MH-Minas_Tirith
Patching components for NavAdder mutator

Description:
These files are used by *NavAdder* mutator in order to do some patching jobs in Map called **MH-Minas_Tirith.unr** for MonsterHunt made by **Sai** – as shown in LevelInfo, too much trigering crap including Skaarj triggering themselves...

File's checksums:
CRC-32: 7a7f6a91
MD5: 2eaf23dd39e068cee1243f828d068cc0
SHA-1: f056e34c1b96a7cd0fff374e148f1ac47082505d
SHA-256: 3a236e872509b37e7662b4a810ce9943def2af362049cd8d6840c65663f3b38e

Explained files:
- File **MINAS_TIRITH.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 a few PathNodes into a Navigation Network covering map in big parts NOT all spots;
 - not setting up MH objectives – Bot action is mixed here MH + DM, paths to end are blocked from time to time letting Bot to roam around as wants for a few items linked into network and getting back to main route;
 - screwing some mover-lift mechanics as long as they were poorly configured;
 - moving back into Level 1 innocent monster which no one could ever kill because his soul was ripped from life by an unknown brain damage cause;
 - removing some useless triggers repeatedly triggering monsters for no purpose – there are not needed so many and that way;
 - MonsterEnd has been moved back on the ground because it was pushed higher for no purpose and cylinder was set in default collision ... ...;
 - I could setup here a few nasty routes making Bot to insult main boss which is useless as long as the road to end is reachable without even to double jump as dumb map setup as it is – whoever thinks that this cannot be cheated, this means he/she doesn't play MonsterHunt;
 - tweaking un-seen into network games fluttering flags at towers;
 - and probably more...

 - File **P_MINAS_TIRITH.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 – removing stupid 255 lightning values and adding main light to level – skybox – LOL there;
 - some plants are added in poorly mapped area for improving the general picture of a cubed crap;
 - adding AMMO and HEALTH because not everything in MH means UTJ and I did not see any Rocket Launcher (except Skaarj presents) for that ammo added, to not forget "utbiorifle" getting outta barrel but no ammo from any kind;

 - Files **P_MINAS_TIRITH.u.uz** and **P_MINAS_TIRITH.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_MINAS_TIRITH.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. Here will enter the game a few other creatures (all are default monsters a bit loved).

- Files **PW_MINAS_TIRITH.u.uz** and **PW_MINAS_TIRITH.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:
Some light over-set I decided to punish it well, both client and server will stick together smashing it down. For some reason, if this means troubles, let me know. After primary testing period I did not see troubles... If this way do works flawless, this means I can get rid of any stuff bugging game around.

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...