

MH-(AMLP)ANEWHOPE

Patching components for NavAdder mutator

Description:

These files are used by **NavAdder** mutator in order to do some patching jobs in Map called **MH- (AMLP) AnewHope.unr** for MonsterHunt made by **TheDane** - as shown in LevelInfo, and because Navigation and setup from this nice Level was BAD since forever...

File's checksums:

CRC-32: ad3c5ed2

MD5: 5210de8250bbb2edc6b23303f6fdfab7

SHA-1: c6687ef2a38fc7739b6d7d80f139edda8cbdf9b9

SHA-256: 596679be0cffca759ea3bf6ce60393df6157076fba39fce0960899d878f73202

Explained files:

- File **MLP)ANEWHOPE.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 original navigation Network except teleporters and tweaking locked items properly - other changes will come when are needed. Map has Navigation Network split in pieces and that's why it did not include links for entire Level. We have also added 3 protectors against rushing, default MH has this problem;

- removing all crapped GRAB cheating for doors - THIS was TRASH not MonsterHunt since forever - I really do not have a clue why do we need to use sh!t for frustrating good players;

- etc.

- File **P_MLP)ANEWHOPE.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:

- adding random and permanent extra monsters;
- adding AMMO and HEALTH because not everything in MH means UTJ;
- setting up Level name for figuring presence of patch files.

- Files **P_MLP)ANEWHOPE.u.uz** and **P_MLP)ANEWHOPE.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_MLP)ANEWHOPE.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_MLP)ANEWHOPE.u.uz** and **PW_MLP)ANEWHOPE.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.