
Subject: Re: Mountain Ambush -- A TNaismith Release
Posted by [TNaismith](#) on Sun, 12 Sep 2010 21:48:30 GMT
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<http://img22.imageshack.us/img22/8101/014282919919.png>
That's how it looks to me Error. Hope the images aren't really broken. =(

Altzan,

Co-op over LAN has been a widespread problem over the time I've been browsing renforum topics+threads about playing co-op over LAN (In fact, here is one topic about it, among many others. You will probably recall this one, Altzan. Co-op with 2 computers). For this co-op mod, I've tried to force players to always switch to the GDI team using a method I only finished testing out today. (haven't seen this method posted in any past renforum topics yet, just generally got fed up and decided to run through every possible script that can change a player's team in LAN. xD)

A zone has been set over the Nod Spawner, and the script 'Kamuix_Team_Change_Zone' attached, with the parameters for 'Player_Type' being 2 (Which represents trigger for anyone entering the zone, or it might be for just for Nod, haven't been able to confirm 100%) and 'Team' is set to 1 (which tells the script to change the player to GDI team, every time).

I haven't tested this mod with 2+ people, have only tested this playing a 1-player LAN game. Every time I started as Nod, or if I switched teams to Nod, the zone+script would trigger properly and 'teleport' me, so to speak, to spawn as the GDI team (Aka, when spawning at the Nod spawner, the game immediately switches me to spawn at the GDI spawner).

...And most importantly, the server didn't crash or end the game due to the 'No players on opposite team' error (which is what usually happens when trying to play co-op LAN games with friends/family). You *should* be able to play normally with both players on GDI, but test it yourself with your brother and let me know if it works. First time I've used this process to force players to one team without the use of server-side options+settings+programs.
