

# Chapter Listings

The author has compiled the listings from the book and specifically structured it to make it easy for you to use.

Please copy the directory \UGPAIOListings to your hard drive's root directory. You should follow the instructions in the book (and relevant information in each appropriate chapter) for utilizing the listings.

[View UGPAIOListings Directory](#)

## Additional Note

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There is a structure to the code in each chapter folder. From chapter 8 on, there is a directory that is named along the lines of

\CH08LIST

This is an UnrealScript "package." Then in this folder there is a

\Classes

directory and also a couple of files with \*.ini extensions.

It is important to preserve this structure.

Here's how the directories you see in the folders actually appear after you transfer them to the Unreal Tournament (UT2004) directory

Directory of C:\UT2004

|            |         |       |          |
|------------|---------|-------|----------|
| 01/25/2006 | 0739 PM | <DIR> | CH08LIST |
| 01/26/2006 | 0220 PM | <DIR> | CH09LIST |
| 02/03/2006 | 0514 PM | <DIR> | CH10LIST |
| 02/03/2006 | 0514 PM | <DIR> | CH11LIST |
| 02/03/2006 | 0523 PM | <DIR> | CH12LIST |

|            |         |       |            |
|------------|---------|-------|------------|
| 02/05/2006 | 0906 PM | <DIR> | CH13LIST   |
| 02/06/2006 | 0416 PM | <DIR> | CH14LIST   |
| 02/08/2006 | 1239 PM | <DIR> | CH15LIST   |
| 02/17/2006 | 0756 PM | <DIR> | CH16LIST   |
| 02/19/2006 | 1030 PM | <DIR> | CH17LIST   |
| 02/20/2006 | 0540 PM | <DIR> | CH18LIST   |
| 02/25/2006 | 0859 PM | <DIR> | CH19LIST   |
| 02/26/2006 | 1111 AM | <DIR> | CH20LIST   |
| 01/23/2006 | 1037 PM | <DIR> | HelloWorld |