

MH-DEMONS[]

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-Demons][.unr** for game-type MonsterHunt made by **Nick 'rors' Lynch** - as shown in LevelInfo.

This map do looks good enough but... settings here... never mind for now.

Map-File's checksums:

File: MH-Demons][.unr

CRC-32: b73d42b2

MD5: e6445adc47475c15f1f290ce521a9385

SHA-1: c12c9800ba49effec59238a2ee37a05ff79e44a0

SHA-256: 609e7659f619fcb3b07d19fa8fcd7ee9f45877fbf2371627463fe974f14141

Explained files:

- File **DEMONS][.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:

-> All that crap called "roaming" toward setup done to monsters and CreatureFactory-ies have been restored to NONE. This sh!t it's useless as the logic here. Mission type Doors are closed: How do are monsters supposed to roam ? I did not see any monster moving through doors, seriously...;

-> Some lousy tech (a trigger somewhere) has been added for default Queens - 2 times I witnessed a broken game by stupid retarded stock teleporting codes - Counter will get triggered by collecting some items around - Bot will unlock map at random, even if ground doors might be opened too early. Those Queens should not be counted after all - this is a BAD IDEA everywhere in MH;

-> In some areas paths have been reduced to one-way paths and a blocker has been added for preventing a roam through closed doors - I'll check if other issues are found and needs new blockers;

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_DEMONS][.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 - Some soft coronas;

-> Cleaning water and making visible SeaWeeds On-Line.

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_DEMONS][.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.

For future maybe a week-end battle will be set, I'm not sure if it's required...

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.