

TitanRPG

Documentation

TitanRPG Version: 1.60

Written by:
Patrick 'pd' Dinklage

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1. Introduction

This chapter can be used as a source of basic information for anyone who plays TitanRPG.

1.1. What is TitanRPG?

TitanRPG is a mutator for *Unreal Tournament 2004* adding roleplay game elements to the gameplay. Formerly based on *UT2004RPG* and *DruidsRPG*, TitanRPG introduces *Weapon Modifiers* and usable items, so-called *Artifacts*, and allows players to create multiple characters which can earn experience points for game-related achievements. These experience points have you advance in levels, enabling you to purchase *Abilities*.

Additionally, TitanRPG fixes an immense amount of known bugs in UT2004RPG and UT2004 itself.

1.2. Weapon Modifiers

1.2.1. Introduction to Weapon Modifiers

Weapon Modifiers, traditionally also referred to as *Weapon Magics*, modify weapons in a way that they will cause special effects if

- you select them.
- you hit another player, a monster or similar with them.
- you get hit by another player, a monster or similar while having them selected.

All Weapon Modifiers apply a unique skin to the modified weapon, making them identifiable by yourself and other players in a multiplayer game. They also change the modified weapon's name so you can immediately recognize what Modifier is applied (e.g. *Shock Rifle of Damage +4*).

Most Weapon Modifiers also have a certain modifier level, which represents the magnitude of the Modifier's effect. There are positive and negative modifier levels, where negative levels represent a disadvantage or handicap, while positive levels represent bonuses.

How to acquire modified weapons depends on the current game setup. Usually, if you pick up a weapon from a weapon pickup base or a weapon locker, there is a certain chance that the weapon will be modified. Which Modifier gets chosen is, again, chance-based. There are Artifacts that allow you to manually modify weapons and Abilities that allow you to spawn with modified weapons.

1.2.2. List of Weapon Modifiers

The following is a list of all the Weapon Modifiers available in TitanRPG. Note that it depends on the game setup as for which of these are available.

Name	Description
Armor Piercing	Increases all damage done to enemy vehicles.
Burden	Decreases your jump height and increases your falling damage while holding this weapon.
Damage	Increases or decreases all damage done to either enemies or yourself.
Draining	Drains adrenaline for all damage done to enemies.
Emo	Drains your health for all damage done to enemies.
Energy	Awards adrenaline for all damage done to enemies.
Feather	Increases your jump height and decreases your falling damage while holding this weapon.
FAIL	Grants infinite ammunition for this weapon but decreases its firing rate.
Force	Increases the speed of all projectiles fired by this weapon.
Freezing	Slows down enemy human or monster targets significantly upon hit. <i>Does not affect flag or ball carriers.</i>
Harm	Increases all damage done to you while holding this weapon
Healing	Heals friendly targets upon hit, including yourself.
Infinity	Grants infinite ammunition for this weapon.
Infinite Sturdiness	Grants infinite ammunition for this weapon while also applying sturdiness (see <i>Sturdy</i>).

Knockback	Applies an increased momentum on enemy targets or yourself upon hit, knocking them away. <i>Does not affect flag or ball carriers.</i>
Lightning Conduction	Reduces all lightning damage done to you while holding this weapon (e.g. Lightning Gun, Lightning Rod).
Luck	In certain intervals, spawns desirable pickups close to you while holding this weapon.
Magic Nullifying	While holding this weapon, you are immune to Freezing, Knockback, Null Entropy, Piercing, Poison, Retaliation, Vampiric and Vorpals modifier effects.
Matrix	Permanently slows down enemy projectiles near you while holding this weapon.
Medic Infinity	Grants infinite ammunition for this weapon and heals friendly targets upon hit, including yourself.
Misfortune	Destroys nearby pickups while holding this weapon.
Null Entropy	Renders enemy human or monster targets immobile for a while. <i>Does not affect flag or ball carriers.</i>
Penetrating	Shock Rays and other hitscan weapon fire will fire straight through enemy targets, hitting possible targets behind the first targets as well.
Piercing	Passes enemy shield, draining their health directly.
Poison	Poisons enemy targets, draining their health over time for a certain while.
Protection	Reduces all damage done to you while holding this weapon.
Quickfoot	Increases your overall movement speed while holding this weapon.
Rage	Grants a significant damage bonus but also deals some damage to yourself when hitting enemy targets.
Reflection	While holding this weapon, there is a high chance that incoming shock rays, shock balls and link plasma is reflected away from you. Always reflects the Null Entropy effect.

Repair	Increases your vehicle repair rate. <i>Only available for the Link Gun.</i>
Retaliation	Whenever you are damaged while holding this weapon, a fraction of the damage is returned to its instigator.
SPAM	Grants infinite ammunition for this weapon and increases its firing rate.
Slowfoot	Decreases your overall movement speed while holding this weapon.
Slow Motion	Decreases the speed of all projectiles fired by this weapon.
Stealth	Makes you invisible after crouching still for a while when holding this weapon. When stealthed, grants a significant damage bonus. <i>Only available for the Classic Sniper Rifle.</i>
Sturdy	Nullifies all incoming momentum, meaning you do not get pushed away by enemy fire while holding this weapon
Vampiric	Regenerates your health for all damage done to enemies.
Vorpal	For every shot done by this weapon, there is an instant kill chance.

Red modifier names indicate purely negative modifier effects.

1.3. Artifacts

1.3.1. Introduction to Artifacts

Artifacts are usable items that, when used, either cause an immediate or an enduring effect either on yourself or your environment. Most artifacts consume adrenaline, they can only be used if and as long you have enough adrenaline. Some Artifacts have a certain re-use delay, which means you cannot use it for a certain amount of time after you used it to keep the balance.

Artifacts will, depending on the game setup, appear randomly on the map for you to collect them. When you die, you will drop them again for other players to pick them up. Many Artifacts are also available if you buy certain Abilities, they are then granted when you spawn. There are Artifacts that cannot be found or dropped, but only be acquired by buying said Abilities.

