

MH-CrystalMine2-2011

Patching components for NavAdder mutator

Description:

These files are used by **NavAdder** mutator in order to do some patching jobs in Map called **MH-CrystalMine2-2011.unr** for MonsterHunt made by **Terraniux** - as shown in LevelInfo, having rammed incomplete paths.

File's checksums:

CRC-32: b831230e

MD5: e91e320534556dfa403176d0ce1d156f

SHA-1: bef149d5d888099fcd732bd65827733ac30ef489

SHA-256: 476712409be242c8802aaef2c0ca001cdb1419719a4ea8e51c24038813314933

Explained files:

- File **ALMINE2-2011.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;
- linking some Lost Event never seen nowhere as result of a rushed work;
- fixing a Wrong message at beginning of map:

It was **<Good Luck team! Make sure you find cover behind the boxes.>**, definitely the real message is this **<Good Luck, team! Be sure you won't find cover behind the boxes.>** because we do have paths and we play MonsterHunt here not some rat shooting training class.

- removing GRAB crap from essential movers;
- removing an ears spammer AmbientSound added without purpose;
- etc, not all mechanics have been tweaked because they aren't critical, just without too much logic (Queen area in cause with those Messages...). Trigger should be turned off if secret stone is already found without mooing about it any more...

A Server specific Bot controller is modified here from previous versions addressing issues at lifts - bunching and blabbering around, here even issues with horizontal lifts should be fixed, in this version enemy also is taken in account - letting bot to fight if has to.

- File **P_ALMINE2-2011.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 - big coronas boring me;
- a sort of badge is here - for making tweaking visible...;
- only a few monsters have been added in boring empty spots preventing hunter to get tired and having small chances to sleep.

- Files **P_ALMINE2-2011.u.uz** and **P_ALMINE2-2011.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_ALMINE2-2011.u** is a file used by both client and server during Week-End times which means (in reversal) Sunday, Saturday and Friday as requested at a moment.

- Files **PW_ALMINE2-2011.u.uz** and **PW_ALMINE2-2011.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 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...