

P_2MuchHP

Patching components for NavAdder mutator

Description:

These files are used by **NavAdder** mutator in order to do some patching jobs in Map called **MH-2MuchHP.unr** for MonsterHunt made (unsigned) by some Speedy, as I could see in one of those useless map events.

File's checksums:

CRC-32: 99846200

MD5: d82b1e616e6b1893c9b2f1e214f83d87

SHA-1: 5984dca4a4d060dc0ed53faab0e1989944fdf9c0

SHA-256: f88e76a92403a580878d068a56485c66e74022c7b9a3c2e1b730d7df3021570c

Explained files:

- File **2MUCHHP.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, etc.

- File **P_2MUCHHP.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: Relocating doors which are a bit too miss-aligned, a few decorations with maximum relevance truly visible - indicators about rooms order of hunting, adding and tweaking lightning, a few logs are also available.

- Files **P_2MUCHH.u.uz** and **P_2MUCHH.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...