M_Arena

aka
MonsterArenaFix Mutator v1.00

Description:
Mutator for original MonsterHuntArena coming with public package released as MonsterHunt v5.03 used in UT99.

Explanations:
MonsterHuntArena did not get to much popularity as long as it was doing sucks. Any guy with a sane mind will not run that spam for loading LOG files. Else game is not interesting for some people on purpose: Kill that Boss for ending Game and watch out to the Boss's Servants around.
Given fore-mentioned reasons, we even can see Monster Arena maps really rammed, only a few total noobs and clueless in game setup were mooing with some "maps" prefix being the same "MA".
Aside, if we want to play those few MA maps and having only default package errors and removing a mountain or errors coming based on bad game default properties/options, we can use a small mutator like this for a bit of tuning and smoothing it mainly (not completely because controller is other sort of trash but more acceptable... sometimes not).
Mutator might develop an INI file in order to do configure a check if our Boss monster is linked or not with End. We have examples of MA which don't work. They cannot be ended. Ini file will have content:

```
[M_Arena.M_Arena]
bCheckBossLink=True
```

You can trigger an automated INI generation by using **Preferences** console command and accessing **Advanced Menu**:
Open Console (using usually Tilde key ~)

XConsole - Extended System Console 3.5.0rc64 - xconsole@unrealize.co.uk

| **Team Options** | Console | Logging | Keys | Admin | Server | LeagueAS | UTDC 2 | Demo | Custom | Custom 2 | IRC |

TS Name:	Gold	Chat Name:	Green	Your Team:	Red
TS Location:	Light Blue	Chat Msg:	Light Green	Spec/Play:	Spectate
TS Message:	Gold	Kills:	Red	View:	3rd Person

Sektor2111

```
**********************************************
* XConsole Extended System Console 3.5.0rc64
* Type ? For Help
**********************************************

> preferences
```

Command

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Use the Game menu to start a new game.

