



Sniper's Paradise

Who Loves You Baby!!!

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WOTgreal

Developer: Dean Harmon

Genre: UnrealScript

Website: <http://www.wotgreal.com/>

WOTgreal (pronounced *wot-gree-all*) is an integrated development environment for developing scripts in UnrealScript, a scripting language used to create computer games. It is developed and maintained by Dean Harmon. The name WOTgreal refers to *The Wheel of Time* series of novels and its video-game adaptation, which was developed with the Unreal engine. The "greal" part of the name derives from *terangreal* (magic artifacts and spells in the series).

The WOTgreal Package Tool can be used to view and extract resources, including .uc files from packages. Open the desired package in WOTgreal. Make sure "Classes" button is selected to view any classes that might be in the package. Select all of the .uc files you wish to export/decompile. Then click the Export To .uc button or the Decompile To .uc file button. By default the Export Path should be the Unreal base directory. The .uc files should be saved to a folder of the same name as the package. If the folder doesn't exist it will be created.

Three different versions are available: Trial, Standard, and Professional. In the Trial version, some options are limited. The standard version removes these limitations, and the Professional version adds support for revision control, such as Microsoft Visual SourceSafe, CVS, and Perforce.

WOTgreal is a fully featured IDE for UnrealScript.

List of Features

- Syntax Highlighting for UnrealScript
- Code Insight/Intellisense (Code Completion, Function Insight, Find Declaration at Cursor)
- Hyperlink file jumping (if you hold down the control key and hover the cursor over a keyword, it will take you to the declaration of the keyword in its appropriate file)
- Class and Package Browsers (like the ones in UnrealEd)
- Integrated Compiler (so if you get an error while compiling, it will take you to the line of code that generated the error)
- Server and Edit Packages Editor
- Find in Files (Package/Class Tree, Open files, Directory, Active File and it's Parents, Active File and it's Children)
- Scriptable Macros
- Mesh Extraction of Meshes, LODMeshes and SkeletalMeshes to Unreal Native (*.3D) and 3D Studio Max (*.3DS)
- Implicit Support for Unreal Tournament, Unreal, Unreal II, Deus Ex, Wheel of Time, Rune, Undying, and UT2003, plus the ability to set it up for ANY Unreal Engine based game (Klingon Honor Guard, etc.)
- Customizable Keyboard Configuration
- Customizable Tools
- Run test maps from the IDE
- Run with Options dialog for complete control of your game
- Imaging Tool
- Browser Tracking (know where you are in the class/package hierarchy for the active file)
- Autobackup on Save option
- Redistributable color schemes (import and export from syntax highlighting)
- Simple/Advanced compile mode (so you don't have to see the ucc log pass by everything, it will show you what file is being processed, total warnings, etc.)
- Integration for most major Source Control vendors (CVS, ClearCase, SourceSafe, PerForce, and more. Pro version or trial license required)
- Class Browser (look at what functions were created in what super class, etc.)
- Customizable Toolbars



Customizable Menu Short-Cuts (there are defaults for Borland (default), Visual Studio 6,
and Visual Studio .NET keyboard layouts, plus you can make your own (like for emacs))
Integration with UnDox © 2001 Epic Megagames
Integration with Umod Wizard © 2001 Ob1-Kenobi
Full support for creating breakpoints (and the like) to be used with UDebugger.

You can download **WOTgreal** here.



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