

# CTF-300K-I-C-U\_R2020

- a map for CTFGame from UT'99 -  
cleanup demo version  
of CTF-300k-I-C-U

## Editing Notes:

The changes made to this map have several purposes as follows:

#1 Navigation paths around flags confuse Bots a bit when they don't have a high difficulty level - they don't fit the context for any difficulty level used.

#2 The level of knowledge and tools available in 2020 make it possible for such a map that aimed at a reduced file size to be now even smaller. Not only does the removal of brushes make it smaller, but we also have a gain due to the reduction in the number of navigation specifications and the optimization of routes. All the paths leading to the top that no one would have ever walked were removed, and many paths created in the same place were removed. To imagine the percentage, we initially had 838 navigation specifications that were reduced to 290 (friends are calling them **reachSpecs**) - perhaps machines from now days are not even doing any effort in processing navigation in such a simplified network case. Other data that was less useful was also removed. Here I also reduced/destroyed **Red Builder** Template brush. Some Editor commands aren't really well documented (source-code is not published in public and then...), others are just no longer operational in newer UTv469 - these modifications and the reason for changing well working assets from Editor is escaping me... and then, we still have to use more than one Editor for a cleaned map but, it's doable.

## Original doc notes:

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CTF-300K-I-C-U  
by Rob 'FraGnBraG' Burns  
ReadMe File for Unreal Tournament  
Release Date: Jan 4, 2014  
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TITLE: CTF-300K-I-C-U  
Filename: CTF-300K-I-C-U.zip  
Version: 1.00  
Player load: 8-10 players (best with teams of 5)  
Last Update: Jan 4, 2014  
Author: Rob 'FraGnBraG' Burns  
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### IMPORTANT NOTES:

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INTENDED UT RENDERING DRIVER :  
OpenGL (UTGLR28) or LATER version

INTENDED UT BRIGHTNESS SETTING : 5/10  
(Press "F11" key when in-game).

eMail Address: fragnbrag@gmail.com

Website (lots of maps): <https://sites.google.com/site/fragnbrag/>

### DESCRIPTION:

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Quick CTF map for Blito3 2014 300K contest...

Not exactly a terribly original idea (using a warpzone to see the other base looking in from the top) but wth, i figured i'd make one. It's a bit fuggly and blocky and of course full of lava but can be a challenge with 9 masterfuls.

BOTs are a bit dumb in this one - they do cap but do not understand how to jump or shoot through the warpzone (like humans would) so the team with the human SHOULD always win. Humans vs humans i suspect could be quite difficult because they will shoot "UP" at the FC, who is always in sight.

Hope you enjoy the map  
Cheers  
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#### CREDITS:

Thanks to Tomcat112 for the play testing and suggestions...

Thanks to Blito3 for having the 2014 300k contest :)

#### Play Information

Game: Unreal Tournament  
Game Type: CTF  
Botmatch: Yes  
Single Player: No  
Teampplay: Yes  
Difficulty Settings: Only For Bots  
New Textures: No  
New Sounds: No  
New Music: No  
Mods: No  
Mutators: No

# of Players: 8-10.

I recommend teams of 5 Masterful+ bots.

