

MH2_NS_V2

english skill not included

Just another **Monster Hunt** mod (game-type) for UT'99. A few differences between default and this one are described above starting with game-core and a base mutator loaded native:

1) Game Controller modifications:

- start a subclass of Domination – will trigger order **Search and Destroy** for A.I. - support included as well;
- new values added to expand and fix incomplete things;
- except from ATTITUDE tweak pawns already friendly or innocent;
- develop fix for **Green Messages** – No green for old Nexgens – end of crap;
- attach other **WayPoints** for A.I. Hunter (Bot) customized in a different way – against breaking Bot Attack;
- entire Bot-Hunter code is rewritten (more things in here);
- declare Game Threat (A.I.) - still adjustable;
- Priority Objective (A.I.) - still adjustable;
- OnTeam declaration fixed - for craps "ported" to MH by noobs;
- modified spawning style - just a modification not really a fix;
- precache attempt against lags;
- changed default Inventory - modified with a bit of logic;
- InitGame procedure modified against troubles with monsters;
- rewritten original **DropInventory** with adding a spy boolean variable for replacement purpose when **Pawn.DropWhenKilled** thing is called to be replaced - fall on ground as original not hanging in air - linked with BaseMutator;
- support for decoration's drop - will respawn like original;
- Logout - exiting a bit modified;
- Tweak for pawn killed by a death trigger to not move ever again - stupid original bug;
- and so on ?

2) BaseMutator structure:

- tweaking monsters to work as a team - including multiple response at hunter's threat;
- rework of original **ReplaceWith** from **Engine.Mutator** - Weapon-Holder monster bug is in part 1) solved right here;
- added another replacing technology for crappy monsters - cute enough;
- boosted a fix for armed monsters to not be ever Players;
- forcing all monsters in team 1 with any matter and delivered a configurable teaming password;
- regenerations tweaked even for Bot hunter;
- inventory's A.I. code reworked for more common things, including a version of redeemer a bit improved;
- timer craps to stop the damn idiots monsters;
- tweaks in **TakeDamage** to gain a response at different threats;
- Function for tuning up Monsters for MH named **SetPawnDifficulty** has been modified with additional fixes and useless things removed for recovering processing

speed and moved here in Base because originally it was called from here to game-core and I don't see any reason to mock another jump through classes;

- spam from Factories is reduced to gain a smoother play;
- weapons dropped are tuned different to avoid stupid crashes - the second fix for armed monsters is here as well;
- carcasses are reworked attempting decals and... tweaks;
- attempt to recover stuck movers - code probably still needs some love but is cute for the moment;
- reducing timer errors from original ScriptedPawn by setting up something for those **Nones** in PreventDeath - still exist failures but reduced at a lower number.

Document describing everything has chances to be huge and I'm not sure if will be read in purpose to understand the goal of this game modification.

3) Configuration:

According to MH2_NS_V2.ini we have things as follows:

[MH2_NS_V2.MonsterHunt] - Main fake controller

bUseTeamSkin=False	Using or Not Red-Color-Only for Hunters.
bNoGreen=True	See or not MonsterEvent Stories in Green - can be set to blue as SpecialEvents.
bDoSpawnSpamFix=True	Setting up or Not a deal with SpawnPoint toward Thingfactory - Noob mapping console spam.
bFixCounters=True	Replacing/Not replacing counters with other version, as sometimes are doing funky things.
bMHLog=True	Enables all kind of log types about operations performed by controller and its friends.
StartUpMessage=Work with your team-mates to hunt down the monsters!	Message shown is configurable.
StartUpTeamMessage=Welcome to Monster Hunt!	TeamMessage as well is configurable
TT=mn	TeamTag word used to make monsters a team. It's configurable.
Live=999	Aka old Lives value - it's not a very option now days and neither for keeping servers empty
SkillMonster=7	Level of power used by Monster. Skill cannot be higher than 3 else will badly screw monster.
Ncheck=50	Declare map stupid or not based on this value. Usually it's in account Number of PathNodes used. A.I. takes in account if deserve attention or not.
Pen=0.800000	Float value with meaning penalty for hunter killed by a Monster. Eg: $100 \times 0.8 = 80$ New Score from Initial 100. Some noob asked why ? Because this is a shooter meaning: WIN or LOSE - is that simple.

