



# Sniper's Paradise

## *Who Loves You Baby!!!*

### Sniper's Paradise!

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#### UnrealEngine1 PreProcessor

A preprocessor is a program that processes its input data to produce output that is used as input to another program. The output is said to be a preprocessed form of the input data, which is often used by some subsequent programs like compilers. The amount and kind of processing done depends on the nature of the preprocessor; some preprocessors are only capable of performing relatively simple textual substitutions and macro expansions, while others have the power of fully-fledged programming languages.

Raven released this tool for UnrealScript programmers. This preprocessor can examine and optimize UnrealScript source code before it is being sent to the compiler (ucc.exe). This preprocessor was inspired by the Unreal Engine 3 preprocessor.

Name: UnrealEngine1 PreProcessor

Install: Copy files in the archive to your <UTdir>/system folder.

UnrealEngine1 PreProcessor [Download](#)

Usage: Complete readme at [WIKI](#)



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