

# MH-HCStorage

## Patching components for NavAdder mutator

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

#### Description:

These files are used by **NavAdder** mutator in order to do some patching jobs in Map called **MH-HCStorage.unr** for game-type MonsterHunt made by **Happy\_cow** - as shown in LevelInfo.

This map has a geometry I could say perfect, but I did not understand why it would not have a little mechanics. Doors open without performing any mission or task specific to a very poor mission in this problem. Taking into account that it has no triggering-specific action, definitely we don't have navigation paths for Artificial Intelligence, so the work here is weak.

#### Map-File's checksums:

File: MH-HCStorage.unr

CRC-32: a5472a4e

MD5: dc69fd58c960e8a0ee7462b31f2acf4a

SHA-1: b905ebe3837a096f90c9b89925ba2a01ebc01f2c

SHA-256: 9472a8ca0981aedcd20ecec5b5b2912ef390cf9af3e76b0e70b42e3208761d88

#### Explained files:

- File **HCSTORAGE.u** is the server-side working around authoritative parts more or poorly replicated to clients - different said, server requirements. This file should stay in server only without any editing of any INI file. Quoted changes:

- > Adding a whole Navigation Network - some PathNode types specific properties have been modified since prior patch versions;

- > Adding 2 Bot Objectives - pure fun purpose - because map it's an Assault type map, A.I. might go to End without other needs;

- > Changing and connecting LAST door with Queen - Kill Monster and then FINISH map, instead of rushing game.

This file has to be simply dropped in System folder or the path to U type files used OFF-Line or ON-Line (XC\_Engine based games/servers), all hacks are authoritative Server-Side so client will have map hacked properly replicated from server without any other file.

- File **P\_HCSTORAGE.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.

Quoted changes:

- > Adding ammo and health - damn regen craps, dude. Wtf is wrong with you guys anyway ? Original MonsterHunt doesn't include any regenerator crap, so we do NEED SUPPLIES, geniuses...

- > Lightning tweaks - too much light and too much NONE Light sources aka lamps or something;

- > Do we have any issue with RocketLauncher ? No ? Good, now we do have a RocketLauncher just because we don't pay for it;

- > patch Badge is placed in map (only client has that) and title is hacked properly because we don't need that junkish string. Author has a separate place and it's not part of the title.

This file will be placed in System Folder as default or folder with U type files declared in Paths used by your game. A Server will map this file as "ServerPackage" when said map is running.

- File **P\_HCSTORAGE.u.uz** is file intended for **redirection services** as long as previous mentioned file is a package that has to be downloaded during map's

run-time, drop it in redirect server (or redirect space), and server with NavAdder will do the right thing. You can compress above package as LZMA if your server uses that for XC Players.

At this moment I don't think it's needed a Week-End package, because map has small spots which are really annoying even for 4 hunters. This is not what a very populated server should have... Week-End add-on will be done only if is requested.

### ***The reminder:***

NavAdder uses these files if are found and it 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 :/ and also doesn't use newer iterators. 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, and even more regarding to this chapter.