

MapGarbage

UnrealTournament Editor Add On Builder
May 2017

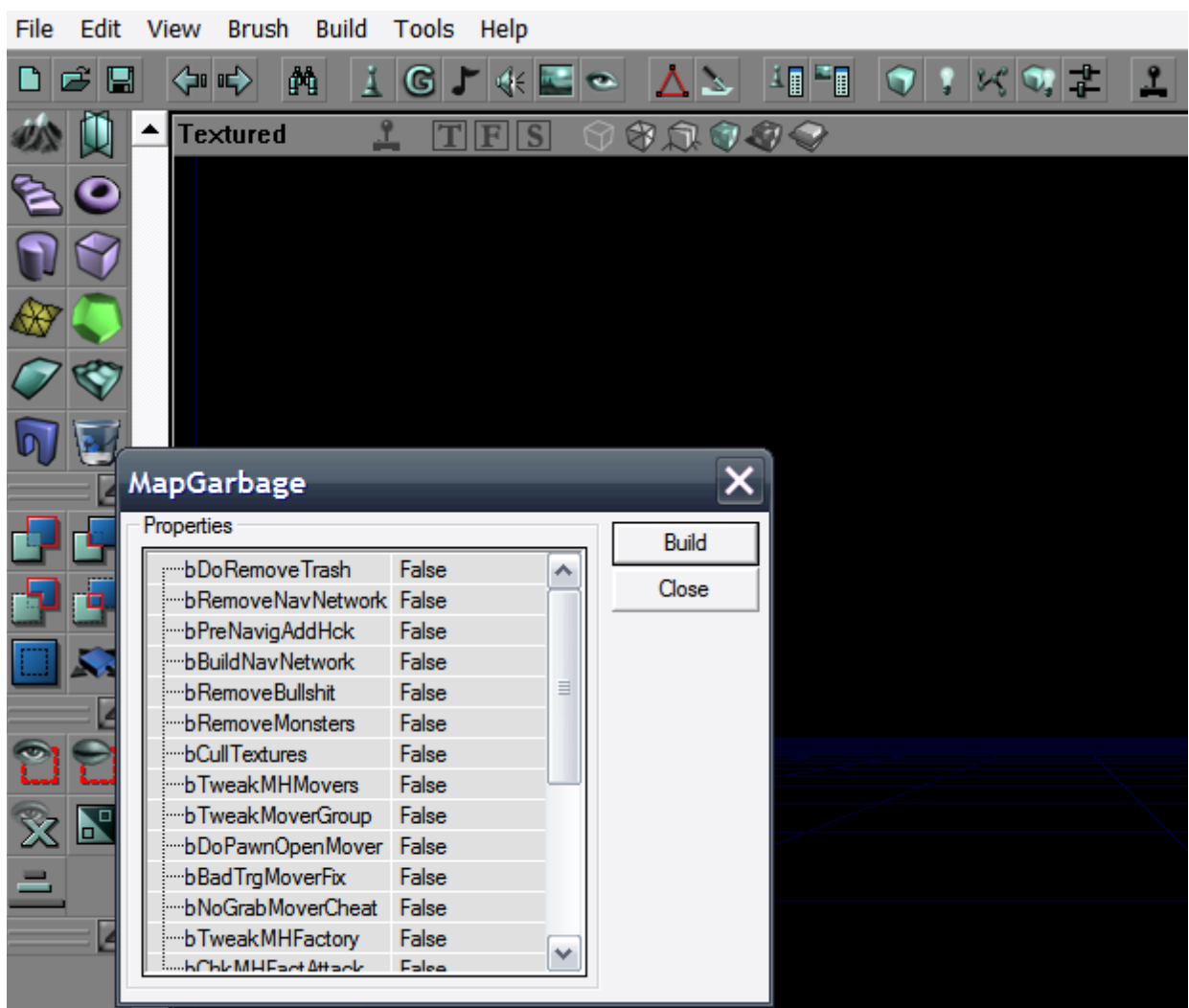
Description:

This is an UnrealTournament Editor custom builder tool which operates in Editor.

Purpose:

Some general map fixes and commands might be time consuming and then by using a few mouse clicks we are modifying/fixing a map easier, yeah, it do includes some common crap setup removal for that victimized and brutalized MonsterHunt game for no skilled play and no quality.

Operation:



By pressing right Mouse click on that Glass/TrashCan Icon from Editor (setup explained later) you can open This Builder.

We have to mark True options which we want to launch and then clicking on BUILD button shown. Once finished work or if some scroll visual problems from Editor are showing up (Editor is a trash regarding to what you say), just close Builder and re-Open it (right click - in default OS's mouse setup).

