

TempleOfTheGods

Patching components for NavAdder mutator

Description:

These files are used by **NavAdder** mutator in order to do some patching jobs in Map called **MH-TempleOfTheGods.unr** for MonsterHunt made by a dude with ID **Mattias "Uran238" Ekh** - "entertaining" paths there... coming from... Who knows who did that mess while it was "converted" to MonsterHunt ?

File's checksums:

CRC-32: 858257d9

MD5: 6f68ce4829bb85590c5c630750a75367

SHA-1: 3961066dafee75c88a4aa06a5bbda0b27f0dbc8d

SHA-256: c38ee7718484662b98f6d2c4421da6a31af6adcc04b1f9927ed2e02a183dcfe8

Explained files:

- File **PLEOFTHEGODS.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. This one can be changed anytime with no issues for clients.

Sample changes:

- re-mapping current paths from map which were out of links :/ - wtf !?;
- deploying a few new spots for Inventories toward Bot habits;
- adding new A.I. Paths until MonsterEnd location;
- initializing delayed destruction of useless map load;
- resetting some dumb things done at monsters;
- and so on.

- File **P_PLEOFTHEGODS.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, adding and tweaking lightning, a few logs are also available.

- Files **P_PLEOFTHEGODS.u.uz** and **P_PLEOFTHEGODS.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).

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...