
Subject: co-op

Posted by [ghostSWT](#) on Mon, 07 Mar 2005 05:32:36 GMT

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I've played on a co-op server that forces every one on gdi. And can run even when it has 1 players. it's a 40 player server and even if you are the only one in game you get no game pending error. you can play all by yourself or with a shit load of ppl.

Subject: co-op

Posted by [icedog90](#) on Mon, 07 Mar 2005 06:08:22 GMT

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They have a player that joins the other team that isn't controlled by anyone... it just sits there unattended from a separate computer.

Subject: co-op

Posted by [IRON FART](#) on Mon, 07 Mar 2005 06:46:13 GMT

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...And they hope that one player doesn't disconnect.

Subject: co-op

Posted by [ghostSWT](#) on Mon, 07 Mar 2005 07:22:20 GMT

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no, there is none on nod, 0 players(nod) take a look at St0rmGaming co-op server. you can have 1 player and no game play pending error message.

Edit: i edited my first post to make it a lil more understanding.

Subject: co-op

Posted by [reborn](#) on Mon, 07 Mar 2005 11:57:39 GMT

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icedog90They have a player that joins the other team that isn't controlled by anyone... it just sits there unattended from a separate computer.

that isn't true, it is a modified server.dat that allows you to disable team rebalancing when the map ends, and a irc script that uses the !forcetc command to move all players onto GDI. Trust me

you are talking about wilo's server on USA, <http://www.st0rmhosting.com> for more info.

I also have one running on Euro, <http://www.dre4mteam.com> for more info.

Over the next few days allot more maps will be added, instead of the two i have been running with for far too long.

I find that wilo's st0rmhosting co-op server tho is too laggy tho, this is due to all the custom bnots he added and allot fo other serverside things on maps that are huge, so the SFPS is like 10 at best .

If BHS could modify the FDS to utilise more than one thread on a windows server for WOL it would help this issue allot.

my co-op server doesnt really have this issue as the maps used allready have bots drop scripts in them, all that was done is set up script zones to drop in more bots, and the maps used arean't that big.

The new maps that are being made wil lbe even more fun, they will have objectives to them, like killing Nod's base defence to win the game, and killing level bosses that are modified to be harder. The logic wont be changed or anything like that, just there presets.

Just for peoples information, we do not run our co-op mode server laddered, as it does give ALLOT of ladder points. If there are 40 people all on GDI, the server thinks it's a 80 player server and gives pladder points accordingly, and all the kills you get from bots count too. So we decided to have it un-laddered because some people thought this was unfair and kept on dossing the server.

Subject: co-op

Posted by [ghostSWT](#) on Mon, 07 Mar 2005 23:42:27 GMT

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FMreborn it is a modified server.dat that allows you to disable team rebalancing when the map ends,

I also have one running on Euro, <http://www.dre4mteam.com> for more info.

ok how would i go about moding the server.dat? I mean I have a lol experiance with disassemblers, but would take me a while to find that i need to change, can you maybe give me a hint or something to help me find what i need to change faster.

Subject: co-op

Posted by [LucefieD](#) on Wed, 09 Mar 2005 23:50:22 GMT

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yea st0rmhosting server its awesome(its a serverside mod if u didnt notice) but it lags too much to be really fun but its still ok

Subject: co-op

Posted by [obelisk70](#) on Thu, 10 Mar 2005 00:24:38 GMT

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How do i play on st0rmhosting, do i have to download something

Subject: co-op

Posted by [ghostSWT](#) on Thu, 10 Mar 2005 01:17:46 GMT

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right now st0rmhosting isn't hosting this mod, but if they were you wouldn't have to dl anything, it's 100% server side with nothing for you to dl.

Subject: co-op

Posted by [icedog90](#) on Thu, 10 Mar 2005 01:23:39 GMT

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FMrebornicedog90They have a player that joins the other team that isn't controlled by anyone... it just sits there unattended from a separate computer.

that isn't true, it is a modified server.dat that allows you to disable team rebalancing when the map ends, and a irc script that uses the !forcetc command to move all players onto GDI. Trust me

Actually, FanMaps used to do this, so it was true.

Subject: co-op

Posted by [reborn](#) on Thu, 10 Mar 2005 07:41:35 GMT

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I don't want to get into an arguement about right or wrong, but he wasn't talking about fanmaps. he was talking about st0rmhosting, and i know that they use a modified server.dat for sure because i gave it to wilo, and it is his server.

Also fanmaps does not do this anymore, as they also have a modified server.dat

i was not trying to make you look foolish, sorry if you took offence. I was just trying to help clear things up a little.

Subject: co-op

Posted by [icedog90](#) on Thu, 10 Mar 2005 07:56:09 GMT

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FMrebornI don't want to get into an arguement about right or wrong, but he wasn't talking about fanmaps. he was talking about st0rmhosting, and i know that they use a modified server.dat for sure because i gave it to wilo, and it is his server.

Also fanmaps does not do this anymore, as they also have a modified server.dat

i was not trying to make you look foolish, sorry if you took offence. I was just trying to help clear things up a little.

It's alright, but keep in mind that I said "was", not "is".

Subject: co-op

Posted by [dead6re](#) on Thu, 10 Mar 2005 18:51:27 GMT

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Meh, Zunnie said that they had a player on the other team with *SPACE* as the name. Im not sure wether to beleave him.

Subject: co-op

Posted by [ghostSWT](#) on Thu, 10 Mar 2005 21:22:03 GMT

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OK look I'm sure that the first coop game/server had 1 player that would join nod and just sit there not doing anything, but now there are ppl that can mod the server to get rid of the need to have that 1 player on nod. The game no longer need to have anyone on nod.... So stop fighting about you are all right.
