MH-Doomed-HELL-HTD+
Patching components for NavAdder mutator

Description:
   These files are used by *NavAdder* mutator in order to do some patching jobs in Map called **MH-Doomed-HELL-HTD+.unr** for MonsterHunt made by **Jimbo** – as shown in LevelInfo, being a sort of present "For my Friend NiniWitch". I would not send such presents to any of my friends... more than that a friend of mine passed away at 44 years old – R.I.P. friend, May 2018...

File's checksums:
CRC-32: 477c65c7
MD5: adcdce018e572cc0f8e364a98c89d62f
SHA-1: df8a8799eba1b962cd5c71e3fa5fcf6894d6d945
SHA-256: 05de959b991135626623f0c9c396f41d0265f024ae2c24d46f61676c0b1c8f60

Explained files:
   - File **ED-HELL-HTD+.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:
 - adding new points into a Navigation Network covering map in big parts;
 - setting up MH objectives – compatible with newer MH versions where MonsterWayPoint doesn't break attack;
 - screwing movers mechanics as long as they were BAD SET;
 - moving back into Level around 20 monsters which no one could ever kill because they were dying from unknown brain damage cause;
 - removing spam type values from original factories and setting them up as triggers NOT triggered, being set for Player Type touch – triggers are removed being useless;
 - MonsterEnd has been moved back on the ground because it was pushed higher for no purpose;
 - 3 Counters have been replaced with other ones.

   - File **P_ED-HELL-HTD+.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 lighning tweaks – adding a few dynamic coronas;
 - a sort of badge is here – for making tweaking visible...;
 - removing some useless door heading nowhere;
 - adding AMMO and HEALTH because not everything in MH means UTJ and SinWeapons manure;
 - replacing a crapped weapon with bad A.I. Code;
 - causing a heavy tweaking to YellowMullog type actors (Factory included) which were using a garbage as carcass. You, geniuses, I wish you that color to your clothes and to your stupid ass. Due to funky map name triggering a package load having the same malformed strings I had to spend more time for figuring the "How To", doing various compiling dodges.

   - Files **P_ED-HELL-HTD+.u.uz** and **P_ED-HELL-HTD+.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_ED-HELL-HTD+.u** is a file used by both client and server during Week-End times which means (in reversal) Sunday, Saturday aaand Friday as requested at a moment.

- Files **PW_ED-HELL-HTD+.u.uz** and **PW_ED-HELL-HTD+.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 tech note:
These packages might have or not problems due to chars used (map and packages). I did not see issues in a Windows environment. If map is causing troubles and/or these packages remove them or... SWITCH to the right OS...

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...