

MH-Forbidden

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-Forbidden.unr** for game-type MonsterHunt made by **Kenneth "Shrimp" Watson** - as shown in LevelInfo.

This map do looks good enough but... settings here... it should be better because... updated MH versions with a better A.I. have paths impossible to follow creating a stupid behavior.

Map-File's checksums:

CRC-32: 9f750041

MD5: 63beddf2a7ca9e5cf4cd51ae57b19173

SHA-1: fa452570df75421cb285d687e5b12b12b43414c7

SHA-256: 95783650de2d2aae64d173466da90ba0b08e33077683001444e73d4ec8cfe51a

Explained files:

- File **FORBIDDEN.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:

- > Removing paths heading to water - allowing jumps or whatever boosting but still making ground doors to be accessed;

- > Those Doors which are supposed to be Lifts have been turned back into real lifts;

- > Flickering texture at opening ground doors is removed because those doors are relocated in run-time - like in patch files addressing map MH-Detour.

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_FORBIDDEN.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:

- > Lightning tweaks;

- > Cleaning water and making visible some new SeaWeeds On-Line;

- > The Poor load with health and ammo from start has been balanced by adding a weapon, ammo and healthvials - I don't get why starting must be so difficult;

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_FORBIDDEN.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.

Probably this map is too small for too many monsters so I don't think a Week-End patch is recommended.

The reminder:

NavAdder uses these files if are found and it 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.