

P_Deep(V2)

Patching components for NavAdder mutator

Description:

These files are used by **NavAdder** mutator in order to do some patching jobs in Map called **MH-Deep (v2) .unr** for MonsterHunt made (signed) by Cardiologist.

File's checksums (Map file in cause):

CRC-32: a17c4376

MD5: be53878943221539e25ffe9ade44e774

SHA-1: 1983a00b0cc3ad52337c0a14f0c3c77378722d5f

SHA-256: cb93f461ceba2856184115a9096c4d8a97e5082d35efd0544f9a98701d71ae77

Explained files:

- File **DEEP(V2) .u** is the server-side working around authoritative parts more or less replicated to clients - different said, server requirements. This file should stay in server only without any editing of any INI file. Sample changes: adding new A.I. paths, moving some old paths, tweaking movers, tweaking some trigger/s, etc.

- File **P_DEEP(V2) .u** is a file used by both client and server. Here I mention that no editing is required in server configuration (for net gaming) because file is mapped as package by NavAdder mutator. This file can go directly in System folder and the rest is automated. Sample changes: adding MonsterEvents for figuring objectives accomplished, I went forward and I've added some missing vials (I'm not using regenerators all the time - for me those are not default rules) - logs are also available. I did not do any badge for this map - I'm less inspired at this time...

- Files **P_DEEP(V2) .u.uz** and **P_DEEP(V2) .u.lzma** are files intended for **redirection services** as long as fore mentioned file is a package that has to be download during map's run-time. Pick desired file or both and drop it/them in redirect server (or redirect space).

The reminder:

NavAdder uses these files if are found and will not cry for them if are removed later (bugs reasons or whatever reasons). When other map is running these files can be removed or replaced and then server will have an update or update removed without being re-started/stopped.

These features are **available ONLY IN PRESENCE OF XC_ENGINE at least v20 and higher**. Mutator will **crash a plain server** because the default UE1 is crapped up :/. XC_Engine is not only fixing borked internal things but is capable of loading and mapping a Navigation Network known as Bot Support (but any A.I. is helped here not only Bot) in run-time which usually only Editor can do. We have changes operated at bad configured actors and adds - yeah, maps have bugs - that is the main reason of such modules.

Hint:

This way of coding can be done for advertisements without Editing maps. Packages for client can be triggered from server when they are needed and found available. Placards, hints, blockers, etc...