The rest of values Belongs to DeathMatchPlus/TeamGamePlus/Domination parents.

[MH2_NS_V2.MonsterBasePlus] - MutatorClass used

HUD_Number=3	There are 3 HUD types available: OLD, a MH_5.03 like and a RADAR based one. Options are 1, 2, 3.
FItems=16	Number of creatures spawning from a Factory at a moment configured between 5 and 25. You don't have more than 16 SpawnPoints active anyway - noobs don't know this.
MonsterMultiplier=3.000000	Float value to develop extra health at monsters. If this is used (bigger than 1) will result in option to clamp somehow their health limits as shown below...
MinMonsterHealth=200	If previous multiplier value is over 1.000000 will attempt to clamp minimum health amount for a monster at this value. In this case a pupae doesn't include less than 200 health.
MaxMonsterHealth=20000	Clamp maximum of monster's health to this value.
HealthRegenPerKill=3	Set a health value bonus for killing a monster
NumCapacity=260	Adjusting Creature Factories abusing spawning monsters. Not recommended for custom craps used.
MaxHealth=5000	If player gets health for monsters killed, their health is blocked at this value.
DefaultHealth=200	This is initial health value for hunters.
MaxAmmoMultiplier=20	Ammo is scaled according to this number which has to match TimedBoy as well else troubles occurred are yours.
AmmoRespawnTime=3	Ammo (Inventory) respawn in a range from 1 to value chosen + something - time (seconds) based of course. Values lower than 0.6 are not accepted.
md=0.250000	Delay movers reacting instantly with this period.
HitVolume=2.000000	Damaging poor sound can be adjusted a bit here.
bOtherPlayer=True	Allow/Disallow changing player class. Purpose was to keep clean console spamming nasty stupid animations.
bRemoveBlocking=True	Disable or Enable BlockMonsters. If is used MBot this is not important else default Bot suffer if BlockMonsters stops them - if Bot is a part of the game. Also it can be disabled if hunters are too experts and nothing need to block any monster in normal way, noobs usually don't know to deal with other things.
bNoTest=True	Disable/Enable "mutate ai" command for testing

	purposes.
bUTReplace=True	Allow/Disallow replacing UT stuff as PulseGun, Minigun, Redeemer, etc.
bUseCoopTranslocator=True	A team Translocator can be used or not.
bUseCrapSpree=True	Using Killing Spree Messages. UT doesn't include too many at killing monsters.
bNoTranslator=True	Being a stupid thing (this is what I think - no offending) is about to be replaced with a better thing. Using True or False to disable/enable Translator which doesn't really works ON-Line in Tournament.
bNoRiskCannon=True	We don't accept/accept to stuck game with this abomination trash.
bUseAntiboost=False	This is another version of anti-boost active/inactive.
bUseWarnTeamDamage=True	Warn Team Damage if friendly-fire is active.
bUseAltScoring=True	Another formula of AltScoring goes here.
bHitsounds=True	Activating wick Damage sounds - Works for Bot as well...
stopPlayerCollision=True	Will remove player collisions (Bot too). Use it if helps else... set it to False.
bReplaceMonsters=True	Replacing a few monsters which spam errors using internal classes.
bTweakGroup=True	Mover specific - creates a fake group for default movers in purpose to isolate them from others with Group None causing random troubles.
bFixGrabCmd=True	Several Levels are done by people who think are mappers. We can see evil players or Bot unlocking doors unfair by using GRAB command because our mappers are clueless about such stuff. This will stop GRAB command from working against movers.
bDoPawnOpen=True	Common Movers in purpose can be accessed by all Pawns.
bDoCrushMover=True	In the past, I could see "players" camping under a lift or such mover in purpose to mock and annoy the rest of players. This setting will properly crush the turd if doesn't play normally.
bNastyCorpse=True	Enable/Disable Corpse specific creatures. They attack players as well.
[MH2_NS_V2.TimedBoy] - Timer handler specific for "cute" regens	
MaxMonsterHealth=20000	Match the Base Mutator. It does a constant check to avoid sudden troubles. I don't speak about this chapter what happened once.
AmpTime=222	Bonus MH UDamage coming each X (222) these seconds.
kakuTime=233	Bonus Redeemer time in seconds.

