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Subject: Re: Info: [MC] Clan -- [Mission Coop] Clan  
Posted by [TNaismith](#) on Sat, 01 Aug 2009 05:27:55 GMT  
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<http://www.renz0r.com/forum/forumdisplay.php?f=251>

Last update on December 4th, 2009  
Latest [MC] Clan News

December 4th, 2009

Many things to Enjoy!

Since the last news update about 3 months ago, there are a lot of amazing things that have been done in the realm of Coop. First off, the Renz0r community has merged into the Exodus community. With this change came a host of new opportunities and doors to open. The modification crew of Coop for Renz0r (Mainly Zorid, alongside Reckneya and Reaver11), joined forces with the Exodus staff to amp up and upgrade the servers being brought over from Renz0r to the hosting services of Exodus. The Coop server received a generous upgrade from an older CoopBeta version released by Zunnie to the most recent version called CoopBeta3.0. With this new Coop version, a host of new changes to the maps alone came along with it, but what has also happened is that new server-side features have been implemented as well. Through the excellent scripting abilities Renz0r founder Reckneya possesses, an improved sound system has been added that gives that extra touch of realism when the beginning of a map fires up. Zorid, clan-leader of [MC], and also lead Coop-designer inside the Exodus community, has been able to also fix a number of bugs and glitches throughout all the rotation maps. It's a 'hacky' way of fixing it, but Zorid has been doing his best to fix what he can, while also maintaining a personal motivation to continue work on his own personal Coop projects.

That's right folks. With the amazing work done by Zorid, a fully playable, and immensely fun, action-packed Coop mission for M06 has been released for hosting on the Exodus Coop Server. Already about one month into it's release, this map is the first ever home-made Coop map made inside the Exodus community by the old Renz0r team. Zorid, creator of this map, has put heart and soul into making it fun, engaging, and as free from unnecessary bugs/glitches or exploits. Also, the map builds upon the success of the other maps in the rotation, while being the first to actually have objectives that dynamically progress as players complete them. No longer will you have to worry about being back-stabbed by AI Bots that you already steamrolled after clearing a certain area -- once you finish an objective area, that area will stay cleared. The map also encourages a deep emphasis for close knit-teamwork and cooperation. Years of veteran experience playing on the Coop server has given Zorid the insight to understand the workings of Cooperative gameplay and how it can be translated into effective missions and maps. M06 has been quoted by players as one of their favorite maps currently on the server, and it has the gameplay to back that up. Come out and try M06 today, with the addition of this being

home-made, we also have the ability to quickly make bugfixes or changes to the map where needed. Zorid has the actual files that can alter the map right away, and this is one of the sole reasons why there has already been a large number of bugfixes and updates already released onto the server. M06 is already quite different from when it was first released onto the server, and we can only expect it to get better as time moves on.

In addition, one of the first Coop-Promo videos has been created and released by Reckneya. It features not only a stunning new logo for the Coop Server, but also a good look at the map M06 and what it offers players interested in taking part in Coop fun and gameplay. See it here: [\[Click Here: Mission-Coop Promo Movie - M06\]](#) This is a step forward for Coop, and the video itself is very excellently crafted and put together. We can only hope more videos like this will be shared by players whom participate regularly in the server.

Lastly, a huge welcome to two recent new teammates to the clan; ReKoil and dragon27. Both have proved over the duration of their application that they have the passion, drive, and understanding of Cooperative fun that all of us at [MC] Clan enjoy and strive for. Welcome aboard you two. ReKoil has also written a magnificent fan-fiction story surrounding the actions of [MC] Clan in a stunning, never-before-seen perspective of Coop gameplay. If you can stand reading large amounts of text, you'll even find that he has included diagrams and maps that complement the story. For a simple fan-fiction writing, ReKoil's story is something of a very passionate and dedicated feat. You can read it here: [\[Click Here: \[MC\] Story - Operation Oblivious\]](#)

Many good tidings to all of you who are fans and happy players of Coop. If you wish to get in touch with [MC] Clan, you can always visit us at our forums, or you can go to the Exodus Community website and look for the 'Coop Server' forum under the 'Renegade' section. We always look forward to meeting, chatting, and playing alongside other friendly people that have the same passion for Coop that we do. Take care of yourself as the holidays and new year draw closer! ^.^

[MC] Clan Forums  
Exodus Gaming -- Coop Server Forum

~TNaismith  
[MC] Clan Member  
Coop Gamer Enthusiast

July 24th, 2009

The Future is Bright

[MC] Clan is further expanding our horizons and borders as we begin to seriously delve into the possibilities of Coop Modding, a concept that uses tools for Renegade to potentially create new maps, and missions for the world of Coop. Though there is nothing official to reveal, there is work and small previews of what is happening behind the scenes at [MC] Clan. Our Clan-Leader Zorid has learned and mastered several advanced techniques of scripting in Renegade, and he is on the way to creating fantastical new maps that will play out Coop Missions like never before.

To say that this was done alone would be a deep misconduct to the many people whom have given foundation, roots, and inspiration to the endeavors in Coop-Gameplay we see today. Many thanks to Zunnie for providing one of the first options to host online Coop servers via his original work from a long time ago. A thanks to the Renz0r-Gaming community for hosting Mission-Coop, their own Coop server, which in turn allowed the [MC] Clan to come to fruition. Further thanks extends to the many individuals across the saga, time and space of Renegade that have made or contributed to the realm of Cooperative Gameplay, including servers mods, scripts, or just heart-warming support! If you haven't already heard, MP-Gaming staff/members have worked hard and are continuing progress on several new Coop Missions for Red Alert: A Path Beyond over at MP-Gaming.com. Coop is taking a fresh light and a new stand in the world, and the entire community within Renegade is one of the bright places for this.

Stay tuned for future information, and until we see you next time on a Coop Server, adieu. No Bot Stands a Chance.

~TNaismith  
[MC] Clan Member  
Coop Gamer Enthusiast

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