

DM-StalwartXL

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-StalwartXL.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-StalwartXL.unr

CRC-32: AB030305

MD5: 3B01AEC1811A957A6AED5ED70D6A7F46

SHA-1: 28ACF1398EAA757C3C965869E0B39941A2B3B22C

SHA-256: F8733AADA6C6F9C6C02F52E61EC9927ED17E1E04A8B4BA121D9B0334E5A40C07

Explained file:

File **SS_NVADDM-STALWARTXL.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-es UT_FlakCannon items not having A.I. access at them;
- adding a combo for UDamage and small touches.

Path from UDamage to PathNode13 is not removed(changed). Map has a BSP bug allowing Pawn to fall through the bugged sh!t left in this state and shown by DevPath. I think this is a funny or useful bug creating an option for jumping down when Pawn needs that.

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.