

MH-BoomBoomBridgeBE

Patching components for NavAdder mutator

Description:

These files are used by **NavAdder** mutator in order to do some patching jobs in Map called **MH-BoomBoomBridgeBE.unr** for MonsterHunt made by **[UTW]R@m\$e\$** - as shown in LevelInfo, being a so called Fixed BoonEdition bla, bla, by whatever supposed mapper, I did not see where is the fix in final point...

File's checksums:

CRC-32: 594578be

MD5: e81ce750c6f634863e4e1c2eef6e4255

SHA-1: f79336a4b2ddd5f9dc748d851372aa887c6e3620

SHA-256: cec4d6f1399b8effb75e8ce20a52f9a2b91795c15c6d6d331343bb290a34c4d1

Explained files:

- File **BOOMBRIDGEBE.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;
- reworking Paths over lifts;
- changing Triggers for lifts - pointless as many as they have been added;
- resetting some lousy boss monster setup because we don't need to mock the hunt;
- replacing ThingFactory types with CreatureFactory types and less spam charge;
- borked actors aka decorations have been utterly devastated against spamming bandwidth in Net Play;
- Last Mover (That's a door by chance?) has been setup for not messing up by closing back after 400 seconds - WTF !?

- File **P_BOOMBRIDGEBE.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:

- We have a couple of lightning tweaks;
- Adding a tracker which will not accept redeemer's projectiles - other classes are ignored - it's your problem if you mess action with lousy stuff;
- Badge is not here - tweaking is probably very visible...

- Files **P_BOOMBRIDGEBE.u.uz** and **P_BOOMBRIDGEBE.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_BOOMBRIDGEBE.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_BOOMBRIDGEBE.u.uz** and **PW_BOOMBRIDGEBE.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...