompanied by a "Saved By" message.
- A **Spawnkill** is defined in the [FAQ](#).

## New cap/assist scoring

With the setting **bNewCapAssistScoring** enabled, the points for Assist and Captures will be divided based on the time each player carried the flag!

It uses the total amount of points normally awarded for a capture (by default 15, see table). So you can configure **CapBonus** to change this. If you capped a flag doing a solorun, then you get all the points because you carried it 100% of the time. If someone carries a flag for 15 seconds, drops it, you pick it up, carry it for 5 seconds then cap, then you get 25% of the points and the assister 75% of 15 points. If you drop a flag and later pick it up again, then the new time will be added to the old.

There's also a setting to give a flagcapper a minimal bonus. For example if someone pickups a dropped flag 1 meter for the flag and caps, he would get very little points, even if it was a nice rescue. With **MinimalCapBonus** you can adjust this and set a lower bound. By default this is 5, so a capture would give you *at least* 5 points. More if applicable.

With **bShowAssistConsoleMsg** on True, you will see a console message telling you how much seconds you carried it.

This was not fully my idea, because I've played on a server once with this functionality enabled. I don't know how the mod was called, how it exactly worked or who made it, and couldn't find anything on the Internet. So I just went and made my own implementation of it. But credit to whoever's original idea it was.

---

## COMMANDS AND KEYBINDS

The following commands can be typed by clients in the console:

- **mutate smartctf**  
General info.
- **mutate smartctf stats**  
Toggle between the default scoreboard and the SmartCTF scoreboard. Basically this sets what you will see under F1. In the top right corner of the screen you can see for a moment which is selected. When the game starts, you always begin with the default. When it ends, you will always toggle to the SmartCTF scoreboard.
- **mutate ctfinfo**  
Gives an overview of all SmartCTF related settings on that server (Like UTPure's "CheatInfo" command).
- **mutate smartctf rules**  
Shows all bonuses settings for the server.
- **mutate smartctf forceend**  
An admin can force the game to end, even if it is a tie. SmartCTF ScoreBoard will also show up.
- **mutate smartctf clearstats**  
Admins can also choose to clear the SmartCTF stats.
- **mutate overtime <on|off>**  
Only matters when bEnableOvertimeControl is True. By simply typing "mutate overtime" you can check if Sudden Death Overtime is currently enabled (by default it is). "mutate overtime off" (admins only) will make sure that if the map ends in a tie when the timelimit is reached, the game ends anyway. Don't use for decider maps! See the FAQ for detailed information.

A good tip is to bind the toggle command to F3. This key only gets used for Assault so for CTF its free. Bind F3 as follows in your **User.ini**:  
**F3=ShowObjectives | mutate smartctf showstats**

Now it will display the objectives during an Assault game and toggle the SmartCTF statboard during a CTF game (also compatible with older versions of SmartCTF).

Note: you can now also bind the command using the UT settings window, under Controls.

--EDIT--

**No need for this now :P**

---

## FAQ

- **When is a kill defined as a cover kill?**  
Here is the technical information. When:
  - the victim is within 512 uu (10 meter) of your flagcarrier, or
  - you are within 512 uu (10 meter) of your flagcarrier, or
  - the victim is within 1536 (30 meter) of your flagcarrier and can see him, or
  - the victim is within 1024 (20 meter) of your flagcarrier and you can see your flagcarrier, or
  - the victim is within 768 (15 meter) of your flagcarrier and can see him if he turned.



- **When is a kill defined as a seal?**

- a) The opponent's team doesn't have the flag, but your team has.
  - b) You kill an enemy on your side of the map.
  - c) Your flagcarrier is also on your side of the map.
- "Your side of the map" means you are in a level zone with your color in its name (Like "Red Base" or "Blue Corridor").

