

# DM-Codex

## 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-Codex.unr** for game-types DeathMatch made by **Cliff Bleszinski**, as shown in LevelInfo.

### Map's File Checksums:

File: DM-Codex.unr

CRC-32: d25b5a96

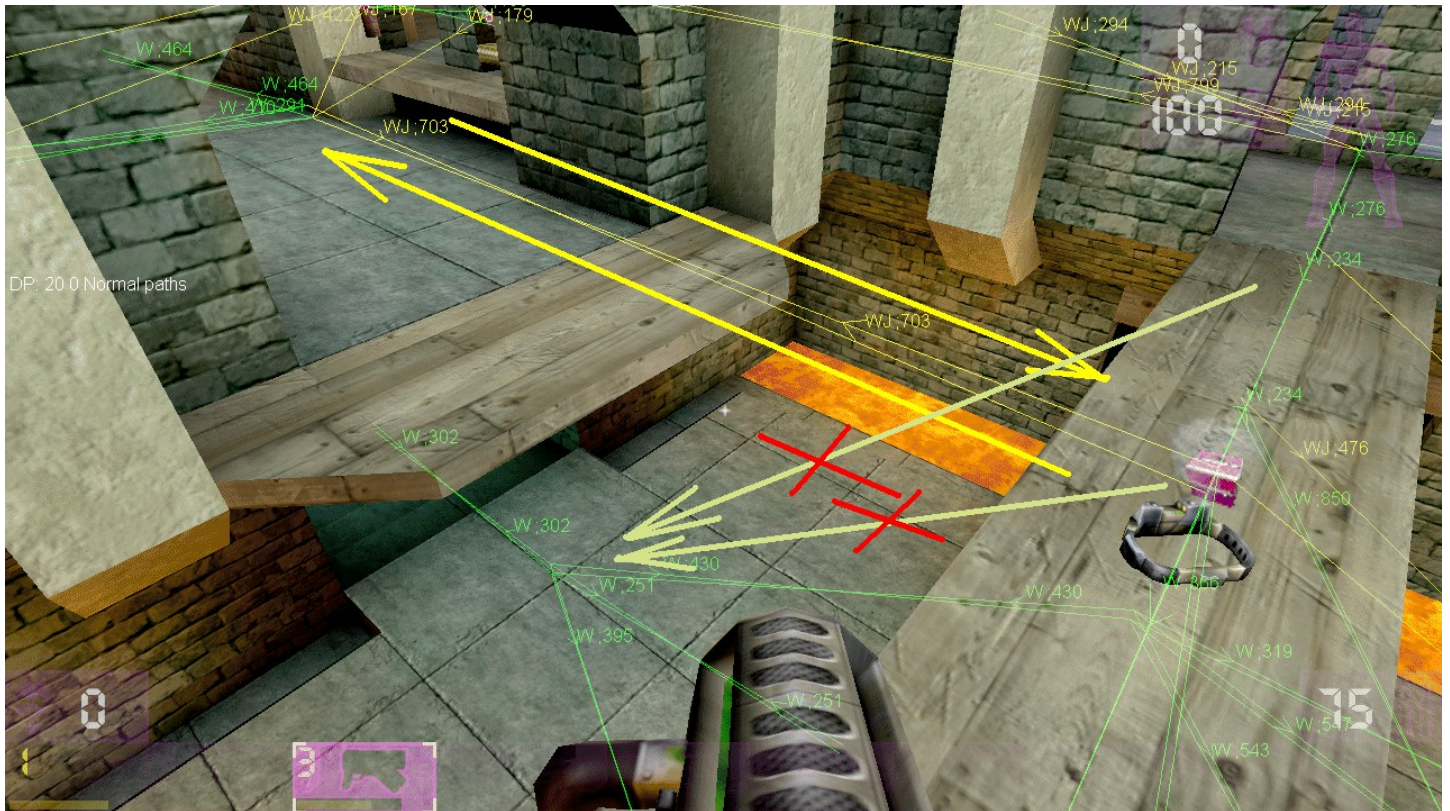
MD5: a6590926f2b016fa2ac32c0c61228edf

SHA-1: 337b0090ce538f9da6487d0229c5855f187b65ed

SHA-256: FB516A286318CDEAB17CCA6DFDF3CB8F38565B0BE3806DEBF9E06574078E2F0F

### Patch Notes:

Added lost ReachSpecs back into Navigation Chain and applied some editing for jumpy routes which were randomly hijacking Pawn from desired route and remapping them for 3<sup>rd</sup> direction to/from Shieldbelt - and it looks useful.



Removed damage from "secret" room (no longer a secret in 2022) and I think this is a DM map not a SinglePlayer campaign. Here is added path to the room as it has permanent access anytime.



HealthVials previously being not a long range goal can be taken in JumpMatch-es and with Translocator when it's used. New paths are flagged R\_PlayerOnly.

Plugin goes latent until the match is ended. After ending game, Inventories are destroyed and Paths nullified at once with their references.

### **Explained files:**

File **SS\_NVADDM-CODEX.u** is a server-side plugin file, not a mutator, it's working around authoritative pathing parts and various modifications.

### **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.

### **The reminder:**

NavAdder uses these plugin type 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.