

DM-Curse]]

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 **DM-Curse]]**.unr for game-types DeathMatch made by **Cliff Bleszinski** - as shown in LevelInfo because Navigation from this nice Level was a bit borked...

Map-File's checksums:

File: DM-Curse]]**.unr**

CRC-32: ad0524ef

MD5: 65f7bc48e141ad082e00eb7a9eb9e68c

SHA-1: 894427b1aa0a732d73f16e3a15384f7af7cbce5c

SHA-256: f6bfdcfd469d7f2066b23493c3a9019c831c44acdbb96e9fd2e919a7ea9762f0

Explained file:

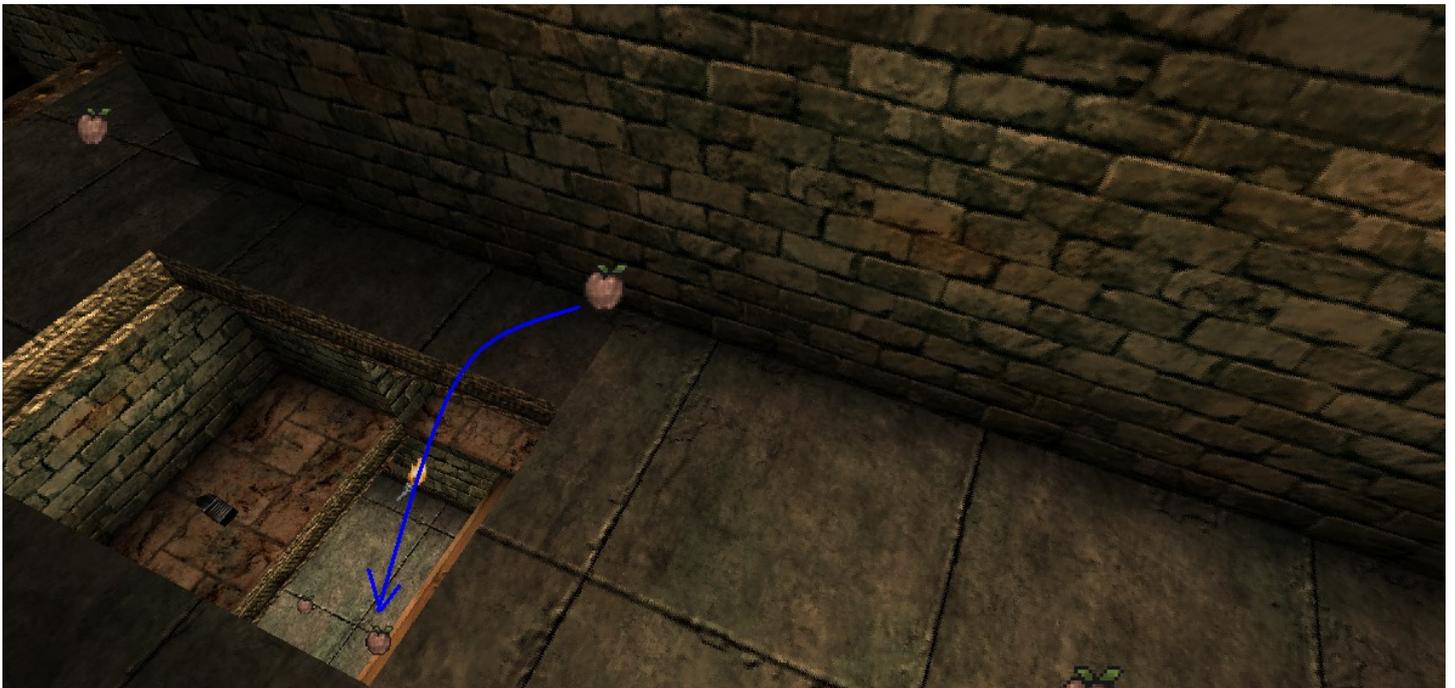
- File **CURSE]]**.u is the server-side working around authoritative pathing parts.

