

Monster Hunt BotyMan Paths Checker Tool

aka *MHBotyMan*

UT'99 ready

Description:

This is a Mapper and Admin tool for testing A.I. Paths in Monster Hunt.

If you read well and know troubles around the rest of MH versions you understand that it do works ONLY in original MonsterHunt game-type and or similar with originals - version for coders also it's included.

How does it work:

It is using several mutate commands (might not be always cute but it's simple). It works in 2 ways:

1. Trying to see a normal route to whatever Next MonsterWayPoint if it's not screwed by any early touch (Position 3 before Position 1 and Position 2) of a future MonsterWayPoint which can mess things up. If all MonsterWayPoints have been visited or whatever nasty "Touch" occurred then it might lead in finding MonsterEnd trigger - the second goal for A.I.
2. Trying to react as DM-like based on pickups or such "things" and then we want to know if several points are available, linked or not. We mark an initial spot in Level and then we try to reach there using paths from another Location which doesn't have a direct contact with that initial spot.

Extended description 1.

So, attempting to check map without Bot loaded is more relevant to not see things screwed in any way. Relaxed and happy, we can input in console (not saying as a message)

mutate mebot

Consequences:

- if first Position of a MonsterWayPoint is available and paths leads there correctly, a Monster Beacon (like a stock Lamp) spawns in a closer NavigationPoint and then we can move there in purpose to touch it. While we touch that spot Next One will show the way awaiting your next step - these waiting timers are around 10 seconds.
- if MonsterWayPoint is Reachable, an On-Screen message is shown;
- if you have troubles in detecting where is that reachable MonsterWayPoint you can use a command to "unhide" A.I. MH goals

mutate visiblestuff

Then MonsterWayPoint(s) and MonsterEnd(s) are going to be visible. If you don't need them visible you can use

mutate hidestuff

And then we have them hidden back.

Extended description 2.

Another formula is available as follows.

mutate mytarget

spawns a Target Beacon in spot for human tester exactly in that Location where command has been fired. The future deal for next moments is to find that Target Beacon from a random point of map where we are suspecting

paths broken, and for this job we will use

mutate mypath

driving tester to Target Beacon ignoring MH objectives if previously were triggered or not. Of course, We have to wait if we have a Monster Beacon fired up until it dies (around 10 seconds), then repeat command for finding Target Beacon. Messages about problems are On-Screen. There we can see spots, geometry, etc.

Target Beacon stays until Player Tester is dead. Monster Beacon is living 10 seconds but it is destroyed as well if player has died for some reason - suicide included in case of depression (or a random depressurization). By example you cannot see any path in empty "Maps" or those doing sucks at paths, air paths or ghosting or bitching with Movement Physics in loser style.

These commands can be used unlimited for many spots and then trying to reach normal MH goals by switching through these mutate commands.

To summarize:

mutate mebot - debate Normal Bot A.I. routes in a MH map running a MH game;

mutate mytarget - set a target spot for testing;

mutate mypath - try to find target spot tested;

mutate visiblestuff - will unhide MH A.I. goals;

mutate hidestuff - will hide MH A.I. goals.

Aside

mutate helpme

command will broadcast help commands messages on screen (that can be better visible in console fired and game log as well.

How to work with this tool:

Throw these 2 files **MHBotyMan.u** and **MHBotyMan.int** in system folder. Start a Practice session and load mutator called something like

- MonsterHunt Test Paths Tool -

Rename that crap if you don't like that name by editing INT file. Pick the map for testing and go get busy.

The reality:

Excuses for blabbering paths are no longer accepted.