Explanations for features:

Value	Value dependent	Explanations:
bDoRemoveTrash	-	It's similar with Command OBJ GARBAGE
bRemoveNavNetwork	-	This option will delete Paths-Net for getting a clean map (requires Save Map, Exit Editor, Re-Open, Re-Load map) for removing all old references (like InventorySpot2000) and for a future clean build.
bPreNavigAdHck	-	With this option used before starting to add PathNodes (MANUALLY !!!), we can tweak their properties until job is being done for making them able to fit in small spots where Editor can still link them but they doesn't fit there for placing - BIG CRAPS in SMALL holes. Their look in game is normal by default but.. we have new routes set. Requires Bot Pathing knowledge.
bBuildNavNetwork	-	Similar to command Paths Define used for Constructing Paths Net using current PathNodes.
bRemoveBullshit	-	It was pretty much „fascinating“ to see new „mappers“ using Commanders and player types added in map with no single purpose and neither any LOGIC. This command will find these useless actors and perform their removal.
bRemoveMonsters	-	For some default match which might go messy with creatures added in map, this option will remove all Pawns.
bCullTextures	-	This operates similar to command Texture Cull , but without writing it in Console after ending mapping work.
bTweakMHMovers	bTweakMoverGroup Is adding a Group for some Movers - requires restart/reload and activating new Groups created. bDoPawnOpenMover Makes Movers Accessible by any Pawn except Mission Critical ones with bTriggerOnceOnly set. bBadTrgMoverFix Some Mission related Movers are set TriggerControl creating dumb errors when are linked with Dispatchers and other stuff, a mess which we can fix, AND MAYBE FINALLY LEARNING THESE AFTER 20 YEARS... bNoGrabMoverCheat Cannot be something more annoying than looking at a Bot or a Player opening a critical door without to do the job in cause first - by CHEATING, lol, originally USELESS added by Epic :eye poking:	Used in MH Maps and doing what default mutators are doing with movers and even more... Ideas of messing up maps are a lot so this is fine tuning not an entire fix.
bTweakMHFactory	bChkMHFactAttack This Factory can work as a Trigger (if you don't have a clue about this feature), while Factory can be touched nasty by a monster - the rest of items spawned are pushed in combat against another maybe the same monster type - lousy battling - by using this, we make a factory to get a start only by Player types, preventing monsters to do a mess.	Some mappers think that Monster is Bot or such brain-sh!t so we have badly messed up settigs. We are about to solve all 2 stock Factories screwed with a normal setup... Enhacements might be welcomed...
bXCPostNavHck		Simple feature that can recover Inventories lost from their InventorySpots after repeated using XC_PathBuilder which seems to mess them up after a second XC type paths build - This is part of XC_Engine if you have heard of it... Hint ! By using this feature even if everything is normal you can restore cylinder collisions for items which were screwed as another option.

bBoostAmmo3X	-	Discarding regenerators „rule“, this map might have a game play as it is, however, because stuff for MH battling might be a lot, ammo from map might have a 3X load and 3 times faster default RespawnTime (if you know what the heck is about, if not - read mapping tutorials !!! And learn stupid stuff after years of doing TRASH)
bReplaceActor	ReplaceType Typing Actor's Class Name exactly, and Editor will complete it... Actor that needs replaced. WithType Using a class from a package previously loaded typing class name, also Editor will complete entire class definition for Actor used as replacement for above one.	Wheew ! Self explanatory... This is able to replace something from map with another thing (that has to be loaded first in Editor !!!). As a sample, we can replace a nasty PupaeWarrior having sh!t errors with a default one letting admins to do the usual server tuning.
bSPawnTweaks	MaxHealthAllowed Separate feature for removing 4,000,000 Health from whatever Dinosaur from whatever sh!t mapping idea. Must specify value or else it will cap to 100,000 by default.	This is pointed to ScriptedPawn types - monsters. In random moments of checking stuff, you'll find craps done at monster properties, might be hard to check each monster one by one. These settings might go very unhealthy for a game-server. You can adjust a few of them (or more).
bNoRotateWeapon	ChangedRespawn As an add-on, we can define RespawnTime for weapons, visible when server/game is being set with bWeaponStay False - no gonna explain 2 pages what is about...	Pretty useful for mapper who wants Weapons to stay without rotating. Some of those turds were screwing up things making mutators to get messy and even the game-play, because they have no clue about Editor and UScript anyway.

Setup for Editor:

U File goes to **System** folder, bmp icon file goes to **editorres** Folder from System (inside UT game used for modding). After these file handling operations proceed to edit **UnrealTournament.ini** file (default install). We have to find Section involving **EditPackages**, and adding after all those definitions a new one:

EditPackages=MapGarbage

like in this sample fragment:

```

EditPackages=TarquinBrushBuilders
EditPackages=RahnemBrushBuilders
EditPackages=DavesBrushBuilders
EditPackages=ExtendedBuilders
EditPackages=XC_Engine
EditPackages=MapPurger
EditPackages=MapGarbage

```

That's all, if your Editor is not badly screwed, you might see icon involved for working with new builder - yes, this is a custom so called BrushBuilder but it doesn't do any Brush Building.

Post Notes:

Note 1): Advanced mappers probably doesn't need such tool.

Note 2): If you feel one of those mappers doing trash - it's not my problem - it's YOURS;

Note 3): For uninstalling process, follow Installing steps in reverse.

Notes 4): Copyrights - All time I was „fascinated“ about some Copyrights for an utter GARBAGE called Map Editor aka whatever Map Editing appp. For me that is a toilette type application but it's needed in mapping - :/.

Given some said MapPurger done by Gizzy I was doing a similar thing for my needs - and here it is, because I was reading about some ReplaceActor feature mentioned in a description (FALSE Information) but which it never existed... but coding solution is similar.

Note 5): Enhancements and adds - Edit this tool and use it as you like...

Note 6): Some Update might come as needed - it won't mismatch nothing. This is a tool for Editing Maps, not for Servers/Players so I'm not gonna spread 100 builder types because are not needed multiple builders but a single advanced one is always welcomed.

Note 7): After more days of break post surgery and taking some pills for preventing infections, I think I can finally drink a beer.