Subject: Mountain Ambush -- A TNaismith Release
Posted by TNaismith on Sun, 12 Sep 2010 07:45:11 GMT

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I released this back in March 2010 of this year on the clan forums for [Mission Coop] clan. Posting it here for anyone remotely interested or maybe just wants to have a quick 5-10 minute round of fun playing the map, then putting it into the 'early retirement' folder of your computer.

Original release topic: Here, at the [Mission Coop] Clan forums
What is Co-Op?: Co-Optimus' Definition, from www.co-optimus.com
"www.co-optimus.com"Definition

A co-op game is a game where two or more players work together to accomplish a goal against AI opponents. Ideally the game will feature a strong story in which both players take part of. Co-Op can be online over the internet, offline on the same console, or via a LAN or Wireless Network. We do not consider team based games as co-op where players face off against another team of human players.

The following below is the text originally posted from the [Mission Coop] Clan forums

Download Link: http://www.mediafire.com/?8xxn86z5tjwn8zi

Standby...Incoming Transmission...
Visual Data streaming...
Transmission successfully connected...

Greetings once again comrades, friends, and fellow Cooperative gaming enthusiasts!

I am proud to finally announce one my first 'official' releases based on my work with Level Edit and vain attempts at learning how to mod + create Cooperative Missions for Renegade.

Mountain Ambush, is a small map set to give you a glimpse into a small skirmish that has broken out between GDI and Nod forces. You may have seen this map already in this topic here: Surprise [MC] - Part 2 , yet this one has gone through several changes and revisions. The map is overall a compilation of different scripts, techniques, and ideas gathered from all over the Renegade Community, and little bit of my own imagination. Originally it was just a testing map to try things out, and eventually grew from there. I may/may not to decide to keep updating this release with improvements, new scripts, etc. [Update September 12th 2010: I don't plan on updating this co-op map, as there are other current co-op maps/projects I'm busy with, but I do have the original files to work with, if I ever change my mind.]

The mission is currently set to be an on-going battle -- meaning there is no way to end the mission, except by quitting the game. In the future I'll work towards making my missions/maps 'finish-able', but for now this release will be a 'no-end-in-sight' kind of map. There shouldn't be any major bugs/glitches to the map (as in something that will crash your game), but at the same time, don't expect everything to look really good. As any modder would be able to tell you after looking

at this map -- it's far from being high-quality or well-scripted in terms of gameplay. It is simply me finally gathering what small guts I have to release some of my work for others to try out for fun, and maybe get five-ten minute of enjoyment from playing.

Better yet, if anyone has new ideas or suggestions to make after playing the mission, please feel free to let me know here in the thread, or by Private Message. I continue (at the moment) to work on making new maps/missions with a cooperative gameplay focus, and I value feedback, new ideas, or suggestions for future maps. (Or to improve a current map as well).

A shout-out to all the fellow cooperative gamers whom I've had the privilege of playing together with ever since I started Renegade. A huge salute to my comrades in [MC] Clan for being the great bunch of guys/gals bringing motivation + inspiration for me to keep lovin' Coop gaming, and finally a big wave to the entire modding community of Renegade -- whom without their wisdom embedded in tutorials, websites, guides, conversations and resources dating as far back as 2002, I wouldn't have been able to bring to you the work I do. Zorid, thank you for getting me started on modding and teaching me so many things over the last few months and years. I hope to release many more coop maps/missions in the future, and I hope you, and everyone in [MC] stick around for a longer while yet.

I hope for many more good times and memories to come, the fun ain't over yet I hope.

~ TNaismith
[MC] Clan Member
Coop Gamer Enthusiast
March 17th 2010

Instructions to download + play:

 Download the .pkg file here: MountainAmbush.pkg
 Use a free program like WinRar (Google it) to unpack the .pkg file onto your desktop.
 Place .pkg file into the DATA folder of Renegade.
 Run Renegade.
 Click on 'LAN Multiplayer'
 Click on 'Host Game'
Configure any options for your game. The options below are ones that are mandatory (which means they have to be set like below, or else the map may not load properly.)
 Under 'Basic' category, set 'Preferred Side' to 'GDI'.
Set # of players to '1'. This will let you play the game without the 'Game Pending' message.
Under 'Advanced', set 'Manual Teams'.
 Go to the page where you set the map rotation.
 Choose 'MountainAmbush.pkg' from the drop-down menu of 'Mod Package'.
Make sure 'MountainAmbush.lsd' is in the 'Map Cycle List' box.
 Set time limit to '0'. This will let you play with infinite time.
 Play game.