

CTF-EgyptianPyramids2_rS408

EDIT INFORMATION

Target: CaptureTheFlag game-type for Unreal Tournament

Action:

After receiving a "Bot Pathing" request, because map was not using anything like paths, and doing something random concerning Inventories, I tackled the subject for a bit of editing and "Clean-Up".

Edit Operations:

Removing all Paths - those very few and useless.

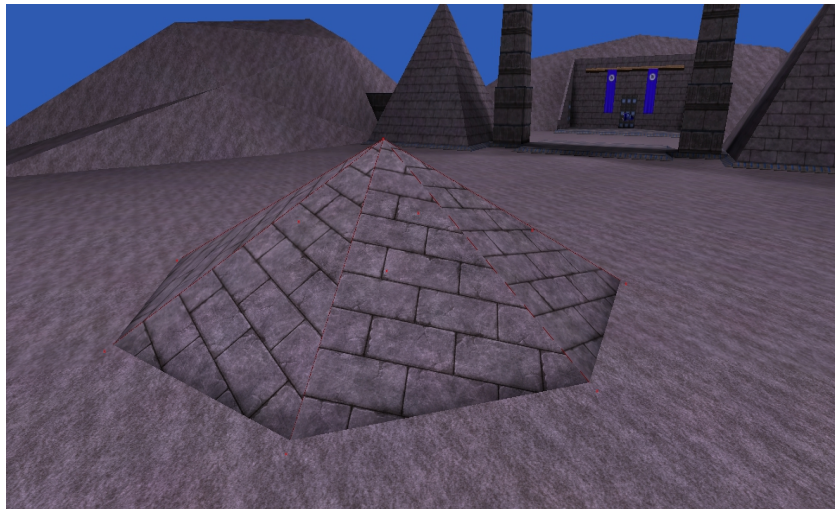
Importing a custom "InventorySpot" - a navigation actor linked at Inventories in order to create routes and movement for "Bot" - A.I. player from stock UT.

Completing some **PathNodes** and **AlternatePaths** actors delegated for different attack/return directions.

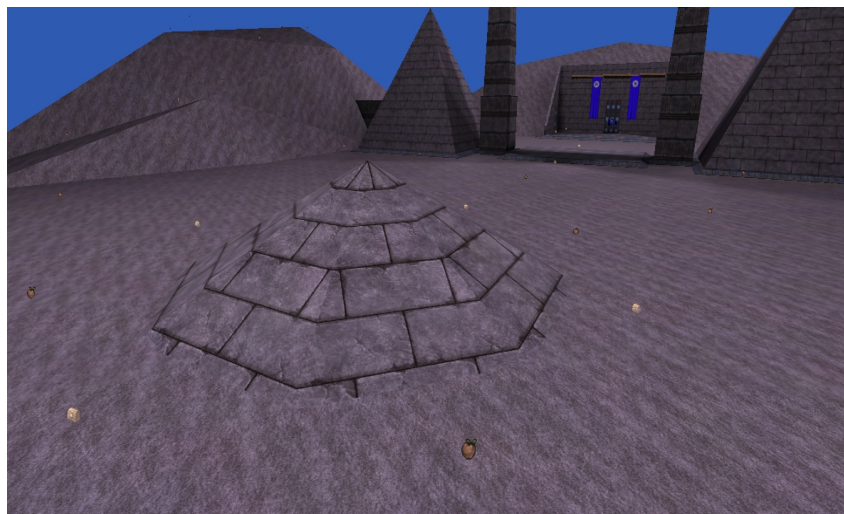
Placing said new types of InventorySpot manually in map, in spots where future weapons and/or items are supposed to be seen and collected during run-time.

Aligning that lousy Texture from middle using Editor from UT patch 469d...

From this:



Into This:



Techs:

This dynamic character of Inventories available only during map's run-time might not work with various mods/mutators, this edit doesn't have such a purpose but trying to develop a more chaotic style concerning game's flow.

For a potential future editing stage, maybe you are aware that rebuilding paths using Editor will make these custom InventorySpots to be gone and created stock ones.

Apps/Tools used for such a non-standard editing:

- `Editor` from UT 436 with `XC_EditorAdds` version 24;
- `PathsBuilder` from above mentioned builder;
- `XC_PathsWorker` for a bit of maintenance and paths tweaking;
- `MapGarbage` for various checks and other moves;
- `Editor` from UT patch 469d for a better alignment of that plain Texture - it could be aligned better than it was even in old editor but... it doesn't matter right now.