

Proper \*.NOD files are required for NPCs to find paths. Without those files AI would be super dumb. The problem is that PS2 HL can't directly use PC HL \*.NOD files as it leads to crash. If you just remove those files PS2 HL would say "Node graph out of date, rebuilding ..." but it is a lie and in the end AI would be left without proper node graph and thus would be super dumb. For example, if objective is behind the corner NPC would never find a way to it and would be stuck forever.

Structure of \*.NOD files on PC and PS2 is absolutely similar as shown on Fig.1.

Field:	Size (bytes):
Version (should be 16)	4
CGraph	8396
CNodes	88 – PC, 96 – PS2 * nodes count
CLinks	24 * links count
Dist Info	16 * nodes count
Routes	1 * routes count
Hashes	2 * hashes count

**Fig. 1 – General structure of \*.NOD file**

But the catch is that CNode entries are bigger by 8 bytes. I haven't found the purpose of those but what I found out that in the most cases they are: 0x00, 0x00, 0x00, 0x00, 0x07, 0x08, 0x00, 0x00. Setting extra bytes to those values worked just fine for me.