

MHReplacer

2015

A Replacer Server-Side/Stand-Alone mutator-tool
for UT'99 aiming MH v5.04

Description

This Server-Side mutator has been done for replacing default monsters warriors specific to MH game-type for sure MHv5.04 might allow replacement using for replacements only a package with New Creatures and MH specific files. Goal is to develop it on future for pawns which are about to be replaced more exactly dumb files released endless by so called modders, and without to load those trashes as dependencies - otherwise it will be causing to load all crap that needs replaced which might be hundreds MB of SHIT and this has to be avoid else player will quit to join. Replacing technology can be done in different ways, I decided this way but I might quit it if mod will be a trouble-maker.

Functionality

It does a call to CheckReplacement attacking pawns placed in Level by giving them an actor which will do the job (I'll checkout any bugs found).

If Pawns are completed after a small fragment of time Factories are debated (excepted are MyLevel and customs at this moment) pawns which might be special or they even can be attacked too (source_code included for stunts).

Each actor owned by monster will store main data from their owner. It will be waiting in purpose to acquire weaponry data for weapon-holders, in case of problems you might use MHHelp tool for MHv5.04. After getting everything monster owner is destroyed claiming itself non-owned. Will have to wait for completely remove Old Pawn and a New one will be located in the same position. Once shown new creature collision is removed to not mess other future stupid placed pawn too close. Data from old monster (or supposed all data) is copied to new creature not before to spawn a copy of weapon (if exists) and removal of old weapon. New monster is much better anyway and it will be able to get immediately weapon placed into his body cylinder because Replacements are rewritten by ME. Once finished the job Actor replacement manager will get vanished... All procedures are step by step but they won't act for minutes. In decent Levels all job gets finished under 1 second.

Setting Up

I'm using this as first mutator in MapVote's mutators chain not in any run-line or whatever thing doing call as follows:

MHReplacer.Changer

As said before it **doesn't need a ServerPackages** add-on.

Mainly **NsMonster** package is about to be New Content... so NsMonster is a package and you have to mention:

ServerPackages=NsMonster

Different spoken: New Monster is in packages but Not the tool because client won't execute anything is just an Authority job. Client needs only to know how looks new things.

Old things are automatically called by Level and nobody needs them as long as they are about to be replaced.

To prevent doubts, mod logs what will find and what is excepted from replacements. In case of missing logs something goes wrong and mutator doesn't work (if you know what a LOG is).

Plans and conclusions:

Maybe in future I'll solve BabyCow troubles and shitty NaliRabbit stupid errors. At this moment I'll proceed with testing it more intensive.

At this moment Server-Side/Stand_Alone tool replaces all stock with monsters fighters. Not those from MonsterHunt (Shrimp was busy to spread errors rather than fixing them). However, based on names if are part of a Factory will get "defaults" not bugs in colors.

A hobby based living-room production by Nelsona.