1.3.2. Using Artifacts

If you have any Artifacts, you will see an Artifact bar on the HUD, on the left hand side by default, listing them vertically with their respective icons. The currently selected Artifact is highlighted with a yellow background. If you activated an Artifact with an enduring effect (such as the *Flight*), its icon will be drawn in a darker tone.

In order to activate an artifact, press U. To select a different artifact, use the bracket keys [and] (English keyboards only). These key bindings are customizable, for more information on this refrain to the *RPG Menu > Settings* section.

1.3.3. List of Artifacts

The following is a list of all the Artifacts available in TitanRPG. Note that it depends on the game setup as for which of these are available.

Name	Description
Decoy	Fires a decoy missile, distracting incoming AVRiL missiles. <i>Can only be used in a vehicle.</i>
Double Magic Modifier	Doubles your currently held weapon's modifier level while active.
Enhanced Magic Maker	Generates a rare Weapon Modifier for your currently held weapon.
Flight	Allows you to fly while active.
Freeze Bomb	After a delay (in which you must not die), causes a big explosion rendering all affected enemy humans or monsters or yourself immobile.
Healing Blast	After a delay (in which you must not die), causes a big explosion healing all affected teammates and yourself.
Invulnerability	Makes you invulnerable while active.
Light	Lightens up the area around you while active.
Lightning Rod	While active, fires lightnings at nearby enemy targets. The amount of adrenaline consumed depends on the amount of targets.
Magnet	While active, allows you to walk up walls and ceilings.
Magic Weapon Maker	Generates a random positive Weapon Modifier for your currently held weapon.
Medic Weapon Maker	Makes your currently held weapon a Medic weapon.
MAX Magic Modifier	Increases your currently held weapon's modifier level to its maximum.
Mega Blast	After a delay (in which you must not die), causes a big explosion greatly damaging and pushing away all nearby enemy targets or yourself.
Parachute	When you are falling, opens a Parachute that decreases your falling speed and assures a soft landing.

Nitro Boost	Applies an instant speed boost to your vehicle. <i>Can only be used in a wheeled vehicle.</i>
Plus X Modifier	Increases your currently held weapon's modifier level by X (1 or 2) if it is already at its maximum.
Poison Blast	After a delay (in which you must not die), causes a big explosion poisoning all nearby enemy targets or yourself.
Protection	While active, decreases all incoming damage significantly.
Repulsion	Pushes away nearby enemy targets.
Self Destruction	Initiates a self destruction timer, making your vehicle explode after that timer expires and damage all nearby enemies or yourself. <i>Can only be used in a vehicle.</i>
Summoning Charm	Opens a menu in which you can select a monster to summon for a certain adrenaline cost..
Teleport	Teleports you to a random spawn point. When in a team game, the spawn point will be one of your team.
Triple Damage	Tripled all damage you do while active.
Vehicle Hack	Unlocks a nearby unmanned, locked enemy vehicle.

1.4. Abilities

1.4.1. Introduction to Abilities

Abilities can affect you in a variety of ways, generally giving you advantages. Abilities can be purchased in the RPG Menu (see *RPG Menu > Abilities*) for *Stat Points*, which are the points you earn by advancing in levels.

Some Abilities require you to have other Abilities, thus building an Ability tree, and some you cannot buy if you have certain other Abilities for balancing reasons.

Many Abilities, much like Weapon Modifiers, have a level, determining the magnitude of the effect. Each level of an Ability has to be purchased separately.

1.4.2. List of Abilities

The following is a list of all the Abilities available in TitanRPG. Note that it depends on the game setup as for which of these are available.

Name	Description
Adrenaline Container	Increases your maximum adrenaline.
Adrenaline Drip	Gives you free adrenaline in certain time intervals.
Adrenaline Surge	Increases the amount of adrenaline you get for kills.
Airmaster	Increases your air control, ie how much you can move when in mid-air.
Arsenal	Increases your maximum ammunition you can have for all weapons except superweapons.
Awareness	Draws a bar above your enemies' heads indicating their health.
Boost Dodging	Allows you to perform the Boost Dodge from UT2003.
Cautiousness	Decreases all damage you do to yourself.
Conjuration	Gives you the Summoning Charm when you spawn and unlocks more powerful monsters with each level.
Convalescing Aura	Heals nearby teammates if they have less health than their starting health unless you are standing still. <i>Compatible with Experienced Healing.</i>

Counter Shove	When an enemy hits you, he gets pushed away from you.
Damage Balance	Increases both your damage bonus and damage reduction.
Damage Bonus	Increases all damage you do.
Damage Reduction	Decreases all damage you take.
Denial	Prevents you from dropping your weapon when you die. At higher levels, also allows you to respawn with the weapon you were holding when you died.
Drones	Allows you to spawn with one Drone per level that heals you and attacks enemies.
Ejector Seat	Ejects you from your vehicle before it gets destroyed.
Energy Leech	Awards adrenaline for all damage you do.
Enhanced Translocator	Increases your translocator's toss force.
Experienced Healing	Allows you to gain experience for healing teammates who have been damaged by enemies.
Ghost	When you die for the first time in your current life, you turn into a Ghost, going back to a spawn point of your team and continuing your life.
Health Bonus	Increases your maximum and starting health.
Hotwheels	Increases the speed of all wheeled vehicles that you enter.
Iron Legs	Reduces how much you get pushed by enemy fire and decreases all falling damage.
Loaded Artifacts	Gives you various Artifacts when you spawn.
Loaded Medic	Gives you Medic Artifacts when you spawn.
Loaded Weapons	Gives you weapons when you spawn, with Weapon Modifiers depending on the level.
Monster Intelligence	Increases the intelligence (difficulty) of all monsters you summon.
Monster Herder	Allows you to summon more monsters per level.
Multi Jump	Increases the amount of times you can jump again in mid-air (e.g. Triple Jump, Quad Jump etc).
Parachute	Gives you the Parachute Artifact when you spawn.
Power Dodge	Increases your dodging speed.
Power Jump	Increases your jump height.
Quickfoot	Increases your overall movement speed.

