
Subject: Re: Multi Modded Map Loader?

Posted by [TNaismith](#) on Tue, 06 Apr 2010 12:31:26 GMT

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GEORGE ZIMMER wrote on Tue, 06 April 2010 03:15 This pretty much means you could make co-ops more dynamic.

If that's the case, I'm all for it. I like this idea.

reborn wrote on Tue, 06 April 2010 03:49 You could even start messing around with the source code to it so that you have the same coop map, with varying levels of difficulty if the team passes the map, then they progress to the next level of difficulty...

However, it's basic function would serve to allow server owners the ability to have several versions of modified maps in their server's rotation (be that mission maps or stock maps etc etc).

I especially like the sound of possibly finally achieving a somewhat dynamic difficulty system for the coop servers. So to clarify, are you planning to release a script of some sort, or an actual .pkg of your previous work from a long time ago -- to show others how the folder structure would work?

I'm not quite sure what your referring to. However I can assure you there will be interest in this, I know a few people that would be very glad to have something like this -- in fact there is a group/community working on a project right now that have just started on a coop/new mission map that is huge in terrain. They had plans to divide the map up, and I believe what you described would fit their project structure perfectly.

And to further clarify, if one wanted to have the 'same' versions of map on a server rotation, can't you just re-name each file, so that you could have something like; Map01_Part1, Map01_Part2, Map01_Part3...etc?

Lastly would the script/what your talking about work something like this;

- A) Players finish Map01_Part1_Easy
- B) Server takes script and triggers a higher difficulty map
- C) Players instead of advancing to Map01_Part2_Easy, advance(load) Map01_Part2_Hard

Forgive me if I'm asking questions that seem obvious to answer.
