
Subject: Re: Co-op Mode

Posted by [Spetz5](#) on Wed, 01 Mar 2006 00:24:48 GMT

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I loaded the M05 map directly from the Level edit program, I didn't load the saved file because it was too much work deleting, also, I gave all the Nod bot's the script "M03_Base_Patrol" and also gave them the waypath ID. It is also strange because if I get near where they start, and shoot, they will all run towards me (they know where all the walls and stuff are) but will stop at the location I shot from.

And Temping files doesn't work in server side...or does it? Would I have to put Objects.ddb and rename to Objects.aow for temped stuff to work? Because all the bot spawners in Level edit are all infinite spawns, which I don't want.
