

CTF-EgyptianPyramids_rS595

EDIT INFORMATION

Target: CaptureTheFlag game-type for Unreal Tournament

Action:

After receiving a "Bot Pathing" request, because map was not using anything like paths, and doing something random concerning Inventories, I tackled the subject for a bit of editing and "Clean-Up".

Initial Map-file was `CTF-((EgyptianPyramids))_Beta.unr`, a sort of attempt as I could see... having checksum as follows:

CRC-32: `25ee22c7`

MD4: `335167fed0c83ce1c39cbd3721a6f8a6`

MD5: `1c7bbf73fbd096551009680765dc94bc`

SHA-1: `eebad9170593163394bb9943b14d8ab75385da9c`



Edit Operations:

Importing a custom "InventorySpot" - a navigation actor linked at Inventories in order to create routes and movement for "Bot" - A.I. player from stock UT.

Completing some `PathNodes` and `AlternatePaths` actors delegated for different attack/return directions.

Placing said new types of InventorySpot manually in map, in spots where future weapons and/or items are supposed to be seen and collected during run-time.

Initial run-time tests weren't very funny... Those alleged doors were accepting Pawns to dodge through them while they were moving. Later I could see even shock-balls projectiles crossing through them in certain place... They were a misery.

Techs:

This dynamic character of Inventories available only during map's run-time might not work with various mods/mutators, this edit doesn't have such a purpose but trying to develop a more chaotic style concerning game's flow.

For a potential future editing stage, maybe you are aware that rebuilding paths using Editor will make these custom InventorySpots to be gone and created stock ones.

After finishing all pathing related operations, I tackled "doors" subject, I simply needed to recreate them from ground zero. Re-scaling a Mover was never good and it's not like it goes perfect, it only generates fluffy numbers out of grid and errors. We do have cylinder builder, basic vertex editing tools... and other NotePad apps for checking integrity and alignment of brush that will generate the future "Mover".

In supposed final stage I found a few dark spots on the ground and then... I had to align at grid all lights. By chance or by logic dark spots got vanished and aspect went back to normal. Other useless brushes out of game area have been deleted, other such data is not needed.

Once done these, I checked address described as "author", it is pointing nowhere and so I changed it.

Apps/Tools used for such a non-standard editing:

- Editor from UT 436 with XC_EditorAdds version 24;
- PathsBuilder from above mentioned builder;
- XC_PathsWorker for a bit of maintenance and paths tweaking;
- MapGarbage for various checks and other moves;
- Editor from UT patch 469d for extra examination and probing BSP;
- NotePad++ for adjusting some brush data in order to match grid snapping. Usually after a Vertex Editing session is not like that brush is flawless.