- **How does SmartCTF check where I return a flag?**

It checks the names of the level zone you are in when you did the kill (like "Red Base", "Blue Corridor" or "Upper Mid"). Let's say your team is Red, then it checks for, and rewards as:  
"red" = Return in your base.  
"blue" = Return in enemy base.  
Neither = Return in the middle.  
900 uu (17 meter) from opponent flag = Close save.

- **What is Overtime Control?**

This setting allows you to control whether Sudden Death Overtime should kick in, when the time limit is reached and the cap scores are currently tied. If you don't want to worry about this, simply leave *bEnableOvertimeControl* to False.

If it's set to True, you can set *bOvertime* to control it. You may want to use this for official maps to make sure your opponent won't have a deciding cap 0.5 seconds out of time (this is hard to tell). Instead, make sure the game ends even when its tied. *bOvertime* = False does just that. For deciders don't forget to set *bOvertime* back to True.

Because this is a tricky setting considering deciders (which require overtime), you won't want to mess this up. By default *bRememberOvertimeSetting* = False, making sure at each mapchange, *bOvertime* will be set back to True (= safe). Setting it to True will ensure the *bOvertime* setting gets remembered through mapchanges.

Use "mutate overtime" to see the current setting. Also, when the tournament game starts, you will see a big text for a few seconds, indicating whether it is on or off. [See Commands section](#).

- **How do I see stats mid-game?**

You know the answer

- **OMG I'm a spawnkiller! How does SmartCTF define this?**

You get a spawnkill whenever you kill someone who has spawned less than 5 seconds ago, AND hasn't picked up any weapons or meaningful pickups yet. Thus, is defenseless.

The rule for Arena games such as Instagib, Rocket Launcher Arena and Sniper Arena is different. Then, a spawnkill is any kill within 1 second after your victim spawned.

If you get 3 spawnkills in a row without dying yourself, the server can be configured to broadcast a message saying you are a LAMER!

From version 4C, the mentioned timelimits can be configured with *SpawnKillTimeNW* and *SpawnKillTimeArena*.

- **What do the abbreviations on the statboard mean?**

*Personal stats*; HS: Number of HeadShots made, SB: number of ShieldBelt pickups, AM: number of Damage Amplifier pickups, TM: time in minutes in the game, EFF: efficiency aka the frag/death ratio, P/PI: ping, L/PL: packetloss %.  
*Team stats*; PING: average team ping, PL: average team packetloss, TM: time in minutes the game is running, SB: % of ShieldBelts picked up in relation to the other team, AM: % of Damage Amps picked up in relation to the other team.  
*Footer*; TR: TickRate of the server.

- **I have already assigned blah,blah to F3**

Don't worry. The existing keybind will be preserved and be double bound (i.e.: nothing is lost!).

---

## CREDITS

- 1) **{Pin}Kev** -The "original" author of the mod.
- 2) **{DnF2}SiNiSteR** - Modified and tweaked this mod.
- 3) **[es]Rush**- Added nice country flags
- 4) **Adminthis**-Made SmartCTF more compatible and user friendly
- 5) **}IN{The\_Cowboy**-Added stats restoring feature
- 6) **Sp0ngeb0b**-Modified Scoreboard (brought SnowyScoreboard from CTT and added xmas effects) and fixed some bugs

---

## SPECIAL Thanks

**Epic Games** (for making such game)

**[lol]:Mhor** of [www.teamlol.com](http://www.teamlol.com) (Took some help from his mutator :D)

**Defrost (For the original SnowyScoreboard)**

[Unrealadmin.Org](http://Unrealadmin.Org)

---

## CONTACT

For SmartCTF 4(A,B,C) contact **{DnF2}SiNiSteR** on [#DutchNet](#) @ QuakeNet IRC

Or [via the e-mail on this page](#).



For 4D contact [es]Rush, Rush on unrealadmin.org forums.

For 4E contact }IN{The\_Cowboy on unrealadmin.org forums (send me a PM)

Contact Sp0ngeb0b on unrealadmin.org or send a mail to [spongebobut@yahoo.com](mailto:spongebobut@yahoo.com)

---