

MH-LandsOfNapali

Patching components for NavAdder mutator

Description:

These files are used by **NavAdder** mutator in order to do some patching jobs in Map called **MH-LandsOfNapali.unr** for MonsterHunt made by ... **multiple persons...** being a mixed Map - bad move here. The fact is that this Level has a nice Coop feeling and has some action. However, mixing maps was never good in UE1 in MANY cases. Starting with messing up with duplicated actors troubles are continuing with Paths Seeking over-load going over engine's boundaries. When a higher stress is being involved several things are affected, A.I. especially where MonsterHunt is the mostly an A.I. based game - give me a break with these dumb works.

File's checksums:

CRC-32: 620b75b0

MD5: 6afebc36db3e1170e131ee797f265504

SHA-1: 6bf3fe08a1fd98a923be7d184056ac809530728f

SHA-256: 3bd72fa84abe77d94c8dfbfea9f7879835b81a115074c2ba1b8ab14672d3c2ea

Explained files:

- File **ANDSOFNAPALI.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:

- remapping new PathNodes into a new Navigation Network covering map in big parts NOT all spots but definitely more completed than original navigation and less points connected - a really slow process here for preventing engine's boundaries crashes;
- various small tweaks;

- File **P_ANDSOFNAPALI.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. Quoting a few changes:

- Changing that crapped SuperFlak;
- Bringing back in map a shitty placed decoration;
- Happily ruining some BlockAll which seriously have no logic at all;
- Screwing up some collision of several plants messing up around.

- Files **P_ANDSOFNAPALI.u.uz** and **P_ANDSOFNAPALI.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_ANDSOFNAPALI.u** is a file used by both client and server during Week-End times which means (in reversal) Sunday, Saturday aand Friday as requested at a moment. Here will enter the game a few other creatures (all are more or less default monsters a bit loved).

- Files **PW_ANDSOFNAPALI.u.uz** and **PW_ANDSOFNAPALI.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:

Mutators like LesTele3 or such will need a delayed start or else funky stuff will occur toward "Spawn-Points" and navigation related mods generally. Changing original messed up Navigation Network takes time. Mutators coming during this time might fail their task.

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...