NSMH2.MonsterHunt

Based on some defaults codes and other codes, I developed a new MonsterHunt because I was piss off by messages gived by console according to Razorjack (Rajorjack), SkaarjTrooper problems in game, a buggy nasty quadshot, etc.

I not intend to meet this version in other servers, if someone make a MH server for a few friends as/or a small comunity, this can be an option, or even for off-line play, but is for anybody want it. Name is the same, this involved some troubles, but were resolved. Other issues ? This MH maybe must be checked in detail for see if can cause troubles or not. For me, is just a better one.

What is about here ?

Actually, this version is permitting to the player to change his colour in game without any problem (here is not involved Nexgen or anything like it), this is tested and friendly fire is the same for anyone, if exist some friendly fire. Based on a single 0 team game against monsters player will be red after game is ended but is available skin colour change in next map without any problem (no disconnect needed and reconnect), this was the best way that I could do, some codes were good programmed by a few smart guys (thanks). Is not impossible to lose your score if you change skin in the middle of party. Do this at beginning if you need other colour, I don't see what is so cool to use a desired colour for play.

Here is added option to have a custom load of ammo based on MaxAmmoMultiplier ajustable value, and also regenerating speed customizable.

SkaarjTrooper bug is killed, that class was messed up by using OLD weapons remoded from the crap named UnrealI, Shrimp asked for permission to use some codes and messed monsters – I don't ask anybody nothing, I just did what I considered as being good and I checked this in detail. As long as SkaarjTrooper is using default UT weapons will never be a problem in F5 or invulnerability. In my the same attempt to make other MH (like MH2) I was surprised by missing some tentacles from a map like Arden+EB or Arden+fix. Who eated tentacles ? Well I don't know. If in a map such an animal is missing and was triggered for open a door will never be able to finish map. Also a few weapons accidentally collected from those Skaarj never worked. Now, we have all people in game, including these buggy classes.

Here, everybody is present with a few exceptions:
- BitterFish – useless serverkiller – destroyed by default with their crap school;
- HorseFlySwarm – useless stuff just for an aditional server stress – the same faith;
- movers settings from so called MH mapping very stupid donne, were fixed by default, and "improved";
- uselees Flag spam, forgotten or not in MH remoded maps is destroyed in a few miliseconds;
- monsters can slap each other but they will not stress the server in a dumb fight (I give up using supertick function which can be a stress for server or game, added this in timer and concluded not bad results);
- a common map with bot support is working now visible better – bots needed also some small modifications not only monsters, function for attraction was modified based on a few good default UT codes meet in default games. NO paths – wander, Paths – go, go, go. I'm not agree to see bots digging holes running in place, this version works with cover, MonsterWaypoint is

not usefull here, MonsterHunt interfering with original is not easy to resolve this problem;
- capacity of factories can be adjusted, no more millions of monsters and hours of hunting, also millions of health are boring and useless (just a wasting of time, and a huge quantity of garbage objects in server);
- a very big monster is other very stupid ideea, is just useless as being a stupid one, you can go exactly near his legs (example a big brute), will do almost 0 damage to you, also is possible for such a crap to be less funny fighting with RocketLauncher against it (0 damage);
- monsters too small, in a big ping can be difficult to aim them, they are normalized now;
- other bullets wearing a monster skin were turned back to normal, I don't see anything funny in these settings of monsters, just a player frustration;
- Razorjack and quadshot can be used as well.

Not new, coding informations and mapping instructions

If you are a mapper (congratulations and respect) you don't need a different knowledge for making a map. You will just map like for normal MH (do not use other craps which not working in MH: FortStandard, Flag – this is spamming console with a timer accesed none, etc.) these are not meant for MH and I not added these for A.I. because current MH mod not supporting them and I don't want to mess the new game with useless crap stuffs. Current mountain of MH maps were intended to be used in this version like until now, except spams or maps containing malformed strings – this is the sensitive problem here but not a server-crash, just a hard load.

MonsterWaypoint not working in this version, you can use other special goals to add in map based on freelance native code of a bot, but I suggest you to map normally, not for this version.

How is working in fact ? Coders can understand what is writed here.

Other MonsterEnd is added, for make the game to end (this can be a Bot target). I don't want to see what is happening if a dumb mapper is adding a crapton of MonsterEnds (that freak so called mapper never heard about collision height and radius of a trigger – he/she needed a ton of ends to be sure about the map to be ended – and of course I have doubts about his/her skills in triggering a MonsterEnd with a Boss Monster Dead). The bot will start racing in map only if you set order for Attack (Why ? - Read next lines).

