

UReal-v3

Patching components for NavAdder mutator

Description:

These files are used by **NavAdder** mutator in order to do some patching jobs in Map called **MH-UReal-V3.unr** for MonsterHunt made by some dude with ID [886]Phobos - entertaining useless stuff there...

File's checksums:

CRC-32: 3ef078b8

MD5: d02b5fc26883fb0bacc09b617c7522d6

SHA-1: 941dc76edd9ae96b6973c135751f0f3b974a3600

SHA-256: e02c226b4d40582699b6b8f56fbd17f4dbd1059324183aa279336b2f5226e044

Explained files:

- File **UREAL-V3.u** is the server-side working around authoritative parts more or poorly 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, initializing delayed destruction of useless map load, etc.

- File **P_UREAL-V3.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 a few visual things and changes, a few decorations with maximum relevance truly visible, adding and tweaking lightning, a few logs are also available.

- Files **P_UREAL-V3.u.uz** and **P_UREAL-V3.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).

- File **PW_UREAL-V3.u** is a package file automated by XC server but not all the time. Stuff from this package will go active during days as Saturday Sunday - Week-End files (game/server time). I was presuming that during week-end more players are around, so I was intended to give them something accordingly.

- Files **PW_UREAL-V3.u.uz** and **PW_UREAL-V3.u.lzma** are those files for redirection services downloaded by players only in Week-End times. They have to figure changes trying to prevent any lag caused by "wild" actors, which means actors which are not placed by mapper in map but they are part of tweaking task.

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...