#### Inventory

2 Shock, 4 Rockets, 2 Flak, 2 Sniper, 2 Pulse\*\*\*, 2 MiniGun\*\*\*

Note \*\*\* Pulse and Minigun won't shoot through the warpzones

#### Construction

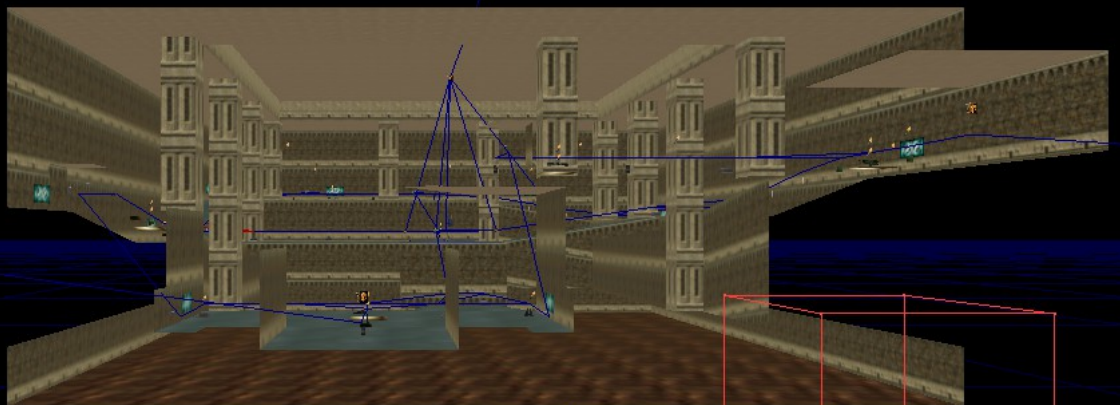
Base: Original Map

Build Time: 6 hours including testing and tweaking.

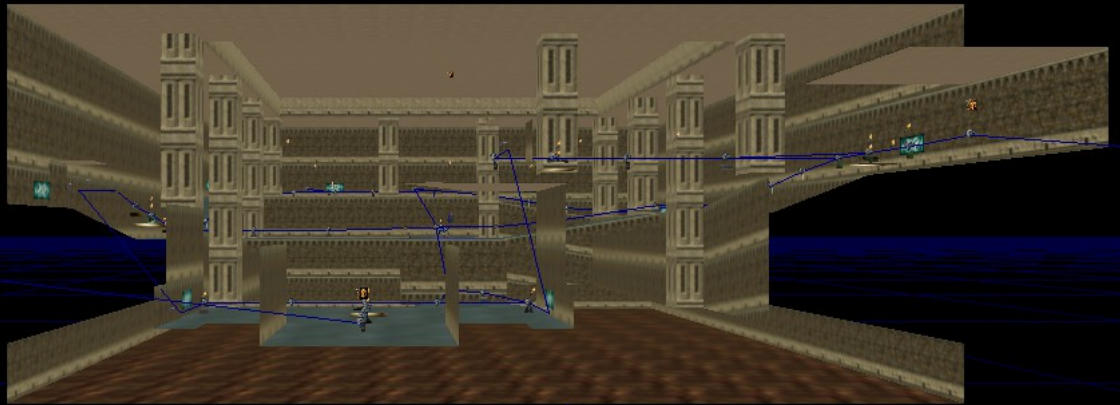
#### Completions:

- PulseGun can fire through warps but only Primary Fire;
- MasterFull Bots were mainly capable to handle those combos around flags not really in all Skill Level - I'm not using such restrictions;

This is what it was in original map:



And this is a more cleaned one - perhaps it can be even more clean.



#### **The Cast (or Credits):**

**FraGnBraG** - mapper participant at 300k mapping contest - original author;

**Blito3** - contest organizer;

**Shade** - admin of UT99.org forum, hosting such contests which in the past were awesome, okay, okay, except those 24H 48H rushing UNR files "mapping contests". In 48 hours you cannot do a well designed, well tested and well pathed map in any way. To me those were a waste of time without great results.

**Smirftsch** - excuse me, but UGold227, U227 has many things which Epic have forgot to implement - including capability to manipulate paths/reachSpecs - I used those things for deleting not needed bytes;

**Higor** - a reduced paths network might have as Base a network done with XC\_EditorAdds creating less reachSpecs and less junks inside map, invisible to mappers and causing less work later in adjusting paths - for this is my default Paths building tool and NOT Goblin;

**Epic** - UT'99 Game is their creation;

... - more people are involved after all and this doc perhaps should have a decent size...

#### **Usage Notes:**

If this map is used in servers, it would be recommended to use plugins to increase the relevance of creatures and players because warp areas are not the most brilliantly coded and they are not really matching relevance rules and internal resources-savers from the same Game-Engine. Advanced users and admins ca figure what is about at random.

For anything that appears uncomfortable in edited version, you can use original one, this is not a must-have in end.