The crap MH order freelance is wrong, freelance is meant for another purpose for bots and is not so powerfull because a bot in freelance has his own attraction (not really for attack), will attempt to collect shields, ammo, weapons, any pickup for be ready for battle, is not an assault order. This is very proved by any MH-BoomBoomBridge version. There are paths in map but they will be stucked in attack (missing support), and look like assaulting when they are set in freelance (why ? - because of pickups from map, especially from the bridge). This is a wrong order programmed in MH (is removed as being less usefull).

Filling map with some special goals for bots, they will attempt to collect or visit them in freelance orders, this can be used for an alternate support. Example: a ShieldBelt placed near a monster will make the bot to go there in freelance by default (is instructed in his code to do this – they are good collectors).

FindSpecialAttractionFor(Bot aBot) is modified: - CanSee (a monster) – switched with

LineOfSight (code from Assault game) – Will be enough to see a leg of a monster and will attack him); aBot.Enemy is switched with aBot.SetEnemy(a monster) – this is also from assault – working brilliant; a conditional function to check if is intended to move or not to the target making a bot to stop verbosing, or starting his race if there are paths (code from CTF in case of no path to Flag for avoid running in place).

If the name of game is the same MonsterHunt, hacking MonsterWaypoint will be useless, position 1 will be forever, or bad counted, I don't have tools for a detailed check. Something will interfere with original MonsterHunt and a Bot will stop hunting after first visited MonsterWaypoint. For this reason, this MonsterHunt version with the same name is the most for human players and better for on-line play not really off-line. Beside this, the new trigger for MonsterEnd to be able to finish map must be hacked different. I don't really know if someone can resolve these problems without mess up something (end strange triggered).

Player section

Nothing special than in default MH, just a better and accurate game (a few functions changed for speed – sugessted by Gopostal – indeed working faster). Translocator was a good ideea to be removed from MH by Shrimp (too easy to telefrag monsters), I implemented other kind of translocator to teleport near other player if he/she need your help. Light is in a module of game – separate mutator for dumb dark maps (if you are frustrated by extralight you can type mutate flashlight at TAB or console ~ to turn it off or turn it back on), customizable initial state in INI file (admin job). Don't worry about initial state of the game, monsters will not attack you before the game to be started (only if they spawning immediately after game loaded). This is not a good ideea to make monsters to attack a ghost player. Anyway, monster to monster damage is removed (also teamcannons will not harm the game or the server killing monsters). Ammo can be loaded and/or autoloaded at capacity mentioned by game – collecting ammo you are loaded to MaxAmmoMultiplier established in INI, can be 10 20 or X times default load – this means:
Example: Minigun = 199 bullets in default, × 20 = 3980 bullets – indeed we hunting.

About a server ? Read next lines

Gametype is NSMH2.MonsterHunt – this is the replacement for MonsterHunt.MonsterHunt – you can add it in other TAB of mapvote using MH or IMH for a single TAB as prefix near default, as an alternate MonsterHunt game. At mutators you can use NSMH2.FL_Mutator integrated for flashlight and also NSMH2.Spec_Mutator for detecting who is spying you with F5 right in your HUD. A ini file is generated at first lauch if don't have it or you don't need suggested INI from package. Stop server or game and change your settings as you want. Next information usefull or not, this game is reported to 5 Master Servers when is browsed, if you set uplink to them. Also, some settings still interfering with default settings for TDM and you need to check them in your UnrealTournament.ini for take effect in this game, is very hard to alter default MonsterHunt called by map.

Here there are, in MonsterBrowserWindow:

```
    ListFactories(0)="NSMH2.UBrowserModFact,GameType=MonsterHunt,bCompatibleServersOnly=
True,MasterServerAddress=master0.gamespy.com,MasterServerTCPPort=28900,Region=0,GameName=
ut"
    ListFactories(1)="NSMH2.UBrowserModFact,GameType=MonsterHunt,bCompatibleServersOnly=
True,MasterServerAddress=utmaster.epicgames.com,MasterServerTCPPort=28900,Region=0,GameNa
me=ut"
    ListFactories(2)="NSMH2.UBrowserModFact,GameType=MonsterHunt,bCompatibleServersOnly=
True,MasterServerAddress=master.qtracker.com,MasterServerTCPPort=28900,Region=0,GameName=
ut"
    ListFactories(3)="NSMH2.UBrowserModFact,GameType=MonsterHunt,bCompatibleServersOnly=
True,MasterServerAddress=master.telefragged.com,MasterServerTCPPort=28900,Region=0,GameNa
me=ut"
    ListFactories(4)="NSMH2.UBrowserModFact,GameType=MonsterHunt,bCompatibleServersOnly=
True,MasterServerAddress=master0.ilangame.com
MasterServerPort=28900,Region=0,GameName=ut"
```

Other options and opinions ?

