

P_Detour

Patching components for NavAdder mutator

Description:

These files are used by **NavAdder** mutator in order to do some patching jobs in Map called **MH-Detour.unr** for MonsterHunt made (signed) by Gaia.

File's checksums:

CRC-32: fd268f9f

MD4: 2dbfc0cd457e8f770c44bdeb7f40283d

MD5: c8ab00aaa7ee23cbf5b72a29bfea6515

SHA-1: fc07450cc4f788733ce2d90475e4e99ad3afda70

Explained files:

- File **DETOUR.u** is the server-side working around authoritative parts more or less replicated to clients - different said, server requirements. This file should stay in server only without any editing of any INI file. Sample changes: adding new A.I. paths, moving some old paths, tweaking movers, tweaking some trigger/s, etc.

- File **P_DETOUR.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.

Sample changes: Relocating two doors which are a bit too miss-aligned, because of this problem, and this file was a need for such tweak, I went forward and I've added some missing ammo (I'm not using regenerators all the time - for me those are not default rules), a few decorations with maximum relevance truly visible, a badge for figuring if NavAdder has loaded these files - logs are also available.

- Files **P_DETOUR.u.uz** and **P_DETOUR.u.lzma** are files intended for **redirection services** as long as fore mentioned file is a package that has to be download during map's run-time. Pick desired file or both and drop it/them in redirect server (or redirect space).

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 :/. 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. We have changes operated at bad configured actors and adds - yeah, maps have bugs - that is the main reason of such modules.

Hint:

This way of coding can be done for advertisements without Editing maps. Packages for client can be triggered from server when they are needed and found available. Placards, hints, blockers, etc...