

Target: DeathMatch game_type for ~~Unreal~~ Tournament

Action: After pointing a "HOM" effect coming from some old map, it was tackled by "Diablo" for recreating another map - not a bad idea but... There are eternal issues with PathNodes due to original design which... it seems like not everyone is understanding what connected problems are showing up in ramp routes.

Edit Operations:

Using mutator [XC_PathMaker](#)
for unpacking PathNodes on the right "height" WHERE PAWN CAN REACH safely. Completing extra-needs, and destroying Paths that are going through colliding decorations which were a bit adjusted too...

Items were a bit touched, rotations, etc.

Moved UDamage upper from preventing to grant advantage to a closer player.

Main Terrain base is now SEMI-SOLID.

Created and added ScreenShot.

Imported and set some Music.

Deleted all "Hom Fix" including what was added in spot.

Reworked SkyBox and lightning - cubes are not having any match in this environment.

Added some zones against "refugees", and triggers... No, they don't lag anything.

The rest of mystical "problems" I will ignore up to the end of current century.

Explanations for myths destruction:

PlayerStarts and InventorySpots are main Points and used even in routing and movement with a high success rate. When PathNodes are placed in similar way - using even a "helper" for this task, it's not like we suddenly need to pull them upper (even 1.1 UU it's completely irrelevant) because of something... that was designed for BIG PAWNS not Bots - None of PlayerStarts and/or InventorySpots it's being reported too low - funky stuff... Can you get these after all ? I won't count on that. A QueenDest point used elsewhere and placed normally on a flat surface it's... goooooood... Suuuure ! Dream on... In initial version was a "PathNode17" doing funky moves - NOT reported...

The Build:

Geometry created by Editor from UT Patch469c - NORMAL.

Paths have been created by **XC_EditorAdds** builder plugin.

Flushing debris data and "Uber Jumps" have been destroyed by **XC_PathsWorker**.

Extra CleanUp has been performed by **XC_EditorAdds** (Actors list, useless Textures) from **XC_Engine v24**.