Regeneration	Regenerates your health up to your starting health when you spawn.
Retaliation	Whenever you are damaged, a portion of the damage is returned to its instigator.
Resupply	Regenerates your ammunition for all weapons except superweapons over time.
Shield Regeneration	Allows you to start with a certain Shield strength and regenerates it over time.
Shields Up!	Increases your maximum Shield strength.
Smart Healing	Increases the amount of health you get from health pickups.
Sniper	Gives you the Sniper Rifle when you spawn, at a higher level it will be a Sniper Rifle of Stealth.
Speed Switcher	Increases how fast you switch between weapons.
Stunt Vehicles	Enables wheeled vehicle stunts for you.
Super Speed	Replaces your Speed adrenaline combo by a faster version with a colored trail.
Team Booster	Replaces your Booster adrenaline combo by a version that also heals your teammates.
Ultima	When you die and you have killed at least one enemy in that life, you cause a big Redeemer-like explosion after a certain delay.
Ultima Shield	Makes you immune to Ultima explosions.
Vampirism	Regenerates your health for damaging enemies.
Vehicle Armor	Increases the strength of all vehicles you enter.
Vehicle Lock	When you exit a vehicle and nobody else is inside, it gets locked for your team.
Vehicle Regeneration	Automatically repairs your vehicle over time.
Vehicle Speed	Increases the speed of all vehicles you enter.
Vehicle Vampire	Repairs your vehicle for damaging enemies.
Weapon Speed	Increases the firing rate of all your weapons.

1.5. RPG Menu

The *RPG Menu* is your "control center" where you can view your current character's specifications, switch to another character, buy abilities and just TitanRPG related settings. The RPG Menu is laid out in several tabs, each of which will be described in this chapter.

You can open the RPG Menu by pressing L (customizable, see *Settings*).

1.5.1. Character

The *Character* tab lists information about your current character: your level, experience and experience needed to reach the next level, as well as all the Abilities that you have along with their respective levels.

The *"My characters"* list at the bottom lists all the character names that you have used in TitanRPG. You can use the "-" (minus) button to remove a character from that list (note that it will also delete that character's individual Artifact settings and that it will not delete that character, for that use *Reset*).

Using the *"Switch"* button next to the list allows you to switch to the selected character. If you are currently alive, you will suicide before doing so.

In order to create a new character, simply enter your desired name into the list's text field and use *"Switch"*. Switching characters will not delete your current character.

You can use the *"Reset"* button to reset your character, which will delete it permanently and start it anew from level 1, zero experience and no Abilities.

On some servers, you might find the *"Rebuild"* button instead. This will allow you to sell all your Abilities and get back the Stat Points you spent for them, without resetting your level. However, usually this will cost you some experience to keep it balanced.

1.5.2. Abilities

The *Abilities* tab can be considered the Ability shop of TitanRPG. It lists all the Abilities available on the respective server along with their cost. To get more information about an Ability (such as cost, max level, requirements, limitations), click on it and observe the *Description* field.

Use the "*Buy*" button to buy an ability if it is available for you. Note that you cannot sell back an Ability, so choose what you buy wisely.

1.5.3. Player levels

The *Player Levels* tab lists the names of all players currently in the game, sorted by their level and experience and colored in their respective team's color. The list updates automatically in certain time intervals.

1.5.4. Settings - HUD

The *HUD* sub-page of the *Settings* tab allows you to customize the TitanRPG HUD. The tooltips on the single controls will help you customizing it to your wishes.

1.5.5. Settings - Artifacts

The *Artifact Settings* allow you to customize in which order Artifacts are listed in the Artifact bar and which Artifacts you want listed always, even if you currently do not hold them.

These settings can be customized for each of your characters individually.

1.5.6. Settings - Keys

The *Keys* button on the *Settings* tab will open the RPG keybinding menu. The following keys can be customized:

- **Open RPG Menu**

Opens the RPG Menu. When you bind a key to this command, the default (L) will be disabled. *This keybinding is compatible to all UT2004RPG servers.*

- **Activate Selected Artifact**

Activates the currently selected Artifact. When you bind a key to this command, the default (U) will be disabled. *This keybinding is compatible to all UT2004RPG servers.*

- **Next Artifact**

Selects the next Artifact that you have. When you bind a key to this command, the defaults ([and]) will be disabled. *This keybinding is compatible to all UT2004RPG servers.*

- **Previous Artifact**

Selects the previous Artifact that you have. When you bind a key to this command, the defaults ([and]) will be disabled. *This keybinding is compatible to all UT2004RPG servers.*

- **Throw Artifact**

Tosses the currently selected Artifact away (e.g. for a teammate) provided it can be dropped. *This keybinding is compatible to all UT2004RPG servers.*

- **Quick Select Artifact**

Immediately selects the respective artifact. *These keybindings are exclusive to TitanRPG and will not work in UT2004RPG.*

- **Quick Activate Artifact**

Immediately activates the respective artifact without selecting it first. *These keybindings are exclusive to TitanRPG and will not work in UT2004RPG.*

1.6. Installing TitanRPG

In order to install TitanRPG, simply copy the files that are in the *System* directory of the release package into the *System* directory of your UT2004 installation. The next time you start UT2004, TitanRPG will be available.

1.6.1. Playing TitanRPG offline

In order to play TitanRPG offline, simply add the *TitanRPG* mutator to the game. Bots will automatically select a character style and buy abilities as they level up.

All RPG data will be saved in your *System* directory in the *TitanRPGPlayerData.ini* file.

Note that TitanRPG was initially not meant for offline play and there may still be some undiscovered bugs. Please do not hesitate to report them if you find any.

1.6.2. Running a listen server with TitanRPG

TitanRPG currently does not work correctly on listen servers, please run a dedicated server instead.

1.6.3. Running a dedicated server with TitanRPG

In order to run a dedicated server with TitanRPG, simply add the *TitanRPG* mutator to the mutators list.

