

---

**Subject: Co-op?**

Posted by [Cpo64](#) on Fri, 03 Jun 2005 02:37:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Is there now a script that allows for all players to be on one team?

I was on WOL for a while a little while ago and I joined a server using the Single Player levels (nothing new) but it was able to run with everyone on GDI, I am wondering how this was accomplished.

What other team modifications are now possible?

---

---

**Subject: Re: Co-op?**

Posted by [thepLAGUE](#) on Sun, 12 Jun 2005 07:46:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

bots on the other team? ... maybe

---

---

**Subject: Re: Co-op?**

Posted by [danpaul88](#) on Sun, 12 Jun 2005 13:15:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

bots are not counted as players by WOL, the problem is getting out of 'Gameplay Pending' with players only on one team..

---

---

**Subject: Re: Co-op?**

Posted by [Cpo64](#) on Sun, 12 Jun 2005 22:02:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It is some sort of scripting, but I haven't found anywhere to download it or even anyone taking credit for creating it.

The levels that exist are only tons of re-spawning bots, I would like to make it a bit more interesting by having a defined progress, so its a actually mutiplayer co-op.

---

---

**Subject: Re: Co-op?**

Posted by [ghostSWT](#) on Sun, 12 Jun 2005 22:16:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

coop runs on a modded server.dat which allows everyone to be on 1 team. It's not public as far as i know. And only a limited # of people have it, I only know 5 people/servers that have it, but then again I don't know that many ppl.

---

Subject: Re: Co-op?

Posted by [theplague](#) on Mon, 13 Jun 2005 01:04:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ok heres what to do:

note: first backup server.dat

- 1) W32Dasm (deassemble server.dat), find the locations of the decisions ("Gameplay Pending")
- 2) HIEW it (hex editor + debugger), use the debugger view and change the location to the ones found from above
- 3) Change the 'je' or 'jl' to 'jne' or 'jae' for each desition

EDIT: pr download and read this..

<http://www.hnc3k.com/hncfilez/The%20complete%20C.R.A.C.K.I.N.G%20G.U.I.D.E%20for%20newbiez.rar?PHPSESSID=8742814d988716472202a72cc7996513&PHPSESSID=a2a76035bbe142198793266faf7ca362&PHPSESSID=529864ac65a7aedd9d5911b879826b69&PHPSESSID=082019a4ea38b992b09b6a37c12cafc9&PHPSESSID=95d6bca0ab82abdf557a74c7c5326503>

(use attached image for reference)

## File Attachments

---

1) [untitled.GIF](#), downloaded 353 times

HEX:      ASM:      Meaning:

<b>EB</b>	<b>jmp</b>	<b>jump</b>
<b>90</b>	<b>nop</b>	<b>no operation</b>
<b>75 or 0F85</b>	<b>jne</b>	<b>jump if not equal</b>
<b>74 or 0F84</b>	<b>je</b>	<b>jump if equal</b>
<b>77 or 0F87</b>	<b>ja</b>	<b>jump if above</b>
<b>0F86</b>	<b>jna</b>	<b>jump if not above</b>
<b>0F83</b>	<b>jae</b>	<b>jump if above or equal</b>
<b>0F82</b>	<b>jb</b>	<b>jump if below</b>
<b>0F83</b>	<b>jnb</b>	<b>jump if not below</b>
<b>0F86</b>	<b>jbe</b>	<b>jump if below or equal</b>
<b>0F8F</b>	<b>jg</b>	<b>jump if greater</b>
<b>0F8E</b>	<b>jng</b>	<b>jump if not greater</b>
<b>0F8D</b>	<b>jge</b>	<b>jump if greater or equal</b>
<b>0F8C</b>	<b>jl</b>	<b>jump if less</b>
<b>0F8D</b>	<b>jnl</b>	<b>jump if not less</b>
<b>0F8E</b>	<b>jle</b>	<b>jump if less or equal</b>

---

Subject: Re: Co-op?

Posted by [dead6re](#) on Thu, 16 Jun 2005 12:27:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Anyone got the edited file to use?

---

Subject: Re: Co-op?

Posted by [theplague](#) on Sun, 31 Jul 2005 08:51:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

nope :S i have no idea which jump it is

---

---

Subject: Re: Co-op?

Posted by [Halo38](#) on Sun, 31 Jul 2005 15:17:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm making a map which would benefit alot from this edited server.dat file if someone could provide it (as i'm not much of a programmer), It would be of a great help!

I assume this would only work on a FDS?

---