Input command **Preferences,** new Window should pop up:
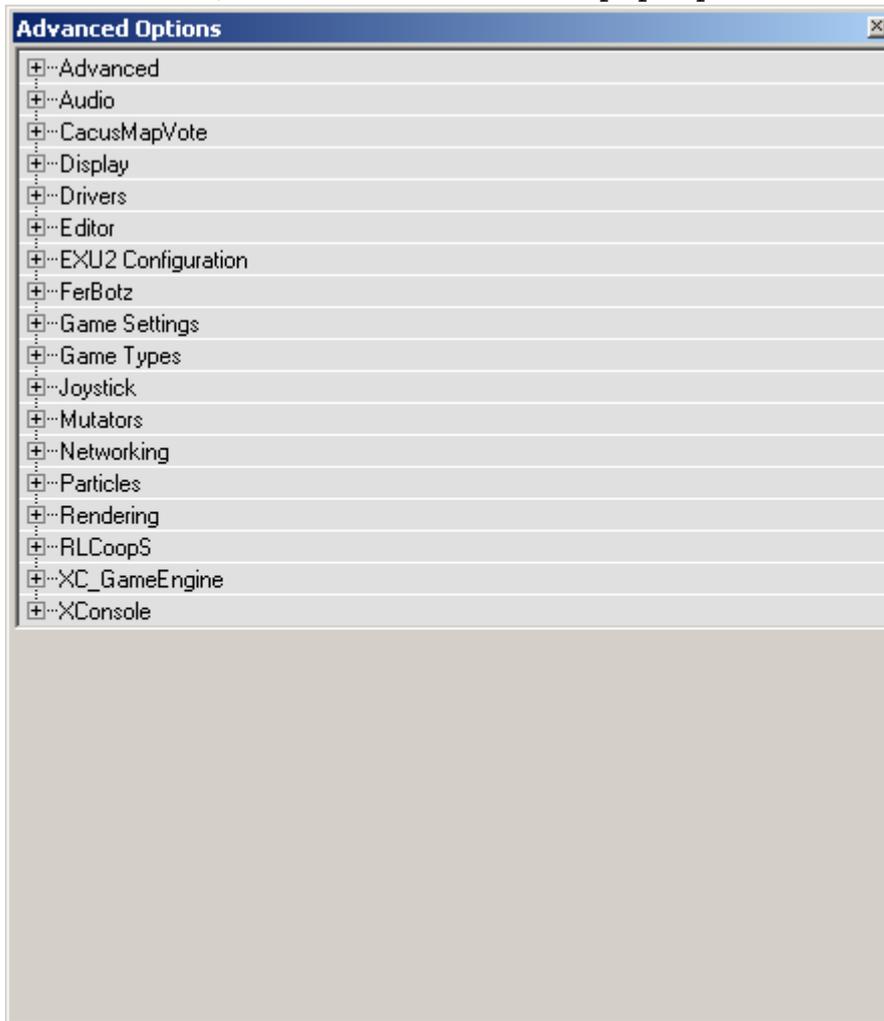
Look for **Mutators** item and do expand it:
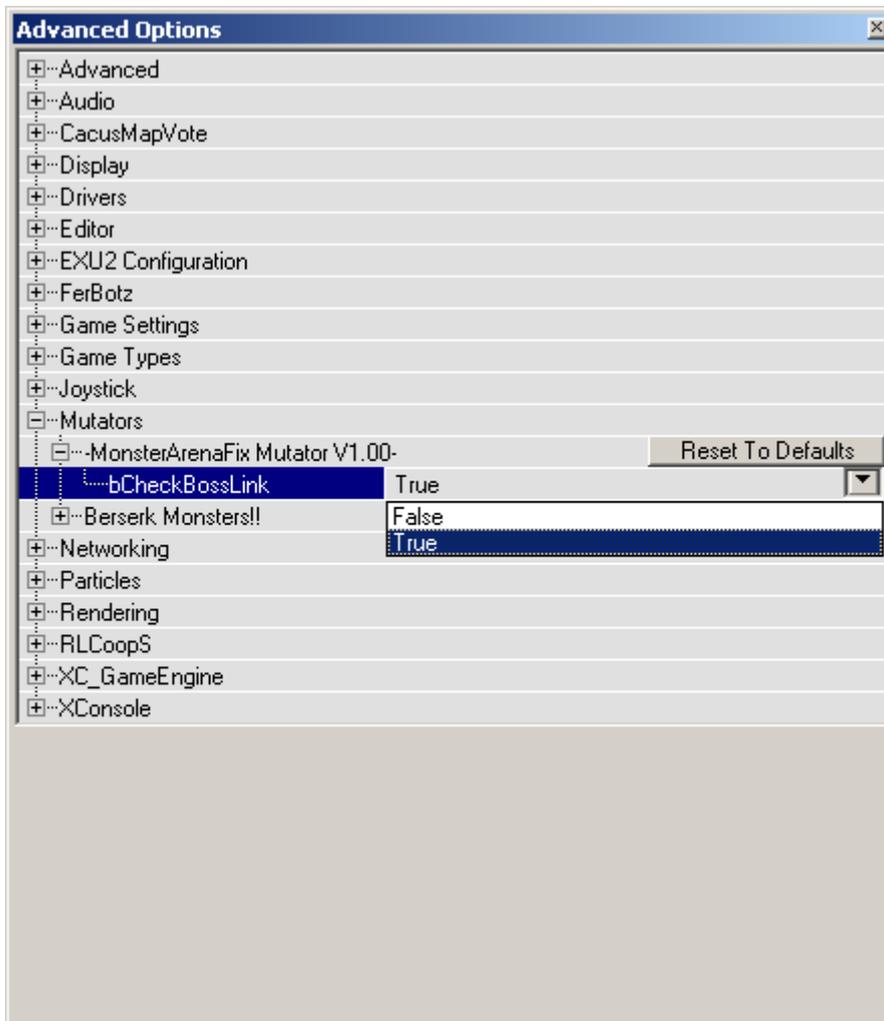
Expand Mutator as shown above and select boolean bCheckBossLink to True. All right, now do close that Advanced Options Window.
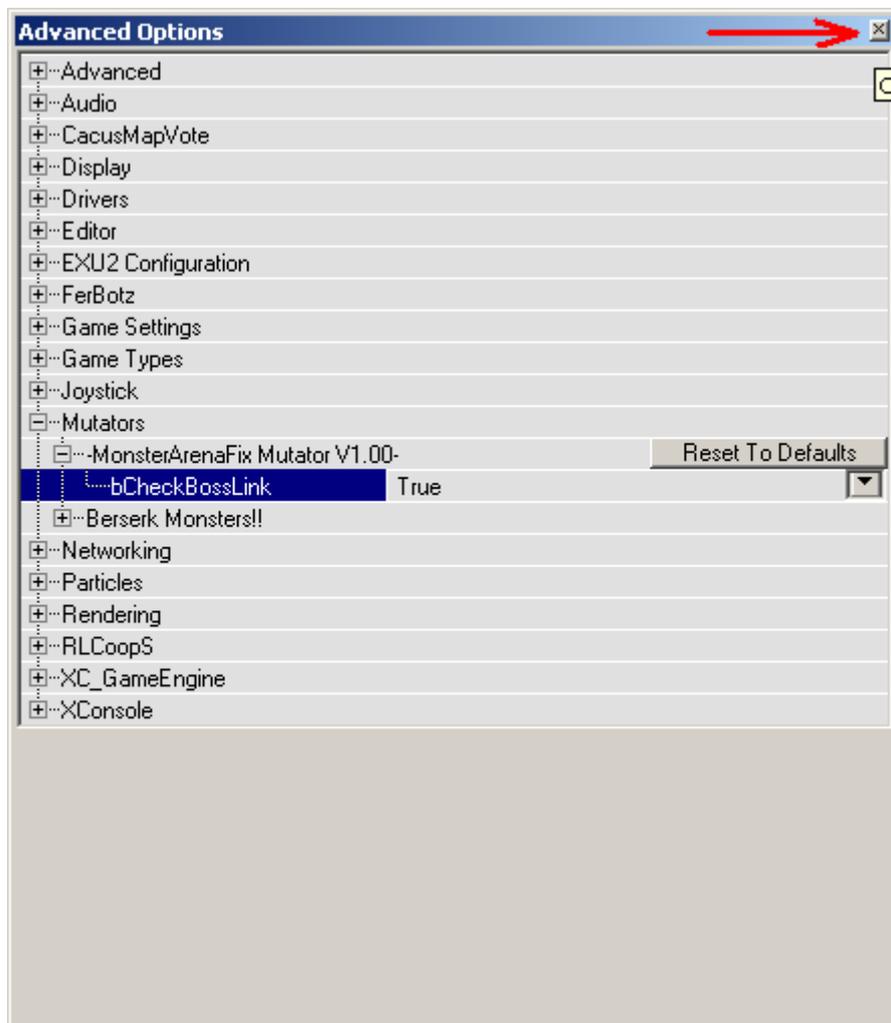
You can even close the game and do a check if file M_Arena.ini has been generated automatically in your System folder from UT.

For servers, mutator can be called from MapVote(whatever) using:

M_Arena.M_Arena

It **doesn't** require mentioning it in **ServerPackages** as longs as it is an authoritative thing.

The rest: (future needs ?)
Some maps supports bringing up Bot Support by moving End into a reachable position and then Bot will roam around End (presuming the Boss is there). Else we can setup MonsterWayPoints based on placement name where some noob mapper was leaving all of them Position 1 - an utter nonsense.
Also these are doable by anyone as long as Source-Code has been added in current archive.