

DM-Grit-TOURNEY

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-Grit-TOURNEY.unr** for game-types DeathMatch made by **Eric 'Ebolt' Boltjes** - as shown in LevelInfo because Navigation could be better mapped...

Map-File's checksums:

File: DM-Grit-TOURNEY.unr

CRC-32: 2be97247

MD5: be201a8012c5d41efdda858df3832929

SHA-1: 6fe74cfb95e11fb71fd1a3d4bceaf09aa790cc82

SHA-256: 7a252182a4bce5b947e607c05ae8a391b8338b1ce4f1534b23b96a4a9762887d

Explained file:

- File **GRIT-TOURNEY.u** is the server-side working around authoritative pathing parts.

We have screwed some paths heading from an upper spot to a lower spot causing A.I. stupid loops. Geometry here maybe does not offer us too many options so... we don't have to live with these glitches until last UT's day. A small spot also could be added into account but... not with Editor's default methods :/. In run-time the small tunnel around PulseGun can be connected making A.I. to follow a good route according to their goals.

Note:

Patch files have self protection against running in clan-tagged maps with actors screwed up. They aim map **DM-Grit-TOURNEY** and not something like a **DM-<}WHATCLAN{>-Grit-TOURNEY**, 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.