

**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... goooood... 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**.