P_RDARK[FINAL]
Patching components for NavAdder mutator

Description:

These files are used by *NavAdder* mutator in order to do some patching jobs in Map called **MH-AfterDark[final].unr** for MonsterHunt made (signed) by **Terraniux**. These components have been done due of a few bad options from this map including stock stuff which UT has and which is not that good related to Net gaming chapter.

Because map doesn't include "critical bugs", we can have it patched for an improved game "at home" or "on-line".

File's checksums:
CRC-32: 21393bea
MD4: 9638cfe591398f9e33448be4fffc2dac
MD5: 04cac3234d050701b3b4bbf419129fd7
SHA-1: 9321c8915f6a778c9851621914a54c6e77f59aa3

Explained files:

- File **RDARK[FINAL].u** is the server-side working around authoritative parts more or less natively 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 - all map should be navigable Bot works properly in advanced MH versions out of default Bot rushing map more than hunting, moving all PathNode actors with 16 UU lower, adding small A.I. things, reducing spam at factories, removing all GRAB cheat from "critical" movers, etc. This file will use clocking methods for checking some tasks, this is a "heavy duty" package due to the number of operations performed.

- File **P_RDARK[FINAL].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: Statues used in such maps having some never seen animation and borked in Net games (dissapearing based on relevance time vs mesh) here should be perfectly visible and animating "Chat1" sequence from time to time - this is random and different from a client to another because they are client authoritative. SkyBox used in this map is similar with the one from CTF-Face, here I mention that no one could see those asteroids ON-Line. By using this package, client will have some more real space image with asteroids. Original map from me has coronas way too big and boring for eyes, this type of setup made me in the past to remove coronas from my display driver, I think it's time for a different deal. "Badge" placard it's simple, just to figure presence of patching files.

- Files **P_RDARK[FINAL].u.uz** and **P_RDARK[FINAL].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 two folders with content is source-code of these packages shared here for figuring stuff - but they cannot be compiled normally due to UCC limitations, and to other limitations ideas coming from Epic - yeah, like that's the best ever coding method...

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 far from being perfectly coded. 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.