

---

Subject: coop

Posted by [Nightma12](#) on Sun, 04 Jul 2004 16:54:16 GMT

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should Black Hand Studios make a co op? (the single player missions)

after trying to persuade Silent\_Kane to do it, he refused

so what do you guys think?

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---

Subject: coop

Posted by [flyingfox](#) on Sun, 04 Jul 2004 17:56:52 GMT

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If they were to work properly they'd require a lot of scripting work and would probably cause lag. Remember when we went through them? There were quite a lot of issues although it was quite fun. But I would like to see one if anyone has time to work on one, even for one mission.

---

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Subject: coop

Posted by [Aircraftkiller](#) on Sun, 04 Jul 2004 18:08:05 GMT

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Yes, we'll add a chicken coop to RenGuard.

---

---

Subject: coop

Posted by [sum41freaky](#) on Sun, 04 Jul 2004 23:26:22 GMT

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---

coop sounds cool

---

---

Subject: coop

Posted by [Nightma12](#) on Mon, 05 Jul 2004 06:57:14 GMT

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AircraftkillerYes, we'll add a chicken coop to RenGuard.

co op

Quote:If they were to work properly they'd require a lot of scripting work and would probably cause lag. Remember when we went through them? There were quite a lot of issues although it was quite fun. But I would like to see one if anyone has time to work on one, even for one mission.

yeah, thats the thing, it requires an edited scripts.dll to make the single player scripts work for multiplayer

---

Subject: coop  
Posted by [Aircraftkiller](#) on Mon, 05 Jul 2004 07:54:42 GMT  
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---

It's really hard for you to type in your native language? Here, try this: "Co-operative" or "Cooperative."

Coops are for chickens and animals.

---

Subject: coop  
Posted by [mahkra](#) on Mon, 05 Jul 2004 08:03:55 GMT  
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---

ACK, here, try this: STFU. Just because you're such a dimwitted fool that you can't figure out what words are supposed to mean, that doesn't mean you have to broadcast your stupidity to everyone in the forums.

---

Subject: coop  
Posted by [Aircraftkiller](#) on Mon, 05 Jul 2004 08:08:45 GMT  
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---

I know exactly what it means, that's not relevant to the reason why I posted. I prefer reading something that doesn't take me a few moments to figure out.

But yeah, go ahead and encourage idiocy. That's surely a better thing to do than teach idiots how to write the language in a legible manner. :rolleyes:

---

Subject: coop  
Posted by [mahkra](#) on Mon, 05 Jul 2004 08:15:45 GMT  
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---

AircraftkillerI know exactly what it means, that's not relevant to the reason why I posted. I prefer reading something that doesn't take me a few moments to figure out.

But yeah, go ahead and encourage idiocy. That's surely a better thing to do than teach idiots how to write the language in a legible manner. :rolleyes:

Encourage idiocy? By making fun of someone who never learned context clues and doesn't know

how to read or write properly? Personally, I'm not making the connection...

---

---

Subject: coop

Posted by [Naamloos](#) on Mon, 05 Jul 2004 11:00:41 GMT

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---

Lol, the funny thing is is that I am planning to do this, im trying to make assault maps out of most SP missions, and im not just copying everything, im only using a W3D file of the maps that are already in Level Edit.

I am now working on that prison map, the one with the bio lab and stuff.

Barrels can be destroyed, C&C style in that map, GDI captured the prison and must destroy "something" that is all the way down inside the bio lab, Nod has bots, base defences and weapon and ammo spawners are all over the map, only weapons like ramjet(n00b cannon) are in secret spots.

But when looking at something that has over 20000 poly`s, the FPS drops... but my PC sucks so i think it won`t happen on beter PC`s

So don`t make assault maps out of them! I wan`t to do that! :twisted:

---

---

Subject: coop

Posted by [Nightma12](#) on Mon, 05 Jul 2004 15:57:25 GMT

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---

true but i want a "cooperative" (happy ack? can we stop the flaming now) not a AOW

---

---

Subject: coop

Posted by [SuperFlyingEngi](#) on Mon, 05 Jul 2004 16:25:14 GMT

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---

Bah, co op is just an abbreviation for cooperative, call it what you will.

---

---

Subject: coop

Posted by [sum41freaky](#) on Mon, 05 Jul 2004 21:20:20 GMT

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---

Aircraftkiller!It's really hard for you to type in your native language? Here, try this: "Co-operative" or "Cooperative."

Coops are for chickens and animals.

---

i know i can do it  
co-operative  
cooperative  
easy

---

---

Subject: coop  
Posted by [mrpirate](#) on Mon, 05 Jul 2004 22:41:13 GMT  
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---

AircraftkillerCoops are for chickens and animals.

