

super_TomokoV2

NAVADDER MODULE FILES POST MAIN PATCH DESCRIPTION ADDRESSING UT'99 USING XC ENGINE V20+ EXTERNAL COLLISION VERSION RUNNING MONSTERHUNT GAME-TYPE AND UP-TITLED MAP

Description:

File **PER_TOMOKOV2.u** is the server-side package file used to deploy paths in map file **MH-super_TomokoV2**. Map has provided initial patch file but that server side file will have to be overwritten with this one from here in order to activate Next Module for Week-End times, so to speak shortly overwrite old server file because client won't figure this change.

File **PW_TomokoV2.u** is a package which will be sent automatically to client (or loaded in local games), no editing ini file is required here. We have some stuff added as tiny decorations and extra monsters when fore mentioned map is being loaded-voted in days as Saturday, Sunday - Week-End times. As result if game is running in a server with redirect, this package has to be compressed accordingly - UZ or that newer LZMA which XCGE is supporting.

Files with **UZ** extension and **LZMA** are intended for redirect locations. They are packages needed by client and you have to only drop them in redirect without touching any INI file from server, everything being automated. XC Player will attempt to load LZMA content if it does exist.

Hints:

By loading ammo before weapon from spot, you'll have more than default maximum ammo for that weapon. Ammo load forces an additional load if weapon doesn't cap the load to the default maximum allowed by weapon - no weapon no default limitation. This is useful as long as monsters there have a lot of health and there is needed a sustained fire power.

Tweaking quotes:

- map being poorly filled and because people have more free time to play in week-end this package will do some stunts for completing additional creatures;
- during week-end walls are splashed with whatever graffiti types - just for making the view more reach and not that much linked with map's mechanics;
- and so on...

Final note:

I'm not expecting a perfect game with default MonsterHunt and default Bot due to some geometry legdes bugging default Bot a la **MH-Canyon** and MonsterHunt's "super duper" Bot code, but... we have better options than nothing.