

MH-RAID_BOT_R18

Edit info document

Description:

Archive contains an edited Map MH-Raid for MonsterHunt game-type developed for UT99, and a few required packages except MonsterHunt.u, assuming we have it if we play this game.

Update Reasons:

- stupid logic - map doesn't have ammo, I do not have a clue how do are we supposed to kill those monsters with only default load unless we have to play with bWeaponStay=False. Also healing spots are NONE. Excuse me but this is a "confusing" setup;
- Default Engine and the rest of "location-aiming" related stuff I think are not a bless when Titans are teleporting repeatedly between two stupid spots for no reason, as long as this monster doesn't move that well as a Skaarj does;
- default Bot (or any) is useless as long as paths are NONE here. The question for Unknown *mapper: Do you pay for PathNodes ? - Seriously...
- Triggers according to some Factories which are reacting as triggers by themselves are intended to spam events all the time - useless with other words;
- I see that map has 3 Doors not 3 Lifts - not that disturbing for this case (Bot is retarded here) but if we speak about fixing map then let's fix it - Bot will work here in big parts;
- MonsterEnd being Active and due to those teleporters, if server/game doesn't crash, this map can be rushed - finishing it without to kill all monsters. Any reason for this ?

Changes/Adds:

- Added ammo for main weaponry - except Stinger - listed as "known bugs";
- Added Paths and "Extra Pathing stuff" in MyLevel;
- Changed Doors to Lifts;
- Removed dumb teleporters from last room;
- Added Healing spots as well;
- removing wild touch from Factories - only Player can ignite producing monsters because are ordered "Attacking" so Monster on Monster attack is not part of this game;
- changed some triggers according to CreatureFactory rules;
- removed some triggers as long as a CreatureFactory works as a trigger itself.

Known bugs: (people doesn't like perfection so let's show some garbage in order to not ruin their happiness)

- MonsterHunt in original is the main bug (All, but all A.I. sucks there);
- Stinger doesn't have ammo here, I forgot that on purpose;
- missing a helper actor for tweaking Skaarj - the same "amnesia" - modern MH versions doesn't have these bugs - me, one, I have None bugs here.

Mismatch issues:

In order to prevent a mismatch version error, I've renamed map according to two naming conventions which I intend to respect (more or less official):

- a map with Bot support would include word Bot in name;
- map being not an original one, but a revised one will be R18 according

to year of revision done which also includes pathing according to an "AI" old document according to creature's combat features.

If new comers have no clue about setup and neither dignity to sign their "fascinating work" released, we are going to fix these because we are in 21th century and map remains a garbage for the rest of UT life if no one is fixing it - won't happen in my playground, I'm playing normal or properly patched maps.

For whoever has the desire to play map MH-Raid with less borks and Bots, here it is a replacement until author will release a better one (I'm doubt here in hoping to wrong).

Have a nice MH day!