

MH-LongCorridor_a

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-LongCorridor_a.unr** for game-type MonsterHunt made by **[SW]strangelove** - as shown in LevelInfo and which is containing some false information about whatever Long stuff which is long as Play-Time not really as Space due to setup used, map has around 300K size containing borks and less logic things.

Map-File's checksums:

File Name: MH-LongCorridor_a.unr

CRC-32: acdc164b

MD5: 032c2efdlaf19fa7e3b47f7a24df616b

SHA-1: 58358dlce0125352a9e6a57a678812e4c43607e3

SHA-256: 5fc046ecfe56a528fd75673f2a2711ff03430503d931c97a96330931ce5ad33d

Explained files:

- File **NGCORRIDOR_A.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:

-> rebuilding Navigation Network because of changes done to the crapped up first start spot - mutators based on Navigation **have to be delayed** - first room will have added some forced navigation due to borks encountered here;

-> moving some MH objectives (they do exist but hard to say that they can be reachable), last one is protected for preventing an early touch before eliminating Boss;

-> changing mechanics for movers NOT TriggerToggle but TriggerOpenTimed with bTriggerOnceOnly because we aren't toggling anything, we are only opening critical doors and that's all;

-> shitty located Teleporters have been MOVED Upper for not being a mess;

-> **TheEnd** is now REACHABLE after opening last door because previous objective is protected until Last Door will be opened;

-> factories have been attacked - reducing spam values and even their update frequency because they don't need 100 at all;

-> we do have other tweaks here for reducing net resources for actors which don't need to be replicated that much.

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_NGCORRIDOR_A.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 lights in spots with light but no light sources;

-> adding badge for figuring tweaks - player should know that game has no issues because of tweaking/patching;

-> adding some HEALTH and AMMO in hunting areas (not getting stupidity

for killing Behemoths without ammo);

-> setting up Level name for figuring presence of patch files;

-> changing prototype from last room (Da Boss) because it was screwed up and I don't see any reason for using that piece of junk and the new one is skinned different for being noticed as Boss;

-> I should modify a Door around because I think it can be open way more but... it doesn't seem to hurt as it is.

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_NGCRRIDOR_A.u.uz** and **P_NGCRRIDOR_A.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.

This patch I don't think it needs Week-End stuff because it was already way too loaded...

Note:

Patch files have self protection against running in clan-tagged maps with actors screwed up. They aim map MH-**LongCorridor_a** and not something like **MH-<}WHATCLAN{>-LongCorridor_a**, going inactive if are loaded for no purpose due to the name used. Update_1 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.