The mutator class name is **MutTitanRPG**, the package name depends on the version. For instance, if you are using TitanRPG version 1.60 build 1, use the following canonical class name: **TitanRPG-v160_b1.MutTitanRPG**

1.6.4. Compatibility

TitanRPG generally provides the same compatibility as UT2004RPG and should run with any of the bigger mods out there, however, there are 3 bug fixes that will be not be in effect when running certain mods that come with their own so-called `xPlayer` subclass. These bug fixes are:

1. When using the Magnet Artifact, the mouse sensitivity has been adjusted so it no longer feels so slow.
2. When using the Flight Artifact, you can use Jump / Crouch to fly up or down.
3. The `GetWeapon` console command has been changed to work with modified weapons.

All of those three are convenience bug fixes that aren't actually required for anything, however, they rely on the same technique that some other mods need to use for their own advanced functionality. If such a mod is running, for the sake of compatibility, TitanRPG will step back and not apply those fixes.

Note that UT2004RPG and DruidsRPG related mods will most likely not work with TitanRPG, because TitanRPG's internal structure is entirely different and not compatible to UT2004. There are also some custom weapons out there that will have problems working with TitanRPG.

For an up-to-date list of compatibility notes, please refrain to the „Compatibility“ page on the TitanRPG website: <http://titanrpg.pdinklag.de/>

1.6.5. Updating TitanRPG

If you update your TitanRPG to a newer release, all you need to do is update all the package references in `TitanRPG.ini`.

`TitanRPGAI.ini` and `TitanRPGPlayerData.ini` are package independent and do not have to be modified in any way.

Visit <http://titanrpg.pdinklag.de/> for the latest releases of TitanRPG.

2. Configuration

This chapter introduces you to the configuration of TitanRPG.

Note that there is no configuration GUI and that TitanRPG can only be configured using the INI files. This documentation assumes that you have basic knowledge about how INI files work.

`TitanRPG.ini` is the main configuration file of TitanRPG. All the general, game-type-specific, Weapon Modifier, Artifact and Ability settings find themselves in here.

The following chapters will guide you through the single sections you can find inside this INI file. The INI file is commented and most variable names are very straightforward, so you can always use it as a reference. Yet, there are some things here and there that might prove useful to know.

Note that the section names in this documentation do not use the version-ed package name. For instance, if you are using TitanRPG version 1.60 build 1, you will need to use `[TitanRPG-v160_b1.MutTitanRPG]` instead of just `[TitanRPG.MutTitanRPG]`. This goes for all sections that start this way.

2.1. Mutator settings

These are the most general TitanRPG settings.

[TitanRPG.MutTitanRPG]

- IgnoreNameTag=<String>

If any are defined here, TitanRPG will ignore certain tags in a player's name to save his data. This is useful for clan tags, for instance. For example, if you set IgnoreNameTag=[CLAN], and a player joins with the name [CLAN]Member, his character name will be simply *Member*, allowing him to join with just that name as well. You can define multiple tags simply by creating more IgnoreNameTag lines.

- SaveDuringGameInterval=<Seconds>

If defined, TitanRPG will save the data of all currently playing players every given amount of seconds. If you do not define this, TitanRPG will still save all the data when a player leaves or the game ends.

- StartingLevel=<Integer>

The level new characters start at.

- StartingStatPoints=<Integer>

The amount of stat points new characters start with, useful if you want people be able to buy something right from the start.

- PointsPerLevel=<Integer>

The amount of stat points a player gets for each level he gains.

- Levels=<Integer>

The amount of experience needed for each level. This line exists as often as there are levels on your server. The first line is the amount of exp needed to reach level 2, the second for level 3, etc. The amount of times you define this determines the maximum level. Players can not get higher than that.

- MinHumanPlayersForExp=<Integer>

The minimum amount of human players that must be playing so anybody can get any experience. Useful if you want to disallow farming against bots, may scare players off, though.

- `LevelDiffExpGainDiv=<Integer>`

If you kill another player, TitanRPG calculates the experience you gain in the following way:

$$XP = (\text{VictimLevel} - \text{YourLevel})^2 / \text{LevelDiffExpGainDiv}$$

This can be zero, however experience is still awarded for every frag (see *Experience awards*).

- `Abilities=<AbilityClass>`

The list of abilities available to be bought on your server. For a list of Ability classes, refrain to the *Abilities* configuration chapter. The players will see the Abilities listed in the RPG Menu in the same order as you define them here.

- `Artifacts=<ArtifactClass>`

The list of Artifacts that can be displayed in the players' HUDs. Player can also see other Artifacts if they pick them up, but by default only these will show. For a list of Artifact classes, refrain to the *Artifacts* configuration chapter.

- `DefaultArtifacts=<ArtifactClass>`

A list of Artifacts all players always spawn with. For a list of Artifact classes, refrain to the *Artifacts* configuration chapter.

- `Combos=<ComboClassName>`

A list of adrenaline combo class names that will be added for all players.

- `bAllowRebuild=<true or false>`

If true, players will get the Rebuild option in the Character tab as opposed to Reset.

- `RebuildCost=<Integer>`

The amount of experience points a Rebuild will cost.

- `RebuildMaxLevelLoss=<Integer>`

If a player rebuilds and he has not enough experience, he will lose a level and get experience subtracted from that level's max experience instead. However, a player can never lose more than this many levels.

- `bCleanUp=true`

If this is set, TitanRPG will clean up the player database the next time it starts and set this back to false. This is useful if your database (`TitanRPGPlayerData.ini`) grows large and redundant data should be removed.

CAUTION: Use this with extreme care for the two settings listed below, otherwise you might lose data you will wish you kept.

- `CleanUpMaxLevel=<Integer>`

`CleanUpMinAge=<Days>`

When cleaning up (see above), all players with a level smaller than `CleanUpMaxLevel` and older than `CleanUpMinAge` days will be deleted permanently.

- `WeaponModifiers=(WeaponClass=<WeaponModifierClass>,Chance=<Integer>)`

The list of available Weapon Modifiers. If a weapon is given or picked up and a Weapon Modifier is generated, the Chance serves as a weight for the respective weapon. The higher the Chance, the more likely it is to get that Modifier and vice versa. For a list of Weapon Modifier classes, refrain to the *Weapon Modifiers* configuration chapter.

