

MH-Tarmation2

Map Revision note Document

Description:

This file **MH-Sk_Tarmation2.unr** is a map dedicated to MonsterHunt Game-Type modification running into UnrealTournament. This do looks like a ported map from some SinglePlayer series but badly converted (or not that much converted) to MonsterHunt.

Level Changes:

Level used as a base was MH-Tarmation2+fix5 whatever X attempt to fix the borked geometry or whatever still not fixed stuff. Because I got tired of these files spread around claiming unexistent fixes, I went to a revision especially at rooms with non-colliding walls. I did not do a research around original map but for sure any of these MH portations is an utter garbage, starting with 0 (zero) translator stuff not much seen in Tournament games On-Line. These can be replaced with normal triggers and set against spamming - and this is what I did at this point.

After aligning and resetting a bunch or brushes and doing a bunch of builds and failures (due to awesome design out of techs) I got a better version of this map. Walls are more friendly right now. There are added some brushes for creating BSP deviations on purpose to hijack BSP building way for discarding unwanted BSP cuts in playable zones - those evil ones ruining rooms. I have added a kill-zone because initially pawns have been trapped there at bottom with no purpose - seriously...

I went even to deliver some Bot stuff - superior MH versions will work somehow nice in here, default MonsterHunt doesn't offer protection around touching objectives and map might head to a Bot failure - depending on combat. Some zone driving to a shortcut (Bot will not deal with Big Elevator - not here) can also be a problem for various types of Bots (I did not bother with default Bot). If player will unlock central teleporter shortcut Bot will go to hunt around - IF can Pass that small ledge from brutes room.

Elevator-Lift has a little puzzling operation - as in default map idea: One button will call lift in position, the other one will start moving lift - not the same button will be used. Activating lift is even announced in first supposed "TranslatorEvent" message from first Spawn Spot - right now visible and audible. The rest of such "Events" have been also replaced properly, these messages are even recorded in console and for player using a super-duper console they can be even saved.

Map has a damage-room where camping is a bad idea, after shooting objective room is no longer harmful - I suppose this was the idea of destroying panel else I don't get what's the deal if not disabling room's damage.

Known bugs:

As I could figure generally, some of those UT babons are feeling disturbed if a Level is perfect, so let's give them what they need - BUGS, have fun in here, no worries, map won't go broken because of them:

- Map has FlakAmmo but no Flak - I did not added any Flak - Where would be placed this thing ?
- Some fix brush has a small part with a different texture - for figuring area with old problem - I will not change that, I'm not sure if players

will see that too soon;

- Lights setup generally is not that fascinating, I did not see any bSpecialLit deal nowhere, and coronas are way too big - I did not do any change here except a single light which I have aligned to the grid;
- package doesn't include dependent files assuming you have them from "original" map or FIXED/conformed packages;
- missing some A.I. directives for the Big Elevator Lift - Bot Chapter here.

I do not have any clue if you like this revised Level, but me personally I'm using it starting from now on because I see it better than any of those having string "fix".