DM-Conveyor
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-Conveyor.unr** for game-types DeathMatch made by **Shane Caudle** – as shown in LevelInfo because Navigation could be improved... discarding deleted Mover1 which I don't get why was deleted and map not re-build. What for such n00b mistakes right from Factory ?

Map-File's checksums:
File: DM-Conveyor.unr
CRC-32: 824735e5
MD5: ed51d6b29835755a93d7639254540bc9
SHA-1: 1d163453bd9f1526c8da028dd6eaebf107135663
SHA-256: 81f7f4cc3714d25ad0a93946f8ae30e1104e84be9ffb4c7ad03c30ede70f94b8

Explained file:
- File **CONVEYOR.u** is the server-side working around authoritative pathing parts.
A few routes Bot wouldn't really get properly, and then we have to tweak Inventories accordingly.
We do have here some extra link executed in order to gain a good game for Bots, depending on difficulty conditions of the game heading to ThigPads.
Paths-soup done around UDamage has been reduced, in some situations that spot was not friendly with Bot, because of breaking mapping rules in style Epic. We did not have a minimum 50 UU distance between nodes and here InventorySpot is a replacement for any PathNode and better than that.

Note:
Patch files have self protection against running in clan-tagged maps with actors screwed up. They aim map **DM-Conveyor** and not something like a **DM-<}WHATCLAN{>-Conveyor**, 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 "Long-Name-Clan-Type" 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 for writing such modules.