Crystal Mine 3

NAVADDER MODULE FILES DESCRIPTION
FOR UT'99 USING XC ENGINE V20 EXTERNAL COLLISION

Description:

File CRYSTALMINE3.U is the server-side package file used to deploy paths in Map MH-CrystalMine3 by Terraniux (not provided here). Map means a heavy load at this point but we can have Bot company until last zone cleaned from monsters. This way could be helpful for whoever needs it.
File can be used by simply dropping it in System folder from game/server when NavAdder mutator is running. NavAdder will load and launch file if it's found.

File P_CRYSTALMINE3.U is a package which will be sent automatically to client (or loaded in local games), no editing ini file is required here. We have some stuff added as tiny decorations and spots with poor inventories - really too poor.

Initially map being for some server using regenerators, did not include too many loading spots, I've done completions and SniperRifle will be available too, without a lot of load but still useful.

Hints:

By loading ammo before weapon from spot, you'll have more than default maximum ammo for that weapon. Ammo load forces an additional load if weapon doesn't cap the load to the default maximum allowed by weapon - no weapon no default limitation. This is useful as long as monsters there have a lot of health and there is needed a sustained fire power.

Tweaking quotes:

- Command for cheat-open mover GRAB is mainly removed because it's a non-sense to have as mission killing a Boss but door in cause can be opened without actually killing nothing;
- Some lift parameters have been modified because were not that nice;
- Useless triggers were sheduled for destruction;
- Some InventorySpot actors have been unlocked from Paths-Network and buried for not being an useless load;
- Other doors have been tuned with single triggers in timing with doors in cause, secondary trigger being removed.

Final note:

I'm not expecting a perfect game with default MonsterHunt and default Bot due to some geometry legdes bugging default Bot a la **MH-Canyon** and MonsterHunt's "super duper" Bot code - such spot is almot to end where battle is no longer relevant. Somehow these files were useful enough for me, so I was thinking that sharing them might be helpful for others too.