Chickens are animals, too.

Anyway, I don't see the point of making co-op for Renegade, since the single player was really nothing special to begin with.

---

---

Subject: coop  
Posted by [flyingfox](#) on Tue, 06 Jul 2004 00:05:02 GMT  
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---

Because everyone will of course hold the same opinion as you do.

---

---

Subject: coop  
Posted by [Jaspah](#) on Tue, 06 Jul 2004 00:10:41 GMT  
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---

USE ' NOT `

---

---

Subject: coop  
Posted by [mrpirate](#) on Tue, 06 Jul 2004 00:52:52 GMT  
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---

flyingfoxBecause everyone will of course hold the same opinion as you do.

I said I didn't see the point. Where did I say anyone did or had to agree with me?

---

---

Subject: coop  
Posted by [dead6re](#) on Wed, 07 Jul 2004 10:18:19 GMT  
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---

I am making em

---

---

Subject: coop

Posted by [Renx](#) on Wed, 07 Jul 2004 13:59:50 GMT

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---

flyingfoxIf they were to work properly they'd require a lot of scripting work and would probably cause lag. Remember when we went through them? There were quite a lot of issues although it was quite fun. But I would like to see one if anyone has time to work on one, even for one mission.

One of the members said he could do it though. It just doesn't look like he is doing it though :S

---

---

Subject: coop

Posted by [dead6re](#) on Wed, 07 Jul 2004 17:19:17 GMT

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---

Yeah, i can make them. I just learnt how to add bot control!

---

---

Subject: coop

Posted by [Nightma12](#) on Wed, 07 Jul 2004 18:06:34 GMT

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Subject: coop

Posted by [Naamloos](#) on Wed, 07 Jul 2004 18:34:03 GMT

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---

dead6rel am making em

Nooo! I am! GRRRR! :twisted:

Im adding bots, and real nice "feel" to gameplay, i am adding explodable barrels, and shooting vehicles won't give points (fair, since GDI must kill A LOT of vehicles and base defences)

Only way of getting points is to KILL enemy soldiers (not damaging)

I made a big mistake the first time, i "modded" all the presets... this way, in a .mix map.. it won't work.... need to temp stuff...

---

---

Subject: coop  
Posted by [dead6re](#) on Thu, 08 Jul 2004 09:36:29 GMT  
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---

Wanna team up, i have great ideas for the objectives! Really good ones!

---

Subject: coop  
Posted by [Sir Kane](#) on Thu, 08 Jul 2004 10:39:13 GMT  
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---

You don't understand that the SP objectives stuff doesn't work in MP (which is the whole point of this topic), do you? And for the love of god, use ' instead of `.

---

Subject: coop  
Posted by [dead6re](#) on Thu, 08 Jul 2004 11:17:41 GMT  
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---

I know, but i think i can make a few scripts that will server as objectives!

1. Objective star at pedestal
2. MSG chat what objective is on each map
- 3 All guns appear on map, kills or pickups!

And i have a few others that i wont meation so no1 can steal them

---

Subject: coop  
Posted by [Sir Kane](#) on Thu, 08 Jul 2004 11:55:32 GMT  
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---

Like anyone would steal some shitty ideas. And having an objective displayed via MSG isn't really an objective.

---

Subject: coop  
Posted by [Nightma12](#) on Thu, 08 Jul 2004 16:32:05 GMT  
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---

dead6rel know, but i think i can make a few scripts that will server as objectives!

1. Objective star at pedestal
2. MSG chat what objective is on each map
- 3 All guns appear on map, kills or pickups!

And i have a few others that i wont mention so no1 can steal them

the single player missions! -\_-

EXACTLY like them >.< same missions, same objectives, works EXACTLY like single player

---

---

Subject: coop

Posted by [BabyCatjuhh](#) on Thu, 08 Jul 2004 17:01:48 GMT

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---

Well.. as far as I know Westwood had the Single Player maps for download, so you could play them as Multi Player too. Only they were full of bugs, and only the host(er) could see the objectives. Furthermore some of the events weren't 'launched' or keycards/other stuff was missing, so you couldn't continue the level. Maybe the bugs can be fixed, so you can play it like it's single player.

---

---

Subject: coop

Posted by [Naamloos](#) on Thu, 08 Jul 2004 18:31:58 GMT

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---

There is a co op mod out there that uses those .lvl's, really cheap if you ask me.

