
Subject: Re: Game Modes in Coop
Posted by [TNaismith](#) on Sun, 16 Aug 2009 23:39:08 GMT
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Hi there everyone.

First, I apologize for making such a long bump to this topic, but there is something here that has caught my attention, and I would like to know if any modders of the Renegade community would be able to follow up on it.

If you look above, Ivan275 posted a message detailing the possible use of a script(s) that could potentially be used as 'Adaptive Difficulty' settings for online Renegade Coop servers.

I'm interested in finding out exactly how is this possible, and how a Level Editor modder like myself could apply this ability into creating new and advanced Coop Maps/Missions that incorporate this kind of 'Adaptive Difficulty'. It would be a strong improvement to the Coop Game mode I believe, as well as serving good use in the creation of new and upcoming maps/missions being worked on over at [MissionCoop] Clan, within the Renz0r-Gaming renegade community.

I have sent a private message to Ivan in case he ever checks the forums, but his profile says he hasn't been here since 2007. So I look to any of you guys in the modding community to help.

Is this script(s) he describes possible? Does it exist? Can it be used in Level Editor?

If anyone does happen to know how this works inside and out like the back of their hands, a tutorial with images would be an excellent way to explain. Of course, a simply reply works too.

I hope there might be person(s) out there that have knowledge of this and can help me learn how to use this in creating new Coop Maps/Missions.

Thank you,

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