- `MaxDrones=<Integer>`

The maximum amount of Drones a player can have by default (the *Drones* Ability will increase this value for the respective player).

- `StartingDrones=<Integer>`

The default amount of Drones each player starts with.

- `MaxMonsters=<Integer>`

The maximum amount of monsters a player can summon by default (the *Conjuration* Ability will increase this value for the respective player).

- `bAllowSuperWeaponReplenish=<true or false>`

If true, super weapons will have their ammo re-filled when an Invasion wave is over.

- `SuperAmmoClasses=<Ammunition Class>`

List of ammo types TitanRPG considers "super weapon ammo". Used for `bAllowSuperWeaponReplenish` and the *Resupply* Ability.

2.2. Game type specific settings

A number of settings is already available to be configurable per game type. In Double Domination, you will not want players to have a Translocator, or maybe you have set up a special game mode where certain Artifacts or Abilities need to be disabled for balance.

If you are not running a server with multiple game types, you only need to configure the defaults.

Note that this is a relatively new feature to TitanRPG and that there may be more game-type specific settings in the future.

2.2.1. Default settings

These settings are global for every game type.

[TitanRPG.RPGGameSettings]

- `bAllowTrans=<true or false>`
If true, players will be given the Translocator by default in this game type.
- `TransTossForceScale=<Float>`
The translocator's force is multiplied by this value in this game type.
- `bAllowVehicles=<true or false>`
If true, vehicle factories are always allowed to spawn vehicles in this game type.
- `ExpScale=<Float>`
Everytime experience is gained in this game type, it will be multiplied by this value.
- `ExpForDamageScale=<Float>`
All experience granted for damaging monsters will be multiplied by this value.
- `bExpForKillingBots=<true or false>`
If false, no experience will be granted for killing bots.

- `bAllowArtifacts=<true or false>`
If false, players cannot have Artifacts in this gametype and they will never spawn on the map.
- `bAllowAbilities=<true or false>`
If false, all Abilities will have their effects disabled in this game
`type.ForbiddenAbilities=<AbilityClass>`
A list of Abilities like the Abilities list in the mutator settings. All Abilities in this list will be disabled in this game type. They can still be purchased, but will have no effect. In the Character tab, if somebody owns a disabled Ability, it will not display its level but simply "DISABLED".
- `ForbiddenArtifacts=<ArtifactClass>`
A list of Artifacts like the Artifacts list in the mutator settings. All Artifacts in this list will be disabled in this game type, meaning no Abilities will grant them to their owners and they cannot spawn on the map randomly.
- `bMagicalStartingWeapons=<true or false>`
If true, starting weapons (such as the Shield Gun or the Assault Rifle) will also be able to get a Weapon Modifier based on the chances for that.
- `bNoUndetected=<true or false>`
If true, weapon modifiers will be identified as soon as they are acquired, if false, they will not be identified until their effect is used for the first time.
- `WeaponModifierChance=<Float>`
Chance in percent (0.00 to 1.00) that, if you get a weapon either from a pickup or an Ability that does not guarantee modified weapons, the weapon will get a random Weapon Modifier.

2.2.2. Game type specific settings

The settings named in 2.2.1 are all available for every game type. In order to assign a set of settings, create a section named following the rule:

```
[<ClassName> RPGGameSettings]
```

<ClassName> is the game type's class name. So, for instance, if you want to set settings specific to DeathMatch, you would create the following section:

```
[XGame.xDeathMatch RPGGameSettings]
```

Here you can, as mentioned, define all the settings listed in 2.2.1.

2.3. Experience awards

Awarding experience in TitanRPG is handled by an extension of UT2004's game statistics system. This will work whether your server has stats enabled or not. Note that "experience" will be abbreviated with "XP" in the following.

```
[TitanRPG.RPGGameStats]
```

2.3.1. General

- `EXP_Frag=<Float>`
Minimum XP granted for fragging another player, additionally to the XP calculated using the level difference (see *Mutator settings*).
- `EXP_SelfFrag=<Float>`
XP award for suiciding. This can be negative and serve as a punishment.
- `EXP_TeamFrag=<Float>`
XP award for killing a team member. This can be negative and serve as a punishment.
- `EXP_TypeKill=<Float>`
XP award for killing a player who was currently typing a chat message. This can be negative and serve as a punishment.
- `EXP_FriendlyMonsterKill=<Float>`
XP award if a summoned monster kills another player.

- `EXP_Win=<Float>`
XP award for winning the game.
- `EXP_CriticalFrag=<Float>`
XP award for killing a flag (CTF) or ball (BR) carrier.
- `EXP_EndSpree=<Float>`
XP award for ending somebody's Killing Spree.
- `EXP_TranslocateGib=<Float>`
XP award for telefragging an enemy with the translocator.
- `EXP_Headshot=<Float>`
XP award for delivering a head shot to an enemy with a Lightning Gun or Sniper Rifle.
- `EXP_FirstBlood=<Float>`
XP award for First Blood.
- `EXP_KillingSpree=<Float>`
XP award for the Xth killing spree award (Killing Spree, Rampage, etc. until WICKED SICK).
- `EXP_MultiKill=<Float>`
XP award for the Xth multi kill award (Double Kill, Multi Kill etc. until HOLY SHIT).
- `EXP_VehicleRepair=<Float>`
XP award for repairing 1 "Health" of a friendly vehicle that
 - is currently manned.
 - has been damaged by enemy fire.
- `EXP_Healing=<Float>`
Default multiplier for healing damage on teammates. Experienced Healing will add to this value.
- `EXP_TeamBooster=<Float>`
XP awarded for using the Team Booster combo per healing step and per teammate healed (excluding yourself).

2.3.2. Onslaught

- `EXP_HealPownode=<Float>`

XP award for healing a friendly power node (constructing or not). This is awarded multiple times if you heal the node for a longer while.

`EXP_ConstructPownode=<Float>`

XP award for constructing a power node, granted to whomever was standing on the node's platform to start constructing it once it has finished.

- `EXP_DestroyPownode=<Float>`

XP award for destroying an enemy power node.

