CTFM-UTDMW-4by4_rS735.unr

EDIT INFORMATION

Target: Custom MultiCTF game-type for Unreal Tournament

Action:
A "Bot Pathing" request has been demanded, because map was somehow bad at pathing subject, I tackled the subject for a bit of editing and "Clean-Up".
Initial source Map-file was CTFM-UTDMW-4by4.unr, having checksum as follows:
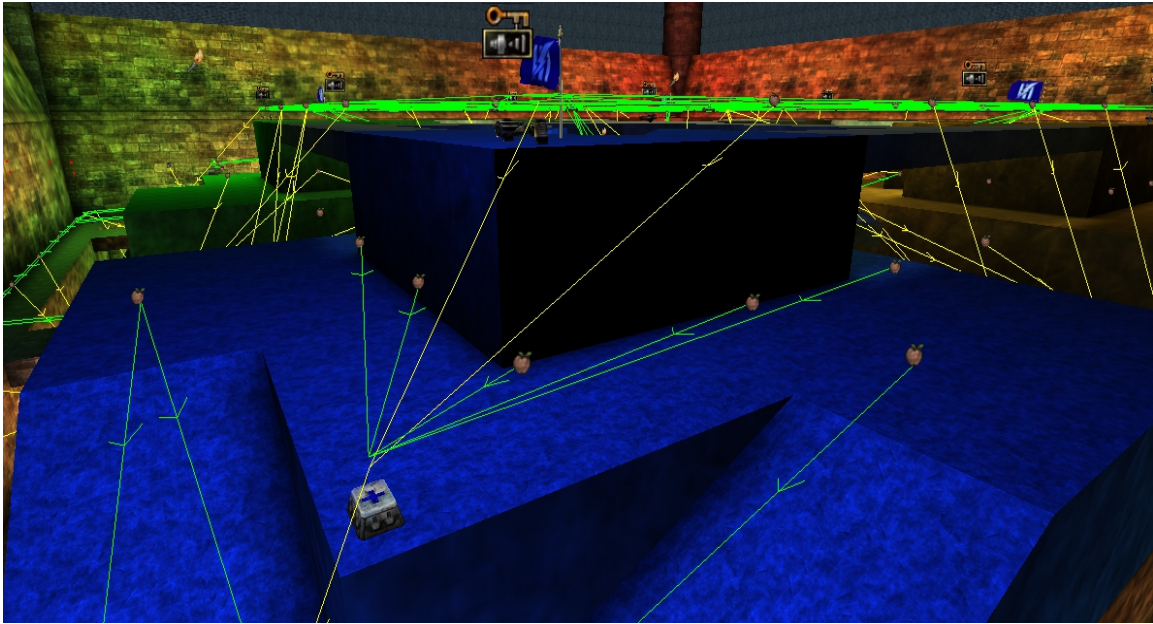
CRC-32: 63a47843
MD4: f51c2df0d544f2a0f372412f582a8373
MD5: c8c99bd18110066a8937a2de91efa7f2
SHA-1: 7ec5f97661e454d67b832666fd6cc46c371b8513

Edit Operations:
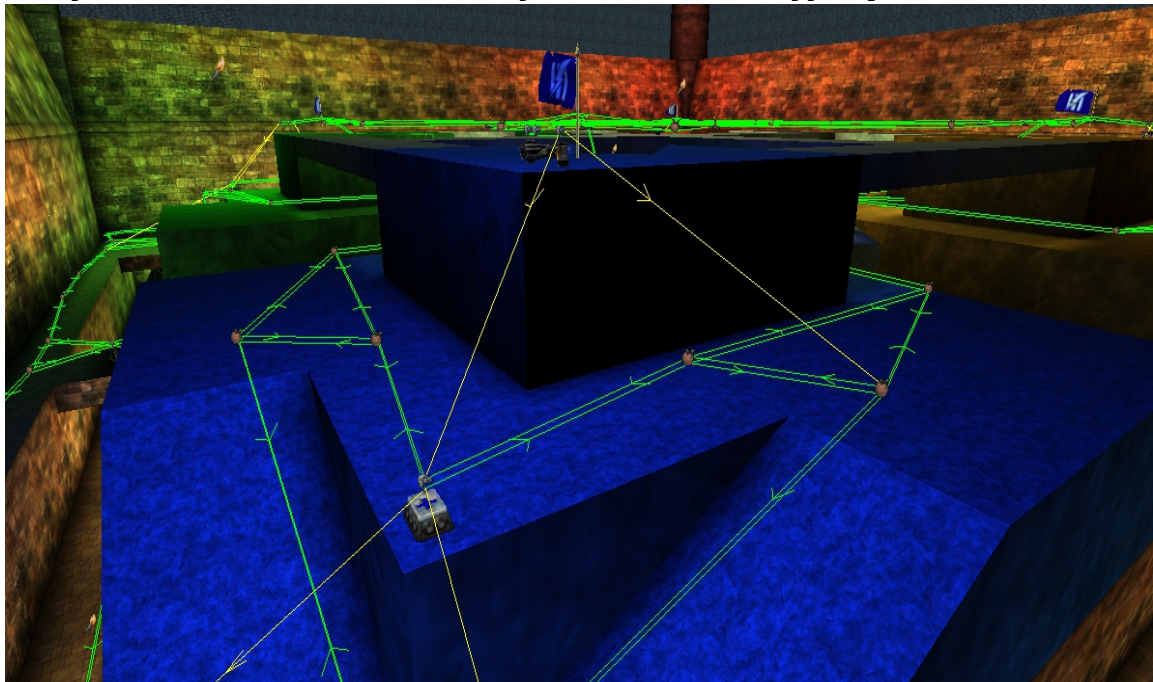Removing all current Paths (from ledges and from air).

Deleting junk data (red complex builder).
Extra CleanUp of other useless data.
Adding PathNodes.
Executing Paths using XC_PathsBuilder from XC_Engine v24. Cleaning buggers with XC_PathsWorker.
Cleaning null data after demolishing more or less bugged paths.

Apps/Tools used for such a non-standard editing:
- Editor from UT 436 with XC_EditorAdds version 24;
- PathsBuilder from above mentioned builder;
- XC_PathsWorker for a bit of maintenance and paths tweaking;
- MapGarbage for various checks and other moves.