
Subject: Re: CO-OP maps

Posted by [TNaismith](#) on Fri, 23 Oct 2009 17:49:26 GMT

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That's fair enough advice George, but remember that everyone has to start somewhere. Given the amount of quite steep learning curves (in my opinion) of modding/scripting and using Level Edit in Renegade, I think Distrbd could even accomplish making one Coop-based map, it would be a great start.

That being said, if you plan to take Coop-Modding to a more specific and advanced level in the future (Making it so you can actually host your map server-side for people to actually play, etc), then you will have to consider what George has said. St0rm has done an enormous amount of unique things with Coop and the singleplayer maps, and the Exodus Community with their Co-op server and modifications (A recent product of merge between Renz0r and Exodus), have quite a host of unique features about Co-op between the two themselves.

The questions you ask are slightly more advanced than I can offer solutions for, but here are a few things to consider:

- Are you sure your using a complete 'blank slate' version of the singleplayer maps to begin your work in LE? You'll have to usually delete all previous scripts/triggers/spawners, etc before starting your map from scratch -- especially if you somehow pulled it off straight from the singleplayer directory in your Renegade folder. Chance are there might be some scripts still attached to the map. Go to the box where you can see all the objects/presets that are currently present on your map. Go through each specific sub-category and delete presets that are leftovers from the singleplayer missions. This will give you a clean map to start building a Coop map from.
- For your spawners, check where you placed your bot spawners, and double check their 'aggressive' stats aren't too high. Usually if you place bots on high aggressive levels, before they even visually spawn, they'll be racing towards you on the map if they see you -- which results in them appearing to spawn a little farther than where you originally placed them in LE.
- If your bots are somehow invincible, again, check the settings on your bots. Make sure they have the settings so that they can be killed and damaged appropriately as you intend them to be. Almost all options relating to bots can be found in their preset settings. This is where you should be making your changes primarily
- To setup the singleplayer maps to in multiplayer like singleplayer maps, you will have to learn the different methods, scripts, and strategies to make objectives, bots, spawners, and scripts trigger in multiplayer that would look like the same way it happens in singleplayer. There are a lot of things that won't work in multiplayer that works in singleplayer, but there are many creative ways around it. It's best to just go ahead and try seeing what works vs what doesn't work. You'll get a better idea for what limitations/freedoms you have in LE. Or, you can try asking one of the experienced Coop Modders currently active. Wil0st0rm is in charge of St0rm, but I'm pretty sure he is busy with other things. There are a number of players from the St0rm community that have worked extensively with modding Renegade maps into Coop maps, and I think some of them do visit the renegadecommunity forums from time to time. Zunnie from MP-gaming is considered one of Coop gods, and is the person whom has been solely responsible for the CoopBeta .pkgs out

there on Game-Maps.net. Lastly, in more recent times, a new leader in Coop Modding has emerged, and that is a fellow named Zorid. He is the leader of [MC] Clan (A coop-gameplay based Renegade clan), and he has developed some amazing skills over the last year in modding maps for Coop in Renegade, and also being involved heavily with amping up Exodus' Coop Server over the last few weeks since the merge with Renz0r to Exodus. Contacting people with experience can get you pointed in the right direction.

That's all I have to offer. I'm a low-level amateur modder, so the advice I give you is only from my own experience and knowledge. I've learned quite a lot from trial and error, but I've also learned a lot from reading tutorials on renegadehelp.net, as well as being trained by Zorid himself while he has been working on his own set of Coop missions/maps.

Wish you the best of luck Distrbd. If your really interested in this, just go for it and see what you can do. If you makes mistakes, learn from 'em and just keep trying different things until you can get things working. If there is anything I have learned from my experience in Coop modding, or modding in any sense, it's that you gotta get down and dirty with it. You won't be learning anything unless you whip up LE, start fiddling around, and just start learning what works/doesn't work, and how you can get what does work to fit into your ideas for Coop missions/maps.

Good luck. If you really are interested in learning more about how to make Coop missions/maps using LE, definitely use renegadehelp.net first. Some great tutorials there that'll give you the basic understandings of what you can accomplish in LE. After that, experiment, and then try to specifically find help from some higher-level Coop Modders in the community.

Cheers,
~TNaismith
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Coop Gamer Enthusiast