- `EXP_DestroyConstructingPownode=<Float>`

XP award for destroying an enemy power node that was currently being constructed.

- `EXP_DestroyPowercore=<Float>`

XP award for destroying a power core 100%. This value will be distributed between all players that damaged the power core, depending on how much each individual player damaged it.

2.3.3. Capture the Flag

- `EXP_ReturnFriendlyFlag=<Float>`

XP award for returning the flag when it is close to your own base ("minor return").

- `EXP_ReturnEnemyFlag=<Float>`

XP award for returning the flag when it is far from your own base ("major return").

- `EXP_FlagDenial=<Float>`

XP award for returning the flag after a capture was DENIED.

- `EXP_FlagCapFirstTouch=<Float>`

XP award granted when a flag capture succeeded to whomever touched the enemy flag first for this capture.

- `EXP_FlagCapAssist=<Float>`

XP award granted when a flag capture succeeded to anybody who has held the flag during this capture.

- `EXP_FlagCapFinal=<Float>`

XP award granted when a flag capture succeeded to the person that actually brought the enemy flag to his own.

Note that a player who completely does the flag capture by himself will get all 3 of the above named capture awards.

- `EXP_Assist=<Float>`

XP award granted when for a 100% Score Assist. The Score Assist is awarded if

- you were in the same vehicle as the flag carrier.
- the flag carrier stood on your vehicle (e.g. Manta run).

2.3.4. Bombing Run

- `EXP_BallThrownFinal=<Float>`

XP award granted when a goal was scored by a shoot, to whomever tossed the ball into the goal.

- `EXP_BallCapFinal=<Float>`

XP award granted when a goal was scored by jumping through the goal, to whomever jumped into the goal with the ball.

- `EXP_BallScoreAssist=<Float>`

XP award granted when a goal was scored to anybody who has held the ball during this capture.

2.3.5. Double Domination

- `EXP_DOMScore=<Float>`

XP award granted when a team scores to those players that touched the Domination points for this domination.

2.3.6. Assault

- `EXP_ObjectiveCompleted=<Float>`

The XP award granted for completing an objective equals the score you get for it (10 for critical objectives, 5 for optional objectives), multiplied by this value.

2.3.7. Invasion (with Necromancy combo)

- `EXP_Resurrection=<Float>`

XP award granted when a player uses the *Necromancy* combo (*ComboNecro* mutator) to successfully resurrect another player.

2.4. Artifact Manager

TitanRPG includes the Artifact Manager which can spawn Artifact pickups and / or adrenaline pills on random locations on the map, or - more correctly - on random PathNodes on the map. This means that if a map does not feature any bot paths, the Artifact Manager will turn itself off and not spawn anything.

`[TitanRPG.RPGArtifactManager]`

2.4.1. Artifact pickups

- `SpawnDelay=<Seconds>`

Time interval in seconds in which the Artifact Manager will spawn a new Artifact pickup.

- `MaxArtifacts=<Integer>`

The maximum amount of Artifact pickups spawned by the Artifact Manager that can exist on the map at any time. If this many Artifact pickups are on the map when the next `SpawnDelay` has passed, the "oldest" Artifact pickup on the map will get destroyed.

- `AvailableArtifacts=(ArtifactClass=<ArtifactClass>,Chance=<Integer>)`

The list of Artifact classes the Artifact Manager is able to spawn. The "Chance" value is used as a weight, ie the higher the Chance, the more likely this Artifact is. Note that the Artifact Manager can only spawn Artifacts that have a pickup class, refrain to the Artifacts class list to see which do.

2.4.2. Adrenaline pickups

- `MaxAdrenalinePickups=<Integer>`

The maximum amount of adrenaline pills the Artifact Manager can spawn on a map. If the map has already this many adrenaline pills by itself, the Artifact Manager will not spawn any pills, otherwise it will fill up the remaining amount.

- `AdreanlineSpawnAmount=<Integer>`

The amount of adrenaline pills the Artifact Manager will spawn everytime the `SpawnDelay` passes.

2.5. Weapon Modifiers

2.5.1. Config properties

All Weapon Modifiers share the following set of properties, special properties for individual Weapon Modifiers are commented in the INI file.

[TitanRPG.Weapon*]**

- `MinModifier=<Integer>`

The minimum modifier level for this Weapon Modifier. Can be negative.

- `MaxModifier=<Integer>`

The maximum modifier level for this Weapon Modifier. Can be negative.

- `DamageBonus=<Float>`

Damage bonus for this weapon per modifier level. All damage done by the modified weapon will be multiplied by $(1.0 + \text{DamageBonus})$.

- `BonusPerLevel=<Float>`

Generic bonus value per modifier level. This value has a different meaning for each Weapon Modifier, please refrain to the INI comments.

- `ForbiddenWeaponTypes=<WeaponClass>`

List of weapon classes that this Weapon Modifier is not allowed for. TitanRPG comes with reasonable defaults.

2.5.2. List of Weapon Modifier classes

Name	Class Name
Armor Piercing	WeaponArmorPiercing
Burden	WeaponFeather *
Damage	WeaponDamage*
Draining	WeaponEnergy *
Emo	WeaponVampire *
Energy	WeaponEnergy
Feather	WeaponFeather
FAIL	WeaponSpam *
Force	WeaponForce
Freezing	WeaponFreeze
Harm	WeaponProtection *
Healing	WeaponHealer
Infinity	WeaponInfinity
Infinite Sturdiness	WeaponInfSturdy
Knockback	WeaponKnockback
Lightning Conduction	WeaponLightningConduction
Luck	WeaponLuck
Magic Nullifying	WeaponMagicNullifier
Matrix	WeaponMatrix
Medic Infinity	WeaponSuperHealer
Misfortune	WeaponLuck *
Null Entropy	WeaponNullEntropy
Penetrating	WeaponPenetrating
Piercing	WeaponPiercing
Poison	WeaponPoison
Protection	WeaponProtection
Quickfoot	WeaponQuickfoot
Rage	WeaponRage
Reflection	WeaponReflection
Repair	WeaponRepair
Retaliation	WeaponReflection
SPAM	WeaponSpam

Slowfoot	WeaponQuickfoot *
Slow Motion	WeaponForce *
Stealth	WeaponStealth
Sturdy	WeaponSturdy
Vampiric	WeaponVampire
Vorpal	WeaponVorpal

** These are negative counterparts of other Weapon Modifiers.*

2.6. Artifacts

2.6.1. Config properties

All Artifacts share the following set of properties, special properties for individual Artifacts are commented in the INI file.