Let me inform you something. If is about a mistake in a code I will be glad to fix it using your suggestion. If you ask me for who give me some permissions or bla, bla, shit, well for me MonsterHunt is not wrong (I'm not bad, because I can be) is just a corrupted file in a server. I repaired some offsets of that file (placed in bad sectors and recovered with a crap program – Rajorjack ? ULweapons not UIweapons ?); I hope I'm enough clear with this. This can be a funny joke or not, take it as it is, laugh or cry. I worked my ass for this gametype and I give it to any other person interested about it. I checked some codes, seems they were in a big hurry for coding, based on position of codes, they look at least like made by a 12 years old child (I'm talking about those so called OLD weapons assumed fixed, which are ruining in fact the game). You want to ask some questions about those garbages ? Well I think I'm ready to remove those craps forever.

© .... Ready ? Thank you.

Issues ? Can be. Check yourself. Do not blame this game-type for bad mapping.

One of possible issues can be a slow map load, is about a map with strange characters used by "cool" guys mappers, I advice you to alter that map if you need a better play without any risk. They want to do a map only for them ? Well bad ideea for MH, especially for UT. Anybody have right to play that map as he/she want, not using stricted rules because we are not in prison to follow stricted rules, we are playing a shooter game with any settings we want.

Monster designers ? My ass !

Now, let me inform you about a few so called monster designers (just a few dumbasses) creating some errors like Tentacle error which gave to me and also to Shrimp a lot of headaches to fix them.
What is about ? Well I cannot tell you better, is not really documented this issue. I'm talking about paramater named PeripheralVision of a pawn (monster). This is a cosine angle of .... bla bla and an ? sign in code. What this means ? Nobody understood this well ? So, why are you using it for your clowns (monsters ?)? This kind of animals used in maps can be present or not in action messing up doors or counters. In a new version of MonsterHunt this is a sensitive

problem to be resolved because can interferre with original MH resulting in a bunch of accesed nones in console and of course, missing monsters they even cannot spawn. I call this a big stupidity to make a crap without know if is good or bad, just for headaches. Tentacles was not enough to be a buggy class, now, we have other classes, oops I forgot, the same problem is also for Cows and BabyCows. I think in next version I will add some triple score for killing these useless garbages. Ideed, a cow need to see very well, why a blind cow, the cow yea, is very good if a cow can see better – reason – MADNESS and Stupidity. PeripheralVision was meant for a better visual accuracy of a monster ? I guess so, but not in Network play and Monster Hunt. They are strange classes, as you can see (or not), in Network play they need a replication. No replication, troubles apears then. In local MH play any monster has a shadow under it's legs. In Network you cannot see any shadow, just players have shadows. This is only an example about how sensitive are ScriptedPawns classes used in MH. I tried to resolve this but is an aditional spam and beside this, not working well, I don't want any other troubles, I just resolved their problem and I checked if monsters spawned later in map are enough faster and skilled like need to be (default monsters are slow and wick, Shrimp accelerated them for MH), you have the risk to meet troubles in compiling something when you are using unknown values.

        This problem to resolve escaped monsters took 4 hours seeking for the issue. I resolved it without any accesed none. Now, the MonsterHunt can have another alternative to play with some integrated needed configurable stuffs (regen, bonuses, altscoring, dropping weapons on death, etc.). Do not ask for something usual like a headshot or first blood, I don't stress the server with other first blood cool messages because I don't care about a first blood when you kill a pupae, yea you are the big warrior if you can kill a pupae. Also headshot for a gasbag which is a head with arms is not so cool and is less logic, each shoot at this one must be a headshot (In fact, how many headshots you need for a headshot ? They are too big to be compared with DM). These messages belongs to DeathMatchPlus can result in accesed nones spaming server. In Monster Hunt I don't have a good explanation for using them returning errors.

        In this version is removed default chainsaw as being almost useless in some maps in first start area. The option is SniperRifle (configurable regenerating of ammo). I want to see you hunting tentacles hanging on a roof with chainsaw, or a gasbag (I don't tell you about other monsters). Chainsaw is the stupidest ideea on Earth for MonsterHunt in my opinion.

        Contact me if you have some questions at sektor2111@yahoo.com and maybe your problem can be resolved.

Have fun and enjoy MH !