And there is no need for objectives to "pop up" on the screen, maybe a star on the radar, but that's it for all the SP stuff (star can be made easy)

As soon as i get my LE problem fixed (see mod forum for topic) i will start working more on it, and yea, maybe we could work as a team. (note: i am still a newbie to renX/Gmax, im getting used to LE... it's easy)

---

---

Subject: coop

Posted by [Nightma12](#) on Fri, 09 Jul 2004 07:55:18 GMT

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---

actually, all you need to do to get it to work is to make the single player scrips.dll work for multi player

---

---

Subject: coop

Posted by [Naamloos](#) on Fri, 09 Jul 2004 10:15:57 GMT

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---

Ah, so you are saying that scrips like "GDI player enters zone #, team GDI wins"(i don't know a name, just saying something i would want ) don't work yet?

---

Damn, could have been usefull.

---

---

Subject: coop  
Posted by [Nightma12](#) on Fri, 09 Jul 2004 15:25:55 GMT  
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---

to make the coop work, all you need to do is:

- 1) make the single player scripts work on multi player
  - 2) auto change team work people that join on Nod (without the game ending)
- 

---

Subject: coop  
Posted by [Sir Kane](#) on Fri, 09 Jul 2004 16:35:32 GMT  
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---

Crimson really needs to add something that autochanges ` to '.

---

---

Subject: coop  
Posted by [Naamloos](#) on Fri, 09 Jul 2004 19:14:19 GMT  
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---

Wtf does it mater if i type ` or ', it`s the same :rolleyes:

Anyway, back to topic:

...

---

---

Subject: coop  
Posted by [Nightma12](#) on Fri, 09 Jul 2004 20:20:24 GMT  
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---

from what i have seen so far, dead6re is doing a pretty good job!

once he is done, im gonna host a server for it

---

---

Subject: coop  
Posted by [Aircraftkiller](#) on Fri, 09 Jul 2004 21:10:16 GMT  
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---



NaamloosWtf does it mater if i type ` or ', it`s the same :rolleyes:

Anyway, back to topic:

...

No, it's not the same.

---

---

Subject: coop

Posted by [Naamloos](#) on Fri, 09 Jul 2004 21:24:14 GMT

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---

Well, they don`t look the same but does it does it really mater? lol!

When you say NOD = Nod, or noob = n00b, i think you are right, but for such a little thingy.... small.... thing.... :rolleyes:

Anyway, i would like to see how far dead6re has come with it. I have some cools idea`s that he could use... I may be able to help out a bit.

---

---

Subject: coop

Posted by [Aircraftkiller](#) on Fri, 09 Jul 2004 21:59:38 GMT

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---

Yeah, for such a little thing, you sure made enough sentences about it...

---

---

Subject: coop

Posted by [sniper12345](#) on Mon, 12 Jul 2004 04:30:20 GMT

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---

Silent KaneCrimson really needs to add something that autochanges ` to '.

You need to realise that some keyboards are incapable of typing the ', and only `.

Yea, if they can be changed automatically that would be good.

---

---

Subject: coop

Posted by [Sir Kane](#) on Mon, 12 Jul 2004 14:48:32 GMT

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---

I've never seen a keyboard that doesn't have ' somewhere. If you look closely you'll find the key that has it.

---

---

Subject: coop  
Posted by [Naamloos](#) on Mon, 12 Jul 2004 17:06:12 GMT  
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---

I am used to typing ` instead of '. The reason is that i type left handed, and ` is on the left side of my keyboard.

---

Subject: coop  
Posted by [Sir Kane](#) on Mon, 12 Jul 2004 18:52:23 GMT  
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---

That's not a valid reason. ' is the proper character so use it. That's like saying "I'm using O instead of E because I'm right handed and it's on the right side of the keyboard."

---

Subject: coop  
Posted by [djlaptop](#) on Mon, 12 Jul 2004 19:02:38 GMT  
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---

Subject: coop  
Posted by [Naamloos](#) on Mon, 12 Jul 2004 20:27:07 GMT  
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---

O and E are A LOT more deferent than ` and '.

But ffs who cares exept you? :rolleyes:

lol

---

Subject: coop  
Posted by [Nightma12](#) on Tue, 13 Jul 2004 07:06:27 GMT  
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---

can we please get back on topic? :rolleyes:

---

Subject: coop  
Posted by [Sir Kane](#) on Tue, 13 Jul 2004 07:17:23 GMT  
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---

Mind telling me what "deferent" is?

---

Subject: coop  
Posted by [sfr3f](#) on Tue, 13 Jul 2004 08:55:17 GMT  
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---

"more deferent"?...  
It hurts just reading this! :crazy:

---

Subject: coop  
Posted by [Naamloos](#) on Tue, 13 Jul 2004 12:40:36 GMT  
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---

The way you say and it... duh.