[TitanRPG.Artifact***]

- `CostPerSec=<Integer>`
The adrenaline cost for this Artifact per second or per use, depending on the Artifact type.
- `FlagMultiplier=<Float>`
The adrenaline cost of this Artifact will be multiplied by this value if the holder is currently holding the flag (CTF) or the ball (BR).
- `MinActivationTime=<Seconds>`
The minimum amount of seconds that you need to keep this Artifact activated before you can deactivate it again. For some Artifacts (e.g. the weapon modifying Artifacts), this is the time that passes before the effect is applied. For others (e.g. Repulsion), this setting has no effect.
- `MinAdrenaline=<Integer>`
The minimum amount of adrenaline required to activate this Artifact. Note that this is not a cost.
- `UseDelay=<Seconds>`
When activated, this Artifact can not be activated again before this many seconds have passed.
- `bAllowInVehicle=<true or false>`
If true, this Artifact can be activated inside of a vehicle. Note that this does not have any effect on some Artifacts.
- `bCanBeCanceled=<true or false>`
If true and this Artifact has a delayed effect (e.g. weapon modifiers or Summoning Charm), this effect can be cancelled by deactivating the Artifact.
- `bCanBeCanceled=<true or false>`
If true, this Artifact can be dropped, provided it has a pickup (see below).

2.6.2. List of Artifact classes

Name	Class name	Pickup
Decoy	ArtifactDecoy	yes
Double Magic Modifier	ArtifactDoubleModifier	no
Enhanced Magic Maker	ArtifactEnhancedMakeMagicWeapon	no
Flight	ArtifactFlight	yes
Freeze Bomb	ArtifactFreezeBomb	yes
Healing Blast	ArtifactHealingBlast	yes
Invulnerability	ArtifactInvulnerability	yes
Light	ArtifactLight	no
Lightning Rod	ArtifactLightningRod	no
Magnet	ArtifactMagnet	yes
Magic Weapon Maker	ArtifactMakeMagicWeapon	yes
Medic Weapon Maker	ArtifactMakeSuperHealer	no
MAX Magic Modifier	ArtifactMaxModifier	no
Mega Blast	ArtifactMegaBlast	no
Parachute	ArtifactChute	no
Nitro Boost	ArtifactVehicleBoost	yes
Plus 1 Modifier	ArtifactPlusOneModifier	no
Plus 2 Modifier	ArtifactPlusTwoModifier	no
Poison Blast	ArtifactPoisonBlast	yes
Protection	ArtifactProtection	yes
Repulsion	ArtifactRepulsion	yes
Self Destruction	ArtifactSelfDestruct	yes
Summoning Charm	ArtifactMonsterSummon	yes
Teleport	ArtifactTeleport	yes
Triple Damage	ArtifactTripleDamage	yes
Vehicle Hack	ArtifactVehicleHack	no

2.7. Abilities

2.7.1. Config properties

All Abilities share the following set of properties, special properties for individual Artifacts are commented in the INI file. The Abilities' descriptions are automatically generated, that means unlike in UT2004RPG, you do not need to create a custom Ability class or modify the source code in order to change a bonus per level, requirement, the max level or similar.

[TitanRPG.Ability***]

- `MaxLevel=<Integer>`
The highest buyable level of this Ability.
- `StartingCost=<Integer>`
Cost for the first level of this Ability. Not used if `bLevelCost` is true.
- `CostAddPerLevel=<Integer>`
With each level, the cost rises this much. Not used if `bLevelCost` is true.
- `bLevelCost=<true or false>`
If true, the `LevelCost` list will be used for the individual levels' costs.
- `LevelCost=<Integer>`
List of the costs for each Ability level. The first entry is the cost for level 1, etc.
Only used if `bLevelCost` is true.
- `RequiredLevel=<Integer>`
This Ability can only be bought by players who are at this level or higher.
- `RequiredAbilities=(AbilityClass=<AbilityClass>,Level=<Integer>)`
List of Abilities required in order to buy this Ability. See below for a list of Ability class names. Level means that this specific level of the Ability is required.
- `ForbiddenAbilities=(AbilityClass=<AbilityClass>,Level=<Integer>)`
List of Abilities that disallow buying this Ability at their Level or higher.
- `GrantItem=(Level=<Integer>,InventoryClass=<InventoryClass>)`
List of Inventory items granted at the given Level when the owning player spawns. The `InventoryClass` can be any Inventory (including Artifacts).

- BonusPerLevel=<Float>

General purpose bonus per level value. This has a different meaning for each Ability, please refrain to the INI comments.

2.7.2. List of Ability classes

Name	Class name
Adrenaline Container	AbilityAdrenalineMax
Adrenaline Drip	AbilityAdrenalineRegen
Adrenaline Surge	AbilityAdrenalineSurge
Airmaster	AbilityAirmaster
Arsenal	AbilityAmmoMax
Awareness	AbilityAwareness
Boost Dodging	AbilityBoostDodging
Cautiousness	AbilityCautiousness
Conjuration	AbilityConjuration
Convalescing Aura	AbilityAura
Counter Shove	AbilityCounterShove
Damage Balance	AbilityDamageBalance
Damage Bonus	AbilityDamageBonus
Damage Reduction	AbilityDamageReduction
Denial	AbilityDenial
Drones	AbilityDrones
Ejector Seat	AbilityVehicleEject
Energy Leech	AbilityEnergyLeech
Enhanced Translocator	AbilityTransTossForce
Experienced Healing	AbilityExpHealing
Ghost	AbilityGhost
Health Bonus	AbilityHealthBonus
Hotwheels	AbilityHotwheels
Iron Legs	AbilityIronLegs
Loaded Artifacts	AbilityLoadedArtifacts
Loaded Medic	AbilityLoadedMedic
Loaded Weapons	AbilityLoadedWeapons
Monster Intelligence	AbilityMonsterSkill

