
Subject: Coop

Posted by [N1warhead](#) on Thu, 29 Jun 2006 10:20:13 GMT

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Hello guys, im tryin to figure out how to get Co-op to work in a map i make to have fun. how do i go about doing this ?????

ive tried Renegade Spawner. and COmmand Spawner and they dont help it still make u able to go on nod and then the game will stay in Gameplay pending when my friend Joins.

Is there like a Patch i need or something ?????

Subject: Re: Coop

Posted by [LR01](#) on Thu, 29 Jun 2006 11:05:08 GMT

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uhm.. a patch, you mean for all on GDI and bots on Nod?

I hope you have FDS, thats the only way to get it working

Subject: Re: Coop

Posted by [Naamloos](#) on Thu, 29 Jun 2006 11:59:19 GMT

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Quote:im tryin to figure out how to get Co-op to work in a map i make to have fun.

Reading that, I'm sure he doesn't want to make it server-sided.

Anyway, use normal spawners for players and infantry spawners for bots... I suggest you play around with the settings of the bots a bit and then make a new spawner for them, the normal bots are often a bit buggy for co-op style gameplay.

For some tips on how to set it up take a look at:

<http://renhelp.laeubi-soft.de/index.php?tut=40>

Once you get used to the way things go I might be able to give you my older co-op project so you can look at how I made things.

Subject: Re: Coop

Posted by [LR01](#) on Thu, 29 Jun 2006 13:52:09 GMT

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and if you have a FDS and the bots working , yes ,

<http://www.game-maps.net/index.php?action=file&id=458>
this is the patch
works only on a FDS

Subject: Re: Coop
Posted by [N1warhead](#) on Thu, 29 Jun 2006 16:23:34 GMT
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Thanks guys, ill call my Isp to register my other Modems Mac Address so i can use that for the laptop AHAHHAHAHA

Subject: Re: Coop
Posted by [IronWarrior](#) on Thu, 29 Jun 2006 17:17:11 GMT
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"msg deleted"
