

DM-1on1-Sph3res-v2

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-1on1-Sph3res-v2.unr** for games of type DeathMatch made by **Gints "subz`" Apinis** - as shown in LevelInfo because Navigation could be better mapped, and completed - in lower area around PulseGun.

Map-File's checksums:

File: DM-1on1-Sph3res-v2.unr

CRC-32: 2067ff2b

MD5: a4a49c8f4269e0139374889ae09a39d3

SHA-1: f1e87c0b19f723c2ba2062c89415a967df7fc6f2

SHA-256: 54e467fff9d2b1dda0f1b2114cc2ca304205199db336f48ae673231f15a55e96

Explained file:

- File **1-SPH3RES-V2.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. Lower area with some water (around PulseGun) has also new Navigation points. UT_ShieldBelt is now connected in network as a navigable/reachable goal, seriously those myths with LiftExits won't always work out of default triangle combination LE-LC-LE aka LiftExit-LiftCenter-LiftExit, this will happen when game has a good difficulty else that route won't be set because it does require a jump with high strength.

Note:

Patch files have self protection against running in clan-tagged maps with actors screwed up. They aim map **DM-1on1-Sph3res-v2** and not something like a **DM-<}ACLAN{>-1on1-Sph3res-v2**, 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, and even more regarding to this chapter.