

MH map: **MH-Cantilever_UTremix_V2**
ut.exe: v469e RC8

Description: MH-map (UnrealTournament remix)
Players: 4
Mapper: Nobody(NBD)
Editor(s) used: UnrealED 2.2
Date: July 2025 (version V0)

unr: date/CRC64: /2025-08-02/04-19/ CRC64: BD0BD29A99822B19 (version V2)

Package contents (7z, size 3,56 Mb):

MH-Cantilever_UTremix_V2.unr

MH-Cantilever_UTremix_V2_read_me.pdf

Special thanks to:

=Serious Barbie=- for custom actors, support, glitch reports, suggestions, fixes.

=Buggie= for MapChecker + XVehicles + UED buttons.

-DarkSniper aka Browndl for concrete textures.

-Porglezomp for Quake map "Cantilever" which serve as the basis for the UT remix

Important notes:

1) Dependencies:

SBBeepTriggerV1.u
SBCounterV5.u
SBTriggerableSpawnPointV0.u
olextras.u
DC-Pawns2.u
SBPropertyChangerV2.u
SBInvulnerabilityV3.u
SBRetriggerableCreatureFactoryV4.u
SBHealingGunV3.u
AAA_ElectroStaticV2_LS.u

+ All SB-stuff download: <https://utstuff.barbies.world/>

+ MyLevel_EndGameTrigger = kindly provided by Serious Barbie

+ default UT actors, texture and sound/music packs

+ customised MyLevel textures and monsters

2) Group browser entries:

+ TRUE

3) Features (+) or Known glitches (-):

+ **set HeavyXloc= TRUE**

+ **set Double Jump=FALSE**

+ secrets= TRUE (group „secret“)

- rocket launcher can shoot grenades thought BlockAll (UT glitch)

- bot support – not available

- MapChecker:

ScriptLog: Texture 'MyLevel.Main.ArenaTex' not found

4) Change-log (significant changes in green):

~~MH-Cantilever_UTremix_V0obsolete~~

~~MH-Cantilever_UTremix_V1obsolete~~

MH-Cantilever_UTremix_V2.....this unr file (fixing a minor issues, MHEND radius, inventory spawn, naming textures)

5) The statements:

The map layout:

The layout of the UT remix based on Quake map

Quake Map:

Cantilever

Author:

Porglezomp

Quake Mod:

Quake Brutalist Jam 1 (2022)

Over two and a half weeks, creators new and veteran created maps centered around concrete and brutalist architecture.

Link:

<https://www.slipseer.com/index.php?resources/quake-brutalist-jam.126/>

Screenshot:

https://www.slipseer.com/index.php?attachments/qbj_porglezomp-jpg.1435/

https://i.ytimg.com/vi/GFp8TEff_Rw/maxresdefault.jpg

https://i.ytimg.com/vi/0grkc_EkOtg/maxresdefault.jpg

Play-through: 06:06 <https://www.youtube.com/watch?v=hpVxQD4s9Jk>

/ Quake Singleplayer - Quake Brutalist Jam - Cantilever (qbj_porglezomp) /

Concrete textures:

MyLevelTextures

UT99 Map:

DM-DSHE0437-5439

UT99 Map:

DM-DSWaterTreatment1565

UT99 Map:

DM-DSRooftopRumble

Author:

David-DarkSniper-Brown

Concrete textures:

MyLevelTextures

UT99 Map:

DM-Erase-UT4

Author:

Edit by Niver

Actors:

ScriptedPawns

UT99 Map:

MH-JfF-Dalkove+SMod

Author:

Originally Shaddy, modded by SeriousBarbie

Link/download:

[https://utstuff.barbies.world/maps/MH-JfF-Dalkove/MH-JfF-](https://utstuff.barbies.world/maps/MH-JfF-Dalkove/MH-JfF-Dalkove+SMod.7z)

[Dalkove+SMod.7z](https://utstuff.barbies.world/maps/MH-JfF-Dalkove/MH-JfF-Dalkove+SMod.7z)

Actor class:

“UnlockNotify” and “UnlockInventory”

UT99 Map:

MH-ArrivalSEv1

Author:

KJ Olson aka MoUth4WaR

.... and probably some MylevelActors I have already forgotten.

[UnlockNotify.uc](#), [EndGameTrigger.uc](#), [FixCams.uc](#), [NOFFZombie.uc](#), [PlayerTeleporter.uc](#),

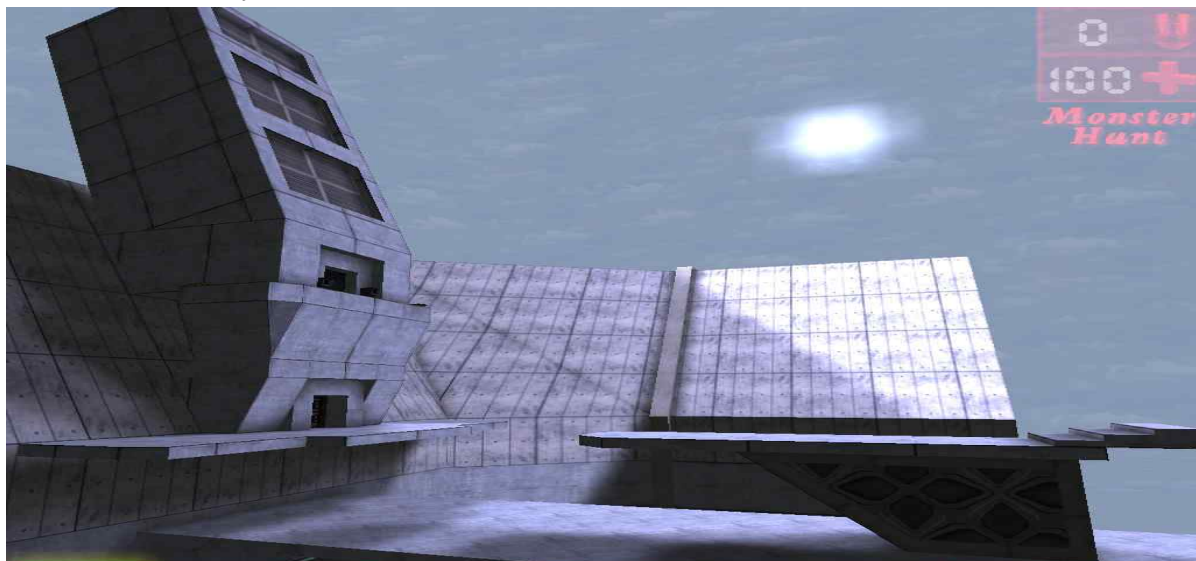
[SpectatorCamFix.uc](#), [UnlockInventory.uc](#)

=====

6) PICS section:

=====

How it started, early UT sketch.



Quake version and UnrealTournament remix



Quake version and UnrealTournament remix





=====
Copyright / Permissions: This level is © 2025, by the author.

You may use this level as a base to build additional levels. Authors ARE WELCOME TO use this level as a base to build additional levels without explicit permission from the Original Author, provided you include this file and credit me somewhere.

You are not allowed to commercially exploit this level without the author(s) explicit consent.

You may distribute this level through any electronic medium, as long as you do not charge any type of fee. You must also attach this text file with the level.

UNREAL TOURNAMENT (c)1999 Epic Megagames, Inc. All Rights Reserved. Distributed by GT Interactive Software, Inc. under license. UNREAL TOURNAMENT and the UNREAL TOURNAMENT logo are registered trademarks of Epic Megagames, Inc. All other trademarks and trade names are properties of their respective owners.

=====
- finito -