

MH-SkyLand1-1

Patching components for NavAdder mutator

Description:

These files are used by **NavAdder** mutator in order to do some patching jobs in Map called **MH-SkyLand1-1.unr** for MonsterHunt made by **Tomotake(Kiken)** - as shown in LevelInfo, being probably a so called SkyLand addiction bla, bla, and crapped up with duplicated actors - BSP bugs are not something unusual at this point.

File's checksums:

CRC-32: 29449f57

MD5: 1c7af1f64b1ae1105dc28fd589261bfb

SHA-1: 269e5d0719706dde6f8414b1718065fec874ef6

SHA-256: 8dalad19ad0391d07b7d75d323202a2c2b1c3b6dd2bdcedaa285aa03b97a482c

Explained files:

- File **SKYLAND1-1.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;
- adding new points into a New Navigation Configuration;
- resetting some lousy monsters setup because we don't need to mock the hunt;
- Solving a problem with a Factory placed nearby a Titan which was able to start said factory as long as this was linked with UT_FlakCannon - trap for player not a lousy thing sometimes unseen. I suppose map was tested intensive before to be dropped as a public crap...

- File **P_SKYLAND1-1.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 - way to much light at 255, gimme a break;
- Badge is here - for making tweaking visible...;
- More Scuba and Ammo are a need here not an option.

- Files **P_SKYLAND1-1.u.uz** and **P_SKYLAND1-1.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).

Map Notes:

Map has BSP problems giving me some headaches for pathing away from those troubles. If I would know them before, probably I would not do patch files for this crap with duplicated actors... I should take a look at that first and inspecting environment a bit. My fault here...

Because of the reason described above, Week-End type game has dissappeared from To Do list. Map has enough monsters and it's just a waste of time with decorations and all that stuff in a toilette like Level. I could spread some herbal decorations but it simply doesn't worth the time...

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...