But back to topic now, enough about ' and `.

---

Subject: coop  
Posted by [Sir Kane](#) on Tue, 13 Jul 2004 16:13:38 GMT  
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---

Wtf would "The way you say and it... duh." mean?

---

Subject: coop  
Posted by [Naamloos](#) on Tue, 13 Jul 2004 16:54:25 GMT  
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---

...

Could you just stop this?

---

Subject: coop  
Posted by [Sir Kane](#) on Tue, 13 Jul 2004 18:28:46 GMT  
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---

Not unless you use proper english/characters.

---

Subject: coop  
Posted by [Stepo](#) on Tue, 13 Jul 2004 18:33:30 GMT  
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---

Naamloos...

---

Could you just stop this?

Is it really that hard?

Hang on...

---

Subject: coop  
Posted by [Sir Kane](#) on Tue, 13 Jul 2004 18:49:39 GMT  
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"Ownt"

---

Subject: coop  
Posted by [Naamloos](#) on Wed, 14 Jul 2004 12:09:33 GMT  
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:rolleyes:

I am not english, so i don`t understand why people get so "angry" about this sort of stuff...

O L00K!!1!!1! I US3 ~~~~~ AH4HAH4HA ~~~~~ WH333333!!1!!!1

---

Subject: coop  
Posted by [Phoenix - Aeon](#) on Wed, 14 Jul 2004 12:13:07 GMT  
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English = '  
French = '  
Russian = '  
German = '  
Flemmish = '

.....

n00b = `

Not speaking English as your main language is no excuse for being lazy....

---

---

Subject: coop

Posted by [sniper12345](#) on Wed, 14 Jul 2004 12:35:37 GMT

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---

Quote:Naamloos' sig:

I r suicide master! :ph34r

Wanna demonstrate now?[/quote]

---

---

Subject: coop

Posted by [Steppe](#) on Wed, 14 Jul 2004 17:03:30 GMT

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---

Phoenix - Aeon

Not speaking English as your main language is no excuse for being lazy....

I don't even think it's laziness. The ` key is a clear foot (1/3 meter) away from the ' key.

---

---

Subject: coop

Posted by [Young\\_Link](#) on Wed, 14 Jul 2004 17:22:26 GMT

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Phoenix - AeonFrench = '

And it's even more obvious on a french keyboard: ' is just done by pressing 4, and ` needs ctrl-Alt-7.

but where are these characters on an american keyboard? I wonder on what kind of keyboard ` would be easier than ' ...

---

---

Subject: coop

Posted by [Phoenix - Aeon](#) on Wed, 14 Jul 2004 18:32:06 GMT

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---

I think it's above the 2 on a U.S keyboard, on a U.K keyboard it's to the left of the 1.

---

---

Subject: coop

Posted by [Steppo](#) on Wed, 14 Jul 2004 19:21:57 GMT

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---

The ` is to the left of the 1 key.

The ' is to the left of the return key.

---

Subject: coop

Posted by [Nightma12](#) on Wed, 14 Jul 2004 19:26:26 GMT

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---

but ` is in the corner of the keyboard easier to hit

now, i think this topic needs to be locked

---

Subject: coop

Posted by [SuperFlyingEngi](#) on Thu, 15 Jul 2004 00:43:17 GMT

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---

No, you could miss the ` key, hit Escape, which would turn off your computer's cooling fan, which would cause liquified metallic good to seep out of your computer case, and start burning a whole in the propane tank you propped your computer on top of, the propane tank would proceed to explode, and the seismic shockwaves would cause the earth's core to stop spinning, which would cause microwaves to come down through the atmosphere and create a vast amount of special effects lightning and raise the temperature of earth's surface to over 6,000 degrees Fahrenheit. At which point you would doom all non-microbial life on earth to extinction.

[By the way, I thought The Core was a terrible movie.]

---

Subject: coop

Posted by [Steppo](#) on Thu, 15 Jul 2004 02:44:08 GMT

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---

SuperFlyingEngiNo, you could miss the ` key, hit Escape, which would turn off your computer's cooling fan, which would cause liquified metallic good to seep out of your computer case, and start burning a whole in the propane tank you propped your computer on top of, the propane tank would proceed to explode, and the seismic shockwaves would cause the earth's core to stop spinning, which would cause microwaves to come down through the atmosphere and create a vast amount of special effects lightning and raise the temperature of earth's surface to over 6,000 degrees Fahrenheit. At which point you would doom all non-microbial life on earth to extinction.

\*Prays really hard...\*

---