HealthTime=244	500 HP health bonus time in seconds.
HealthRegenPerSec=3	When bUseRegenHealth=True will heal player each second with this value.
AmmoRegenPerSec=12	When bUseRegenAmmo=True will regenerate ammo for player if not firing with this value each second.
MaxHealth=5000	Also is used in BaseMutator described above. Used to clamp bonuses.
MaxRegenHealth=500	Health Regen stops here.
bUseRegenAmmo=True	Linked above.
bUseRegenHealth=True	Linked above.
bScaleRegen=True	Using/Not using regen
bCorrodeFaster=True	Prevent Win451 servers without XC_Engine to do funky things at Hunter's Carcass

Other config specific Stuff which is NOT automatically saved.

Explanation:

If map contains 2000 items (some idiots don't have a cure) you don't want to save a file 2000 times for each time when stuff gets loaded, right? Not even to accelerate a HDD destruction.

[MH2_NS_V2.FL_Mutator]	FlashLight mutator - Crash client in dumb mapping experiments when bullshit brushes + textures are used. Avoid maps with "Engine texture byte material not found". Those are not maps, are trash released by sick people.
bInitiallyOn=True	
bBrightPlayer=False	
bSearchlight=False	
[MH2_NS_V2.CHealth]	
MaxHealth=500	+
HealingAmount=50	
	Health replacements according to Scaling used.
[MH2_NS_V2.CHealthBox]	
MaxHealth=500	
HealingAmount=100	
[MH2_NS_V2.CHealthPack]	
MaxHealth=500	
HealingAmount=150	
[MH2_NS_V2.CHealthVial]	
MaxHealth=500	
HealingAmount=18	
[MH2_NS_V2.CNaliFruit]	
MaxHealth=500	
HealingAmount=0	

4) Notes:

Future being unpredictable, things (bugs and lulus) new created cannot be fixed in advance. Mainly this is the reason for including Source-Code, also if some error or a nasty thing disturb people. On aside note there are places where some idiots are working harder to multiply original bugs rather than fixing them, their works are based on a stupid brain malformation meant to change a name for an item or making something retarded for admin's headache, other spoken 0 help and 10++ troubles -

and this is not a blessing in hosting MH servers, it is wise to check first the stuff that has to be loaded and keep in mind that MH stuff is generally trash.

Mod it's not in purpose to have a mods-soup loaded as long as some mods are really doing sucks - no offending but I cannot deal with 10000 bugs left rushed and based on guessing. Being tweaked a lot, some timer-based tools might have or not troubles, they have to be tested and mod recoded/recompiled before any public usage. Keep in mind that regen strategy is not the best ever thing - it's up on you.

5) Traditional CREDITS:

People involved in working MH/Coop games: Shrimp, Gopostal, TheDanes, AF-Core, Mr. LoathSome, Waffnufly, Gust, TimmyPowerGamer, and any others which were doing mods and good things.

Main support: Epic - UScript is property... bla, bla, etc.

Little karmic credits:

Dumb people making maps - without them I wouldn't ever think to fix anything, and there is still some work around to do...

Special thanks:

- Goes at Epic for amazing meshes and good Skaarj codes, other 0 codes, Net bugs, cute Movers, etc.;
- Shrimp doing firsts trash multiplications (sorts of Titans, LavaSlith, RockTentacle) - mainly fixing nothing at these classes but they have new colors... + useless things full of spam a la MonsterArena and the rest;
- Zeal and his friends for cute news and 0 monster fixes;
- Some coders doing stuff for MyLevel proved as a kind of garbage bad handled by mappers - 0 fixes goes here as long as such a Level doesn't include only a bug.

Setup

Game-Type used will be called `MH2_NS_V2.MonsterHunt` in any run-line or whatever server-start tool. Speaking about a game-type there **IS NOT** a need to be loaded in ServerPackages as long as gets called automatically - YES, read this again I did not start such a server loading this mod in ServerPackages. Content implemented is automatically available. Being sent native by server you have to mind a redirect or use new things for dealing with player. As a hint: not even old MonsterHunt.u file doesn't need to be declared in ServerPackages - a MH map loads it automatically, it has to be located there in System folder at once with this new thing.

Archive contains U file, INT (menu for local tests), INI - configuration file, LZMA redirect format, UZ redirect format, current PDF document, a folder structured with Source-Code.

Good luck!