

# MH-ICRedone(Rex)

## 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 **MH-ICRedone(Rex).unr** for game-type MonsterHunt made by **<GF>-REX!! -&- DAG (War Master)** - as shown in LevelInfo. As initial note map has some triggered info inside talking about some Bot Support - to be honest... maybe I don't need to say what was that...

### Map-File's checksums:

File: MH-ICRedone(Rex).unr

CRC-32: 9681f766

MD5: 909fda486f15e8cc5f3217202b8bd305

SHA-1: a3db714944b208cad370ab79a8d07465c4d41ca3

SHA-256: a5cf1d4216c3836cdbb7b57e9b33943321aa64a8d09d926327cf9a05ac34eb90

### Explained files:

- File **ICREDONE(REX).u** is the server-side working around authoritative parts more or poorly replicated to clients - different said, server requirements. This file should stay in server only without any editing of any INI file. Quoted changes:

-> completing and tweaking original Navigation Network. Removing some back routes because such things are having benefits which nobody bothered ever to do. Connecting nodes over Mover-Platforms because they were only broken links;

-> rewrapping MH objectives (someone cannot count well), you cannot have a bot attack when WayPoints are set like that - you gotta be kidding about having Bot Support;

-> End actor has around a New Node else it becomes UNREACHABLE after triggering "portal";

-> we have even shooting support for Bots unlocking Map's Ending route;

-> and so on...

This file has to be simply dropped in System folder or the path to U type files used OFF-Line or ON-Line (XC\_Engine based games/servers), all hacks are authoritative Server-Side so client will have map hacked properly replicated from server without any other file.

- File **P\_ICREDONE(REX).u** is a file used by both client and server. Here I mention that no editing is required in server configuration (for net gaming) because file is mapped as package by NavAdder mutator. This file can go directly in System folder and the rest is automated.

Quoted changes:

-> Some water area is more clean from no on. It was not only dark in water but that foggy crap view is just annoying combined with dark;

-> We do have a bit of light in darker water areas, water plants;

-> We do have a few plants in several spots as well - oh, yeah...;

-> We do have new lightning stuff added making those flames to look different.

This file will be placed in System Folder as default or folder with U type files declared in Paths used by your game. A Server will map this file as "ServerPackage" when said map is running.

- File **P\_ICREDONE(REX).u.uz** is file intended for **redirection services** as long as previous mentioned file is a package that has to be downloaded during map's run-time, drop it in redirect server (or redirect space), and server with NavAdder will do the right thing. You can compress above package as LZMA if your server uses that for XC Players.

### ***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.