

CTF-NRMC-Gravitation_rS1508
EDIT OF MAP CTF-NRMC-GRAVITATION
by fudgonaut

Target: CTFGame game_type for Unreal Tournament

Action: A request has been asked at UT99.ORG concerning access at ShieldBelt -

Quote

... **Bots are not going to get the belt**

/Quote

Edit Operations:

Here weren't needed more changes as long as this map was generally mastered well in any subject.

However, some Target swJumpPads have been lowered Post-Pathing because Bots were still trying to reach at them and failing.

Routing around said ShieldBelt(s) has been modified in some One-Way format in order to gain a main route over platform and taking shield based on initial edit request.

Paths-Network has been build using **Editor** for **Unreal Tournament**. Because Editor's DevPath might do funky useless paths out of Network, these "forgotten" paths have been added back in their places with **XC_PathsWorker** - a builder written for paths corrections and adds.

After probing all possible Bot Goals, several items have been linked manually with prior mentioned XC builder because those jumps are clearly possible but Editor has a different opinion - Goblin it's just dumb as it is getting used to be.

Extra useless data usually hosted in maps without any purpose was also purged. Here it's about:

- Internal chained data from Paths-Network behind testing process;
- All PrunedPaths - I did not see any map with problems because it doesn't include these junks;
- Tags used by Brushes - Useless in run-time;
- OldLocation vector data stored in every single actor;
- Poly Data from **Red Brush** (builder).