P_PER_TOMOKOV2

Patching components for NavAdder mutator

Description:

These files are used by ***NavAdder*** mutator in order to do some patching jobs in Map called **MH-super_tomokoV2.unr** for MonsterHunt (unsigned) probably original from Japan done by some newbie with a poor logic, as I could see generally at ammo load vs weaponry config - aiming some server with WeaponStay turned off.

File's checksums:
CRC-32: 7c79e497
MD5: b533187099bf63ba540d78ce93457b27
SHA-1: 4cdce23e6c777d1fa9a7c82485c042fa491e728e
SHA-256: d7a33929d317baf9ff1c93a95a6129c88fdd79601cc341e5f577887359880b10

Explained files:

- File **PER_TOMOKOV2.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 files which you might have. Sample changes: adding new A.I. paths, moving some old paths, tweaking movers, more mechanics have been changed and visual Events added according to MH game, some requirements are done by Client-Side in order to gain smoother changes, etc.

- File **P_PER_TOMOKOV2.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 a door which was a bit too hidden - unseen goal in area and having a bit of usual flickering surface while opening, adding and tweaking lighning, decorations like burning fire, lamps, a few logs are also available.

- Files **P_PER_TOMOKOV2.u.uz** and **P_PER_TOMOKOV2.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 mutator for XCGE 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 - I do not have a clue why Epic have restricted these features for UScript. We have changes operated at bad configured actors and adds - yeah, maps have bugs - that is the main reason of such modules.

Hint:

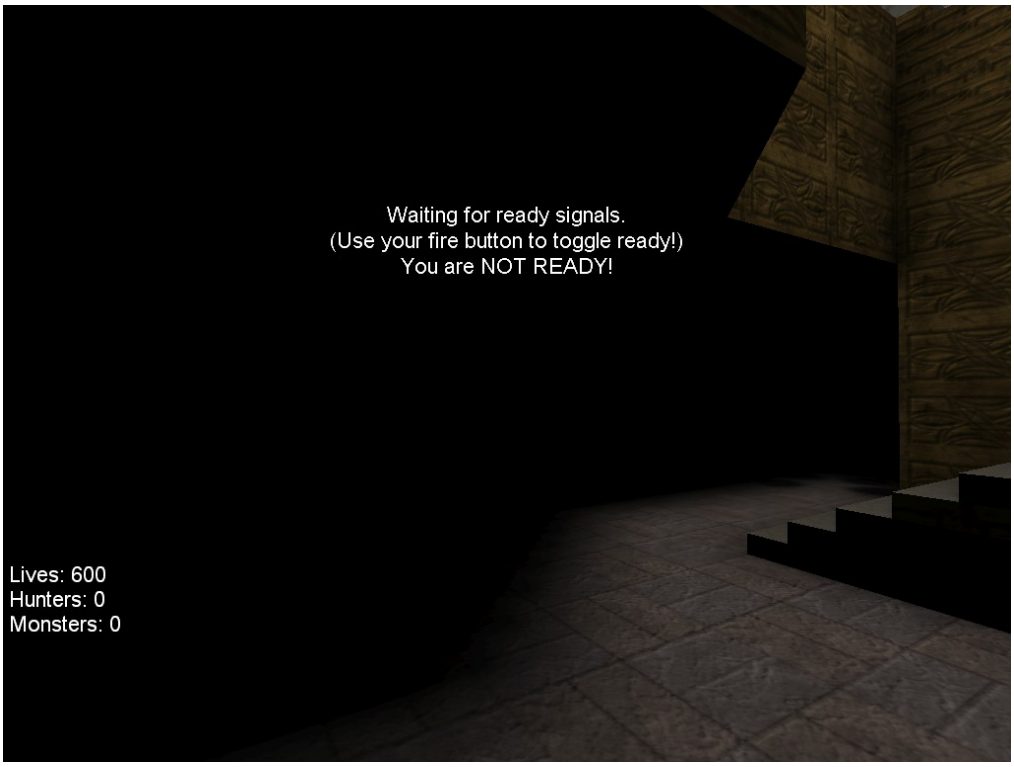
This way of coding can be done for advertisements without Editing maps. Packages for client can be triggered from server when they are needed and found available. Placards, hints, blockers, etc...

Visual samples:

Before Patch

After patch

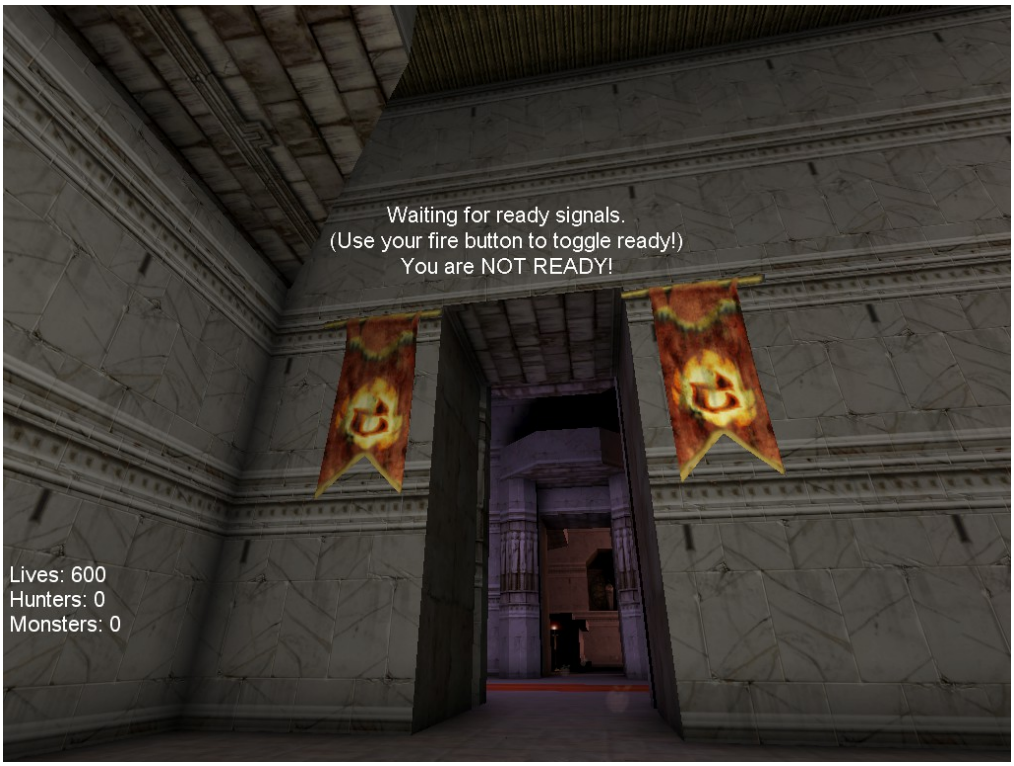
Before Patch



After Patch

Before Patch

After Patch



These were changes toward some visual actors but we also have hidden tweaking according to settings more or less messy. By example after getting down with a lift in case of death and reloading needs, player couldn't go back on top into ”secret room” because that stupid lift could not be called from underground zone - lousy logic as log as we do have some ammo for those weapons - the rest is added and has a little tricky load. We have a trigger and lift properly set for responding at calls and also in a more friendly lower position - We don't need to jump like goats all the time.