

# DM-Bishop

## Patching component for NavAdder 2 mutator

### addressing game UT'99 + XC\_Engine v24

#### Description:

This file is used by **NavAdder v2** mutator for paths specific patching jobs in Map called **DM-Bishop.unr** for game-types DeathMatch made by **Eric 'Ebolt' Boltjes**, as shown in LevelInfo, because Navigation can be completed and all pathing related data placed in Navigation Chain correctly...

#### Map's File Checksums:

File: DM-Bishop.unr

CRC-32: AF9D16BF

MD5: A6694311C3F404F54E8084BB4C4F854E

SHA-1: 5EB20BDA706E2F6E49C2CC1E8EBA597C6BD15A0C

SHA-256: B604F35A803AA096134ABA7A9F43A2BB710DEF05EADA648DADCB2656CA1F580A

#### Explained file:

File **SS\_NVADDM-BISHOP.u** is a server-side plugin file, not a mutator, it's working around authoritative pathing parts. Patch process description:

- adding missing ReachSpecs in Paths[x] arrays and upStreamPaths[x];
- generating ReachSpecs PAmmo4, 6 HealthVials (nearby Angel picture) and other path which I don't get why wasn't there...;
- creating a small jumpy route for a better movement;
- adjusting combo for UT\_ShieldBelt because a Translocator failure looks really stupid for high skilled Bots;
- added a jump from sniper tower to the RocketLauncher;
- patching strategy woks in dual operation, in "Classic" settings certain jumpy paths are not created because jumping in this stage is not possible. I'm always using "Hard-Core" settings where JumpZ of Pawn is multiplied 1.1. The higher is the difficulty, the longer is the jump capability.

Mover1 and Mover2 are already patched by XC\_Engine because... they didn't include any valid paths, and Mover0 is re-tagged for being visited normally.

#### Installation:

Copy U file in System Folder from UT install where mutator NavAdder v2 was previously placed and is active. NavAdder v2 will find it and will launch it when map is being loaded. Patching is activated automatically. If it's not needed any longer to patch map, just remove/move/delete this U plugin-type file.

#### 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 v24 and higher**. Mutator will **crash** a **plain server** because the default UE1 is crapped up :/ and also doesn't use newer iterators because it's not having them.