

---

Subject: CO-OP maps

Posted by [Distrbd21](#) on Thu, 22 Oct 2009 21:35:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ok so i know there is a co-op stuff on game-maps.net.

but i'm trying to figure out how to make my own so, i load m13 in LE after running it through Level Redit and i put spawn points on it but

Some people spawn where i didn't put them, the bots are invincible but you get score points off them and kills.

how would i set up the single player maps to work on mp as if you would be in single player?

my other thing is can ssgm run co-op and reg maps without having 2 objects.gm files?

---