

# MH-Those\_Seasons

## MYLEVEL THINGS DEMO MAP

### Target: MonsterHunt game\_type for UnrealTournament

**Action/Story:** Something went broken... time it's compressed and mixed now, all seasons are thown in different location, threats are more or less hidden, find the way to last season, destroy the barrel with Karma and you'll be out. Okay... it's a lousy story for completing Intro space.

**Purpose:** Sharing these for interested audience being ready compiled in MyLevel - default MonsterHunt has deliberated borks in order to fail any compilation with package loaded - it's better to load **MonsterHunt.u** file AFTER compiling stuff or using a coder version provided by Kelly (or recompiled in clean format), it's not the case here.

#### Content:

**Statue type monsters** - coming to life triggered, hidden ones also can change location of appearance picking from 4 possible spots. Might include current location or others;

**Snow Generator** or such - configurable:

- uses radius or square area for precipitation - state code, aiming clients not servers, particles might have at random another alternate texture combining snow's look;
- if a hit effect it's used particle won't stick with actor touched - not used here;

- CuteRate is the random chance to have a different looking texture for a particle and 3 times smaller in this case.

**Decorations** from other packages imported;

**CreatureFactory** modified - capability for setting up more monster specific properties which are supported by monster Post-Spawn including other particular damaging properties written as text-property and text-values - this factory can make a monster to look different even if it's a stock one. This factory uses it's own E\_SpawnPoint as KeyPoint without to load navigation network with lousy paths;

**Custom SkyBox**-es downloaded from community;

**Skins** a bit changed - color for creatures shown later;

**Custom decorations** spawning monsters from 3 types;

**EvSeter** actor putting an event into such a decoration tagged and chosen randomly;

A small **A.I. thing** for crapped UT&MH in order to mitigate their awesome problems - not all MH specific logs;

**DualNode** navigation actor - by setting up bIsSpecial will prevent Bot to find next target when is fighting with a monster and preventing to turn with ass at monster as it usually does in original MH and racing like with hair burning - aiming cross-roads, curves where this node should have only two links or multiple links passing through it and not shortcuts over it, and all pawn's routes passing through this/such point. It will block monster roamer seeker for not allowing it to leave guarding area if target is not reachable and visible. This node can do a zone-for-combat isolation placing one at entry and other almost at ending it with bIsSpecial=True making Pawns unable to leave battlefield during combat and forcing them to fight. Audience here is aiming A.I. hobbyist mappers not cube-drawers clueless about Bot Pathing.

All MyLevel supports to be combined with default stock or MH stock as sampled here.

#### Copying things into your own map:

1 - Start Editor from Unreal Tournament - your mapping copy - advisable in MonsterHunt;

2 - Open this map - all assets are loaded;

3 - Now open your map - if your map it's not screwed up and Editor won't crash by browsing actors and textures, you can figure new content loaded;

4 - Add desired actor in your map and then edit properties as you like;

5 - Save map - actors from MyLevel unused are removed from your map.

#### Hints:

If by chance in your map are hapenning some lousy things at trying to play it, perhaps a texture or a sound referenced was not saved with actor using it - a bad thing here... Draw a "secret" room (not for action) and drop some actor there assigning it that lost sound (load it in advance first) or setting that texture on a wall. If map contains these data required, they are not lost. Such an occurrence I had when I used a monster with a custom skin in a CreatureFactory not in map and factory did not referenced monster texture or a lousy sound used by a sort of Mullog which did not saved that internal sound in map and game was constantly crashing as long as monster spawned was using a sound

loaded by nobody. A lot of MyLevel things was there...

Statue uses Skin which monster will have if will go referenced there.

Custom CreatureFactory also using a Skin will grant this skin to new creature so this is referenced too in here - this is a good practice for custom skins used. Available for Multiskins[x] too - pupae here using Multiskins[1].

Map it's using custom textures and meshes but ONLY STOCK creatures modified by these MyLevel things/Skins without actually the need for creating packages with creatures modified. Monster spawned by this factory can have more health and more strength - not as default CreatureFactory does. Plonk: At this time doesn't include Skaarj support for custom weaponry - that would need a Pre-Hack before Spawning Monster in some other custom MH game-types, or in majority of cases, because monster is fast and weapon comes slow with touching, or it's replaced exactly at spawn and monster cannot load original - the hack means screwing class before spawning in order to gain modified weapon, and this thing probably has to be restored later after spawn.

In current map, depending on machine power, some very small lags might occur, statues spawning with weapon which is not defined nowhere in map will cause a mesh load and display set, or whatever engine does. This is happening later as long as such an actor doesn't exist in map and has to be loaded - it's normal, otherwise actors referenced are loaded at once with map and they don't have such issues.

Credits (shortly in order of working):

Epic - all this circus origins - Editor bla bla;

The Mighty Pete - SkyBoxes content - cannot be reached any more at <http://www.petesoasis.com> as described - I had to make the Box smaller than 512 UU for discarding stupid cube lines showing up;

Unknown to me others - various decorations and ideas rewritten/imported/tweaked...;

Steve Nabors - original poorly done Generator used as source for this one from here - could have alog rather than Accessed Nones - I spent a lot of time doing tests here;

Higor - Editing stuff - all paths limited on demand at 650 UU connecting range it's not doable with Editor's internals, Editor will connect even UnWanted routes and it's causing headaches. XC\_PathBuilder can prevent adding every single inventory into Network, current map has only two InventorySpot actors - LOL.

No need to mention other resources used for making this Level possible.