

DM-Phobos

Patching component for NavAdder 2 mutator addressing game UT'99 + XC_Engine v24

Description:

These files are used by **NavAdder v2** mutator for paths specific patching jobs in Map called **DM-Phobos.unr** for game-types DeathMatch made by **Cedric 'Inoxx' Fiorentino**, as shown in LevelInfo, because... see notes bellow...

Map's File Checksums:

File: DM-Phobos.unr

CRC-32: 1371E815

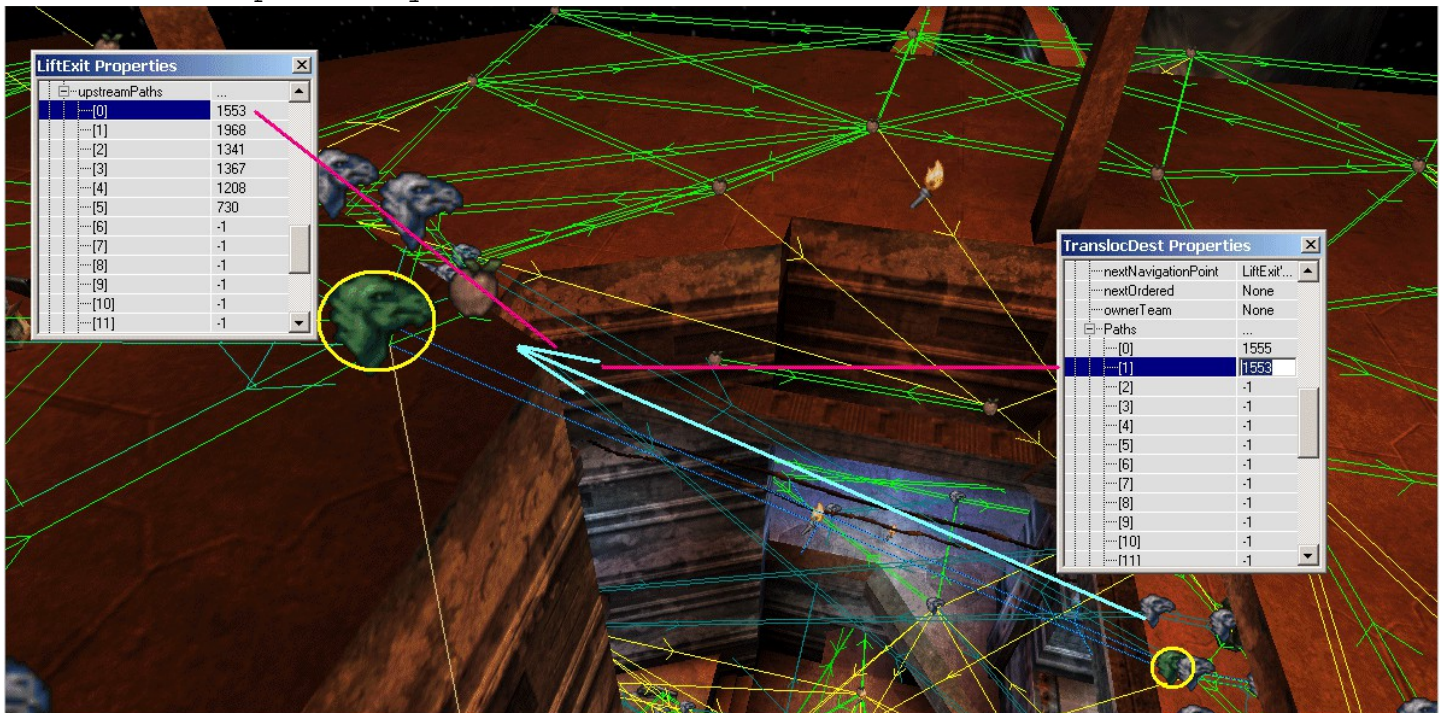
MD5: 59E24E650E1A8F9118B24BCB7DE6178E

SHA-1: 752379603E9E8D78235929F77810037D50F6A746

SHA-256: 8D9A37536E1578E47A7FCDB0CE6C3B8AECA2078AE72C3C3BB55BD2477BF40245

Patch Notes:

Map has actors of type TranslocDest concerning gaming with Translocator. The problem unknown by mapper (as it can be seen in map) is that TranslocDest point having directives for translocator is a Target point but having paths to/from LiftExit actors placed higher and far, which are not having Translocator directives - there are MANDATORY TranslocStart actors not common LiftExit type - original goofing. Here is a sample (they are more...):



Sometimes Pawn is taking path through another "Combo" more logic, but sometimes it fails falling and even dying.

What is doable by plugin is removing those UTTERLY IMPOSSIBLE jump-paths and reusing them elsewhere (yes, reusing them this time)... Elsewhere because map has PAmmo (Ammo) actors but there is no PulseGun in map and then... this type of ammo it's useless. It only loads Inventory list for no reason. In other hand, this OVER-LOAD of nodes made 44 Paths lost from Paths lists and 30 Paths missing from upstreamPaths lists. They can be only seen in Editor but I doubt to see them operational in game. Map looks corrupted to me as long as this dude was capable to delete actors and saving map without to rebuild all assets... he did this not a single time for reasons which I don't understand. So it does include

reference(s) to objects which are somehow gone for good.

Log said:

Warning: trying to archive deleted object: Light212

To not forget "known" boulders (aka asteroids) used in SkyBox which we cannot see them On-Line at all - the second file which is automatically mapped as Package will take care of this task. As result we do have ON-Line visible asteroids moving smoother and well visible and NOT consuming extra network channels when patch plugins are used.

This is what can we do with messed up stock junks **unr** files (aka UT maps) in 2022, perhaps in future we can fix more than that.

Explained files:

File **SS_NVADDM-PHOBOS.u** is a server-side plugin file, not a mutator, it's working around authoritative pathing parts. **SCL_NVADDM-PHOBOS.u** is a file automatically set as Package when map is running and which it's aiming small client tweaks and then NO ServerPackages editing is needed - neither recommended. NavAdder Update 2 does the task itself only when map DM-Phobos is running. Patch process description:

- due to the crap-ton of missing paths from internal lists, plugin does a complete defragmentation of paths and redistributing them based on ReachSpecs references - all of them have place - lucky boy;
- plugin adds a PulseGun and InventorySpot for it (probably capturing even replacements) and reusing some of Evil ReachSpecs concerning impossible paths - it also does required connections and locking it into navigation chain;
- plugin also attempts to rotate PlayerStart actors placed with utterly stupid "Face-At-Walls" to a direction meant for a quick escape post-respawn;
- plugin is brute-forcing several PathNodes for being more closer to ramps where are placed in order to prevent any failure often seen in ramps where some boys were recommending more or less lousy solutions;
- plugin also adds tiny helpers at certain ledges for preventing A.I. Pawn to fail when it takes that path to desired goal.

Installation:

Copy U files in System Folder from UT install where mutator NavAdder v2 was previously placed and is active. NavAdder v2 will find them and will launch it when map is being loaded and client specific package is mapped automatically. Patch plugins are activated by themselves. If it's not needed any longer to patch map, just remove/move/delete these U plugin-type files. For clients connected to server requiring their needed file, **UZ** file must be placed in server's **redirect location**.

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**. Main Mutator using this plugin will **crash** a **plain server** because the default UE1 doesn't use newer XC iterators because it's not having them - it was year 1999.

Plugins mainly cannot be compiled with stock UT which has hilarious constants and compiler specific "rules" making impossible compiling of

several fixes which are doable without damaging anything.