

MH-Treasure1_Rv018

An edit of MonsterHunt map Treasure1

Description:

This is an edited version of map Treasure1 as long as such a Level with a very poor design and totally unfriendly for a New Comer due to excessive BT addiction was NEVER GOOD.

Adds and removals:

This version is more like a MH map as used in prefix not a BT stunt required right from first objective and nothing later. Textures in that area weren't scaled properly after all, floor and wall and ceiling with the same texture are always looking like a noob was practicing Editor testing-stunts rather than mapping for public servers and for new comers. Are you serious, people, or you just do have issues ?

Shall we debate Title ? No debates, there is nothing like a Treasure in this map, in last room there is a Trophy waiting, not a Treasure.

We have here a few spots passing "Nodes Warning" which I reduced as much as possible because some solids there could be turned in semisolids with no problems and also some polygons from stairs could be merged for less processing and adding some other textures - from the same packages used because I don't pay for textures, simple as that. Multiple portals added in the same spot have been removed leaving ONLY ONE - does not make any sense, really. Other portal causing HOM effects has been moved away in other grid line and bug has been exterminated.

Because we do have another sort of looking, let's say that we have even some Bot Support added, I don't see why not. Other players are relics lovers, why to not leave them to have a joy ?

Speaking about A.I. aka Artificial Intelligence from this old game which is not that primitive after all, map has PatrolPoint type navigation actors but I did not see any Monster Patrol roaming around and neither a setup here - get lost, noob. This is just an incomplete work floating with no purpose in public play-grounds.

Map has now also capability of "self-edit" which it's being done in run-time depending on play-time and engine random options. Certain monsters have power or not, others are there during Week-End time, days are Friday-Sunday - as debated in a map patching thread at HOF forums. Other custom stuff is being used, but not intensive - statues are coming to life when certain monster is killed - this could be random but,... not in this edit. Map will self deploy ammo and even health spots as long as are for free use and NOT EVERYTHING means stupid regenerators. Original MH feeling must be in a MH map else for me such an empty junk has no logic and no purpose.

End Notes:

Whoever has problems with this edited version, or other various issues with this map, pick the freedom to fall back at original and play that 100+ years. If in these years when players have left MH stage because no one has fixed incomplete works spread in public servers, perhaps after so much time, those last remaining players have all rights to see them a bit bug fixed if not the mostly out of issues.