

# DM-Anatis

## Patching components for NavAdder mutator

### Description:

These files are used by **NavAdder** mutator in order to do some patching jobs in Map called **DM-Anatis.unr** for DeathMatch gaming signed **Florian 'Strogg' Oswald** - as shown in LevelInfo, and because Navigation looks really BAD since 2001 as figured in file's time-stamp...

File's checksums:

CRC-32: 6ea54e15

MD5: eaa5404d470005a08b0f914f69385e64

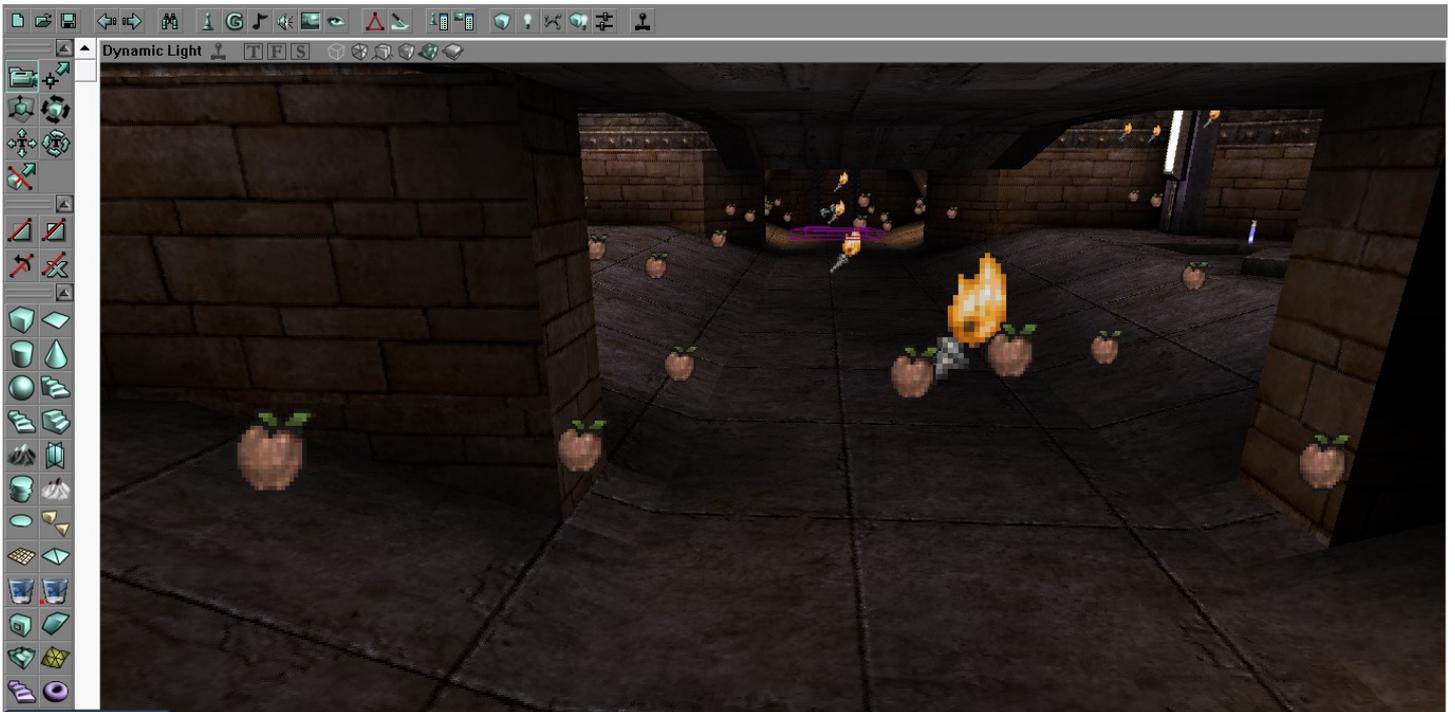
SHA-1: 9c319faebc414467227fcb0e6a3c416528ee2b3d

SHA-256: 01716f6ee05525eb2db6e74301b37dcee7a335598e60619f9f3c512e654d422a

### Explained files:

- File **ANATIS.u** is the server-side working around authoritative parts poorly replicated to clients because clients doesn't decide A.I. activity - different said, complete server requirements, file should stay in server only without any editing of any INI file. Quoted changes:

1) removing ALL original navigation Network except PlayerStart actors and tweaking items - other changes will come when are needed. Map has some over loaded Nodes creating for unexplained reasons a high load of Navigation Network; image speaks louder here... this doesn't make any sense, other maps by the same guy were definitely much better - even great, so this one is closer to an utter mess at paths problem. Yes, it do works here but it's too much load for no reason in such a small area.



2) tweaking a bit lifts. Who is rushing and why ?

### The reminder:

NavAdder uses these types of 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 :/, I don't get why Navigation had to be an Editor-Only task. 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.