P_TARNISHED
Patching components for NavAdder mutator

Description:

These files are used by *NavAdder* mutator in order to do some patching jobs in Map called **MH-Tarnished.unr** for MonsterHunt made by some dude with ID **DoDo_De4dB1rdY** – as shown in LevelInfo with a screwed up TimeDilation value which is NOT a Mapping Thing to Mess up with it...

File's checksums:
CRC-32: 4adf600d
MD5: 768aa97ed3bc032da7082be8dea4c754
SHA-1: af39644e3df60c3e949c2bb03b60721c17c26ccd
SHA-256: 62ed07b7ae476ea5bb8f0d0a26d19ddaa8b19ceb936bcb0c009a84ad2aae2ee6

Explained files:

- File **TARNISHED.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. Quoted changes:
 - removing ALL OLD A.I. Paths, Level will gain another navigation Network with less load for faster paths processing;
 - adding new points into a New Navigation Configuration;
 - deploy MH objectives according to original MH docs – resulting in map's mechanics changes according to A.I. - game will run in the same way for players, these changes cannot be seen;
 - resetting dumb monster setup because we don't need crap from any kind;
 - actors movements, etc.

- File **P_TARNISHED.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.
Quoted changes:
 - Level will have cheap hacks for not messing up the game when game-mode is classic due to ”fascinating” LevelInfo deal;
 - We have a couple of lighning tweaks in very poor spots where light was coming from nowhere (added some lamps with ”ALL-TIME” coronas);
 - Moving 2 Doors – one of them more visible out of hole, the other one will be set for a better opening;
 - Adding NavAdder badge as a signal to confirm the presence of a good configuration – it's entirely client-side and authoritatively fadding and poping into stage from time to time using Engine from client as the rest of client specific needs.

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

- File **PW_TARNISHED.u** is a package file automated by XC server but not all the time. Stuff from this package will go active during days as Friday Saturday Sunday – Week-End files (game/server time). I was presuming that during week-end more players are around, so I was intended to give them something accordingly. A few new monsters are available during so called week-end time, some of them dying in a sort of Vendetta

style. New stuff for such a task is being located in this package, creatures used are known ones but auto-set in a different way.

- Files **PW_TARNISHED.u.uz** and **PW_TARNISHED.u.lzma** are those files for redirection services downloaded by players only in Week-End times. They have to figure changes trying to prevent any lag caused by "wild" actors, which means actors which are not placed by mapper in map but they are part of tweaking task.

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 more or less happily added by mappers - 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...

Generic Info:
- Modules are compiled in a different format – my "lab" has packages showing settings which default UT doesn't have – I do not have any clue why it was needed to have such restrictive stupid habits, because debugging is getting a harder task if we are blind toward what do happens in Levels;
- Modules have custom stuff which might work different from a version to another depending on map needs;
- Actors from these modules have been done for injection purposes – attached in Levels - not for mapping purposes, so messing up with them is your fault not mine. Ask help if you want to implement special actors to your maps rather than midlessly stealing stuff and making borked Levels with actors which are not intended to step in a Level guided by a server.
- Some actors are cancerous for a server intended to stay ON-Line more hours. Client is more limited than a server so is less damaged. Such actors spawning visual stuff are not adviced for a Server and then mapping with them might cause a heavy memory load and problems with Server's Garbage Collector.

Given fore mentioned info, I'll bet that some idiots will test their awesome mapping "skills" doing exactly the opposite, because this is what they do since forever, I mean we have working rules, but there is always a retard intended to break them and suffering later based on his own stupidity. Samples are those mappers owning servers which have removed their own maps from them as long as they did only dumb sh!t happily spread in public for a multiplication of their stupidity.