MH-Purgatorium[final]
Patching components for NavAdder mutator
addressing game UT'99 + XC_Engine

Description:

These files are used by **NavAdder** mutator in order to do some patching jobs in Map called **MH-Purgatorium[final].unr** for game-type MonsterHunt made by **Terraniux** – as shown in LevelInfo which was screwed for no purpose, and because Navigation and Setup from this Nice Level was incomplete and borked...

Map-File's checksums:

CRC-32: 6d22795f
MD5: 609ce96ce7aba7ed29f04bc0fac62c4c
SHA-1: c348f4af7832a4e15ef771ad2a4070ae46508b65
SHA-256: e554f2e3e9bcc917d1c30f09ce6eef76e4adf7f9cd59989ef61de3d4178b5faf

Explained files:

- File **ORIUM[FINAL].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:

-> completing and tweaking original Navigation Network – removing that bunch of InventorySpot actors generated around Author's "Statue". Setting up Some protectors – Bots were annoying while were trying to pass primary grates-gate – will update network in this Server-Side thing if on future Bots will do nasty things;

-> adding MH objectives as and connecting one of them with a Counter for making A.I. to have a "revenge" toward the trap room in cause and forcing them to insist in killing powered prototypes;

-> removing all dumb 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;

-> actors falling because are out of usable zones are pushed back in map, including that never seen Mercenary which was always dying killed by nobody;

-> End actor is quickly connected with a Monster for preventing any stupid game-end with no play and inactive and... Moved BACK ON THE GROUND. Various MH2 types should be fine here – mine has no problems. Other stuff messing up such "Grate" type maps are not my problem;

-> other 2 factories have been decollided from touching as long as a trigger is intended to start them and not other way;

-> other 2 grate-gates are opening now because this won't cost a penny, and other 2 ones are locked completely because we don't need them ever opened;

This file has to be simply dropped in System folder or the path to U type files used OFF-Line or ON-Line (XC_Engine based games/servers), all hacks are authoritative Server-Side so client will have map hacked properly replicated from server without any other file.

- File **P_ORIUM[FINAL].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 some light in start spot. C'mon, we can see sky but here is dark for no purpose, next spot having even too much lightning – I should attack lights here...;
 -> adding some HEALTH in start area (not getting this difficult start) looking as the rest from map because not everything in MH means UTJ – replacements will mess up here in primitive and obsolete MH replacements;
 -> setting up Level name for figuring presence of patch files;
 -> changing prototype from a trap factory and slowing down the factory's spam values. Several flies were always migrating in top of map which has no logic here creating cheating routes;
 -> said cheating routes from top, usable without to open doors have been mainly covered with blockers, around 241 pieces added and colliding jerks;
 -> a few monsters have been powered up, including Lost Mercenary (my personal fun here), Queen is NOT Translucent because this property is pointless at this monster capable of morphing and teleporting itself without mapper's brain-farts;
 -> secrets ? Which are not secrets after knowing map are found by Bots too... Visible Redeemer has been normalized as long as the secret one is... a NORMAL one with another Skin;
 -> IntroDude actors as an always BAD idea for mapping have been attacked before to mess spam in console with null animations which nobody can see – now they DO HAVE the right animations from time to time, LOL;
 -> MonkStatue actors crashing and spreading chunks consuming Net channels have been stabilized and their net-update decreased for less bandwidth consumed ON-Line – here Epic forgot to explain why these actors need to be updated so often, doesn't make any sense, really;
 -> A mover opening and still sitting to hit your legs is forced to have a more large opening for a more clean navigation around.
     This file will be placed in System Folder as default or folder with U type files declared in Paths used by your game. A Server will map this file as "ServerPackage" when said map is running.

     - Files **P_ORIUM[FINAL].u.uz** and **P_ORIUM[FINAL].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), and server with NavAdder will do the right thing.

     - File **PW_ORIUM[FINAL].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 (almost all are default monsters a bit loved) and a different pupae by Kelly (Thank you, Sir!) called and skinned different and a screwed PrePivot in order to look more properly toward the ground. Functions here are MY OPTIONS and they will be used this way because I have never seen any issue with them – other patching chapter might cause whatever occurrences not these. This file becomes a ServerPackage during week-end time without editing anything – Friday-Sunday.

     - Files **PW_ORIUM[FINAL].u.uz** and **PW_ORIUM[FINAL].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).

     Note:
     Patch files have self protection against running in clan-tagged maps with actors screwed up. They aim map MH-**Purgatorium[final]** and not

something like **MH-<}WHATCLAN{>-Purgatorium[final]**, going inactive if are loaded for no purpose due to the name used. Updated NavAdder has a "black-list" option in some ini file preventing patching for listed maps which are not a patching goal. Tagged maps can be patched in "LongName" format without to have any conflict if they are a goal for gaming.

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.