

# Monster Hunt BotyMan Paths Checker Tool

## aka *MHBotyMan*

### *V3 - Recycling style and Free Movement*

UT'99 ready

#### **Description:**

This is a Mapper and Admin tool for testing A.I. Paths in Monster Hunt, but this V3 might be used even in default MH servers.

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 Red Circle Marker spawns in a closer NavigationPoint and then we can see there first NavigationPoint available in PathNet, also depending on routes number we might notice some Red Circles numbered describing precached points computed by engine - will show some road. If MonsterWayPoint in purpose is not found yet, mod will switch to slow mode seeking routes from time to time remaining active in background. If suddenly a BlockedPath or such stuff unlocks routes, in aprox. next 3 seconds we have Red Circles showing up pointing Routes. So it doesn't need multiple commands each time for checking spots, just to walk around slow and nice and if a sudden route gets closer it brings Red Circles into Path-Net showing the way. Else if we scan from a nasty spot, it doesn't show nothing, these Red Circles will get vanished until we get in an available location. If we are back closer to normal Path-Net, they will return. Positions pre-cached shown with Red Circles won't be updated when we are dead or jumping constantly. Pawn Falling or Dead cannot roam so it's pointless to operate engine useless. If everything goes normally you can move toward around circles.
- 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.

- if MonsterWayPoint is not matching controller need or doesn't exist, mod will debate MonsterEnd in the same way. First mod will try to find paths and if there are not any sort of them, mod switch to slow mode in background. If a smarty pathing unlocks end then mod starts to show Red Circles matching points. Also it won't switch in slow mode if there are multiple ends and None of them able to be found, only if we have 1 MonsterEnd.

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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. Messages about problems are On-Screen. There we can see spots, geometry, etc.

Target Beacon stays until Player Tester is dead - 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.

Extra Feature 3.

**mutate stopnav**

Will stop any Navigation from any kind and it will be disable until next command. This can be used if we don't have luck from any kind or we simply wanna play as long as we could see Map as a good one.

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

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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;

**mutate stopnav** - will deactivate job by disabling showing routes.

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 **MHBotyMan3.u** and **MHBotyMan3.int** in system folder. Start a Practice session and load mutator called something like

## - MonsterHunt Test Paths Tool V3 -

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

### Other techs:

This mod-tool starts after minimum of 2 seconds from starting a Practice game. Mutator uses to spawn Red Circles markers at once with player storing them in "warehouse" wrapped. When a route has been found then they are moved there visible. If job ends they go back in storage area. NONE of them is intended to be destroyed if player is still in game, but Target Beacon is one of things that will disappear at player's death. Purpose being to test map, we don't speak about battling - just checking, so I think is not a very need for recycling Target Beacon - it's only one after all and it's not a very dynamic thing as Pawn's RouteCache.

It's good to know that we **don't need** any longer to **Touch** Red Circles markers as in other versions or in default UT testing stuff (RememberSpot and ShowPath). Circles are moved around player depending on how reachable are NavigationPoint/s showing the route to the target. So you can move free and Red Circles are just a company being updated each time when we can see paths to follow. In a little larger maps (like Arden+fix1) we can see paths marked with these Red Circles like a snake up to Houses area where Megatitan is located. Also in this map you can walk away from paths and then activating MH Navigation with **mutate mebot**. A couple of seconds later you can come slowly to starting location, and then if Navigation is Reachable (Red Circles suddenly are showing up) you can figure how far can be placed PathNodes from each-other in purpose to have a truly optimized Paths-Network without excessive CPU load.

### V3 related updates:

Small changes in "mutate" (return was never good after all). V2 works for tests practiced OFF-Line. V3 is functional even ON-Line with all mutate stuff and without to stuck itself when it is combined with the rest.

Sudden Reachable stuff is pointed as well (MH-IslandInvasion..whatever, I guess - there finding end in old MH by low skilled players was annoying - it doesn't have valid routes after all). Such points with no paths but able to be found unexpected might be announced as well.

Example from another version of Arden map a bit improved in OutPost and Castle:



And getting Nodes:





As you might figure I can move through Nodes normally and they are updated "on-fly". This image also shows that an InventorySpot is a part of Network and it should not be broken or else return a game-crash if paths are not rebuild properly in Editor.

If these are not visible in whatever random map we might not really speak about Bot Support. There can be good a test with Target Beacon at **mutate mytarget** and then checking with **mutate mypath** commands. When Red Circles are gone we speak about a broken Network.

**The reality:**

Excuses for blabbering paths are no longer accepted.