Monster Herder	AbilityMonstersMax
Multi Jump	AbilityMultiJump
Parachute	AbilityChute
Perception	AbilityPerception
Power Dodge	AbilityDodgeSpeed
Power Jump	AbilityJumpZ
Quickfoot	AbilitySpeed
Regeneration	AbilityRegen
Retaliation	AbilityRetaliation
Resupply	AbilityAmmoRegen
Shield Regeneration	AbilityShieldRegen
Shields Up!	AbilityShieldStrength
Smart Healing	AbilitySmartHealing
Sniper	AbilitySniper
Speed Switcher	AbilitySpeedSwitcher
Stunt Vehicles	AbilityWheeledVehicleStunts
Super Speed	AbilityComboSuperSpeed
Team Booster	AbilityComboTeamBooster
Ultima	AbilityUltima
Ultima Shield	AbilityUltimaShield
Vampirism	AbilityVampire
Vehicle Armor	AbilityVehicleArmor
Vehicle Combos	AbilityVehicleCombos
Vehicle Lock	AbilityVehicleLock
Vehicle Regeneration	AbilityVehicleRegen
Vehicle Speed	AbilityVehicleSpeed
Vehicle Vampire	AbilityVehicleVampire
Weapon Speed	AbilityWeaponSpeed

2.8. Miscellaneous Settings

2.8.1. Blasts

The Blasts (Mega Blast, Ultima, Poison Blast, etc.) have their own configuration section each. The following are common Blast settings.

[TitanRPG.***Charger]

- `ChargeTime=<Seconds>`
The charging duration after which the Blast will occur.
- `Radius=<Float>`
Radius (in uu) affected by this Blast.
- `bAllowDeadInstigator=<true or false>`
If true, the Blast will occur even if its instigator died while it was charging up.
- `bAffectInstigator=<true or false>`
If false, the Blast's instigator will be immune to its effect.

2.8.2. Drones

These settings affect the Drones, if used.

[TitanRPG.Drone]

- `HealPerSec=<Integer>`
The amount of health healed by the Drone per second.
- `HealDist=<Integer>`
The maximum distance (in uu) the Drone can heal.
- `ProjDamage=<Integer>`
The amount of damage done by a Drone shot.

3. Additional Information

3.1. Planned features

The following major features are planned for future versions of TitanRPG.

3.1.1. Stats

TitanRPG replaces UT2004RPG's Stats (damage bonus, max adrenaline etc.) entirely by Abilities for easier management. However, in some game types (e.g. Invasion) where these Abilities use to have high maximum levels, Stats are a lot easier to handle than buying Abilities levels one by one.

There are plans to bring the Stats back with their own page in the RPG Menu. Technically, they will be wrappers around Abilities, so that, in theory, every Ability will be able to act as a Stat as well. This way administrators can decide which Abilities they want to appear as Stats.

3.1.2. Artifact "Ammunition"

Currently, Artifacts can be used infinitely. The idea is to add functionality that allows you to activate an Artifact for a limited amount of times, thus adding some sort of "Ammunition" for it. When used up, the Artifact would be gone from your inventory. These Artifacts could then also be picked up multiple times to increase their use count.

3.2. Credits

3.2.1. Developers

The following people were more or less directly involved in TitanRPG development:

- **Mysteria**

The creator of the original UT2004RPG. Although there is not too much left of UT2004RPG in TitanRPG internally, TitanRPG was based on UT2004RPG and still uses the original ideas.

- **TheDruidXpawX & Shantara**

These two are responsible for DruidsRPG, which can be considered the biggest and most influential addendum to UT2004RPG. It, too, represented a foundation of TitanRPG.

- **fluffy**

The first developer of TitanRPG, who created several extras for UT2004RPG and DruidsRPG for the historic TitanOnslaught VCTF RPG server.

- **Jrubzjeknf**

Creator of the Mantarun Assist and RPGFlags mutators. He also helped fluffy contribute several features and fixes to the early versions of TitanRPG

- **BattleMode**

Owner of the BigBatteServers.com and creator of the resident UT2004RPG and DruidsRPG modifications, which would have their main features merged into TitanRPG at later point.

- **Mahalis**

Creator of the original Drones mutator, a modification by BattleMode of which was later merged into TitanRPG.

- **Wulff**

Author of some minor features, like the Lightning Rod being blockable using the Shield Gun.

- **Jonathan Zepp**

Author of GoodKarma, the core of which has been integrated to TitanRPG for future use.

- **pd**

Myself, current developer of TitanRPG, who merged the single TitanRPG packages by fluffy into one and later made TitanRPG a standalone RPG system.

3.2.2. Thanks

Here I want to thank several people for their efforts:

- **BattleMode**

Took over the TitanOnslaught RPG VCTF server into the BBS community when the original host decided to drop it. This made it possible for me to step up and take over development. He always supported me and gave advice, and last but certainly not least he paid and still pays the bills for TitanRPG's home server.

Kudos!

- **nialzinth**

Has sacrificed countless hours for participating in testing sessions, also frequent reporter of many bugs. He definitely helped a lot making things as good as they are now. ._.

- **BigBattleServers.com community**

Fills the forum with bug reports and ideas, without that many things wouldn't be now. Basically all of them are testers by playing on TitanRPG's home server, TitanRPG VCTF.

3.3. Contact

If there are any questions, bug reports or ideas concerning TitanRPG, please let me know.

You can contact me via e-mail: pdinklag@googlemail.com

Alternatively, you can join the forum at <http://bigbattleservers.com/>, where I have the nickname **pd_**, and send me a Private Message.

3.4. Legal information

This document has been written by Patrick Dinklage, a.k.a. "pd".

TitanRPG is free software, you are free to use and modify its source code for your own needs provided that you give credit to those who contributed to it (see *Credits*).

Visit <http://titanrpg.pdinklag.de/> for the latest release package of TitanRPG.