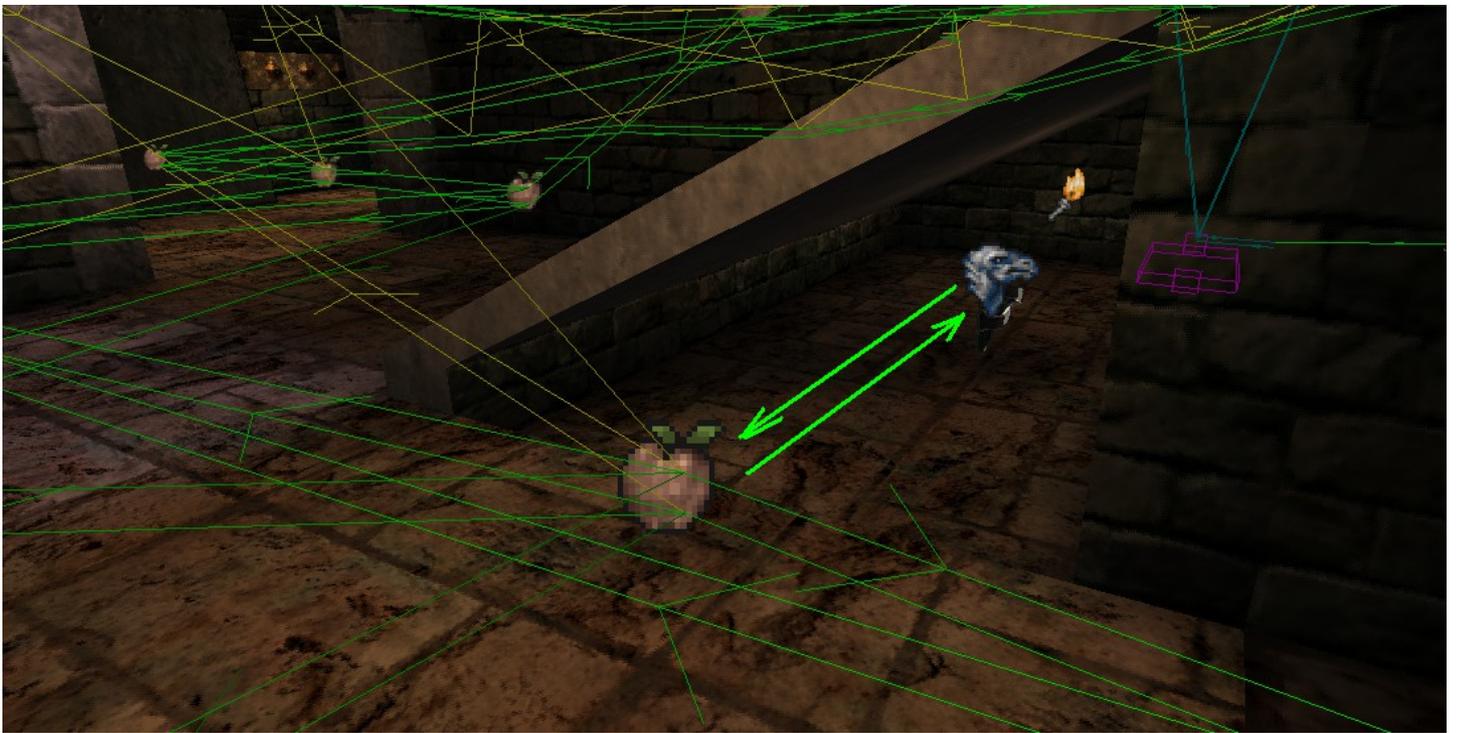
It is concerning a few routes causing some dumb A.I. behavior according to native function EAdjustJump() which won't manage guiding pawn down through a small hole and making it to stay on the same Level retrying multiple times.

We do have here some extra links executed in order to gain a good game from Bot, also a sort of climb-dodge is available depending on difficulty conditions of the game. A small area is also open (aside tunnel from SniperRifle) for Bots.

Spot containing ThigPads is also open for A.I. because... it's NICE. These tweaks cannot be compiled with original stock and then source-code of this module cannot be used for stock UT but tweaking with stock and XC_Engine will work properly.

Paths added:





Note:

Patch files have self protection against running in clan-tagged maps with actors screwed up. They aim map `DM-Curse][` and not something like a `DM-<}WHATCLAN{>-Curse][`, 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 "LongNameClanType" format without to have any conflict if such things 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 :/ and also doesn't use newer iterators. 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 and Editor (Junks Lord) - these are the main reasons of such modules.