P_brutality
Patching components for NavAdder mutator

Description:

These files are used by *NavAdder* mutator in order to do some patching jobs in Map called **MH-brutality.unr** for MonsterHunt made (signed) by nobody :/. These components are also done because of a few bad options from this map.

First issue which I see is even them map's name. I think names are starting with CAPITAL letters - you can rename it properly in a Windows server with no issues. Second problem is "brutality" term in which I did not see any Brute or such matching thing according to name used, modules will add some stuff around in order to gain a purpose for this "great name" (which anyone can think about). The third problem, geometry being simple I did not see reasons for not adding PathNode type actors (they are free for usage in Editor - doesn't cost money after all and neither a payed account or such). Another interesting stuff is ending deal. We don't use multiple MonsterEnd actors because is pointless - it do seems an utterly noob work suddenly addicted to QuakeUT or sorta UTQuake with no clue about mapping basics but having a bit of design skill I gotta admit. However, because it doesn't include "critical bugs", we can have it patched for an improved game "at home" or "on-line".

File's checksums:
CRC-32: 22225396
MD4: f35c8f7737ad27c358279c073055ec14
MD5: 591c599aab710d4535271e0cfc2623ec
SHA-1: 6622a8110e5fc18e456d249e8529d2fdad8eee53

Explained files:

- File **BRUTALITY.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, etc.

- File **P_BRUTALITY.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: 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 really visible, a badge for figuring if NavAdder has loaded these files placed in reverse for covering some bugged invisible surface, etc. - logs are also available.

- Files **P_BRUTALITY.u.uz** and **P_BRUTALITY.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...