

# DM-Stalwart

**Patching component for NavAdder 2 mutator**  
addressing game UT'99 + XC\_Engine v24

## Description:

This file is used by **NavAdder v2** mutator in order to do some patching jobs in Map called **DM-Stalwart.unr** for game-types DeathMatch made by **Alan 'Talisman' Willard** - as shown in LevelInfo because Navigation can be completed and all paths data placed in Navigation Chain correctly...

## Map-File's checksums:

File: DM-Stalwart.unr

CRC-32: 941CC446

MD5: F794BC7A0AF9D8B564B256E95ECA3786

SHA-1: E81C5AE4122E011F15275D8A6D02DA5F727152F8

SHA-256: 5A732F516191DAF286350EA96678BB50ABF0A684620C45B8FDF51867C4073CB8

## Explained file:

File **SS\_NVADDM-STALWART.u** is a server-side plugin file, not a mutator, it's working around authoritative pathing parts. Patch process description:

- adding missing ReachSpecs in Paths[x] arrays and upStreamPaths[x];
- generating ReachSpecs for Two MedBox items not having A.I. access at them;
- adding paths to FlakAmmo isolated nearby corner;
- adding a combo for Armor2;
- adjusting A.I. desire and respawntime for Armor2.

Run-Time Images taken with DrawPaths mutator by Buggie located at [ut99.org](http://ut99.org).





### Installation:

Copy U file in System Folder from UT install where mutator NavAdder v2 was previously placed and is active. NavAdder v2 will find it and will launch it when map is being loaded. Patching is activated automatically. If it's not needed any longer to patch map, just remove/move/delete this U plugin-type file.

### ***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 v24 and higher**. Mutator will **crash** a **plain server** because the default UE1 is crapped up :/ and also doesn't use newer iterators because it's not having them.