
Subject: Serverside Co-Op

Posted by [Genesis2001](#) on Wed, 06 Feb 2008 04:38:18 GMT

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ATTENTION: Leveleditists!

Project description: Serverside Co-Op is a project initially started by zunnie when he was around. Before he left, I was fortunate enough to get the source of this project. I have begun work on SSSCoOp just recently.

Currently though, I'm in need of a level designer. IronWarrior was originally helping zunnie with this project as an LE guy but I've lost IronWarrior from the project. My other leveledit dude (Webmas7er) has since left the Renegade community. I'm left with no leveledit guy now to do the level designing.

Reason for this post:

Qualifications for Level Designers:

"Expert" (or proficient) skill with Leveledit

Knowledge of Renegade Missions/Mission Maps(Objectives et cetera)

Ability to work well with others(meaning ability to work well with me^^)

If anyone wishes to apply, please contact me at MSN (mathk11@gmail.com) or IRC ([irc.neogods.net](irc://irc.neogods.net), [irc.mp-gaming.com](irc://irc.mp-gaming.com), [irc.n00bstories.com](irc://irc.n00bstories.com), [irc.fwclan.co.uk](irc://irc.fwclan.co.uk), or [irc.n00bless.com](irc://irc.n00bless.com)).

~Zack

Subject: Re: Serverside Co-Op

Posted by [hatstand](#) on Wed, 06 Feb 2008 09:07:14 GMT

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correction: im in regular contact with webmas7er

id apply, but a: im not very good with LE, and b: i prolly wouldnt be able to get along with you

Subject: Re: Serverside Co-Op

Posted by [IronWarrior](#) on Wed, 06 Feb 2008 12:48:38 GMT

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Before anyone thinks of applying, think about it first as working on coop missions ain't that easy, it requires alot of work and time you are designing a whole mission from the start.

I love to join in, but I know I just don't have the time to put all the effort in and the fact that I lost the

level edit bug is stopping me.

Subject: Re: Serverside Co-Op
Posted by [cnc95fan](#) on Wed, 06 Feb 2008 12:58:28 GMT
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I do LE work...

Subject: Re: Serverside Co-Op
Posted by [EA-DamageEverything](#) on Wed, 06 Feb 2008 16:51:46 GMT
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Instead of beginning from scratch, DL the Coop-Mod from Game-Maps and modify it after having a look how it's been done.

Subject: Re: Serverside Co-Op
Posted by [IronWarrior](#) on Wed, 06 Feb 2008 17:10:40 GMT
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EA-DamageEverything wrote on Wed, 06 February 2008 09:51 Instead of beginning from scratch, DL the Coop-Mod from Game-Maps and modify it after having a look how it's been done.

SSCoop is a better version, it was meant to replace the old version, but we never got around to doing it, we did have a few maps running it, but not a full set, RenZor is using the latist version of Zunnies coop.

Subject: Re: Serverside Co-Op
Posted by [Genesis2001](#) on Wed, 06 Feb 2008 18:21:37 GMT
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hatstand wrote on Wed, 06 February 2008 02:07 correction: im in regular contact with webmas7er

As am I, but Webmas7er isn't doing anything related to Renegade anymore...He's already uninstalled his modding tools :/

@IronWarrior: Yes, it is a LOT of work. Designing Co-Op missions takes a LOT of time and effort and brain-power.

@cnc95fan:

Quote:Ability to work well with others(meaning ability to work well with me^^)

We'd clash too much...So, sorry. :/

@A-DamageEverything: I've already been using zunnie's latest work. He sent me his source about a month or so (I think) before he left for *personal* matters(as I'm told).

~Zack

Subject: Re: Serverside Co-Op
Posted by [cnc95fan](#) on Wed, 06 Feb 2008 18:31:33 GMT
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Zack wrote on Wed, 06 February 2008 12:21hatstand wrote on Wed, 06 February 2008 02:07correction: im in regular contact with webmas7er

As am I, but Webmas7er isn't doing anything related to Renegade anymore...He's already uninstalled his modding tools :/

@IronWarrior: Yes, it is a LOT of work. Designing Co-Op missions takes a LOT of time and effort and brain-power.

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~Zack
K good luck.

Subject: Re: Serverside Co-Op
Posted by [Genesis2001](#) on Thu, 07 Feb 2008 03:26:20 GMT
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Any other takers?

~Zack

Subject: Re: Serverside Co-Op
Posted by [LR01](#) on Fri, 08 Feb 2008 08:20:52 GMT

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How "good" do you need to be at LE?

and where I always thought was a hard point at making co-op is that you can lose you work after you did something that make the server ore client crash
well, we're doing something that wasn't orginely in the game

Subject: Re: Serverside Co-Op

Posted by [IronWarrior](#) on Fri, 08 Feb 2008 12:40:59 GMT

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LR01 wrote on Fri, 08 February 2008 02:20How "good" do you need to be at LE?

and where I always thought was a hard point at making co-op is that you can lose you work after you did something that make the server ore client crash
well, we're doing something that wasn't orginely in the game

Well, the hard part of coop is making it all link together, think of coop like a story book, it all has to make sense, you need to remember what a goes to b and where b goes to c and so on.

Subject: Re: Serverside Co-Op

Posted by [Genesis2001](#) on Fri, 08 Feb 2008 21:41:50 GMT

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LR01 wrote on Fri, 08 February 2008 01:20How "good" do you need to be at LE?

I would *prefer* experts in Leveledit. I'm looking at having a couple different Level designers to where I can say "Hey you John Doe. You're in charge of M01" or "yo, you there, you're in charge of M02" et cetera.

~Zack

Subject: Re: Serverside Co-Op

Posted by [LR01](#) on Sat, 09 Feb 2008 11:53:45 GMT

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yes, but like what do you need to be capable of?

I think that when you only can let a enemy Nod soldier spawn you woun'd be able to help out really

Subject: Re: Serverside Co-Op

Posted by [mr£ÄŠÄ-z](#) on Sat, 09 Feb 2008 12:24:26 GMT

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I already made a Test Coop Mod with Spawn bots and AI Gunships etc, it was on the map M01. (Nod Coop map, Serverside)

Mission Objective:

1- Destroy the GDI Base (you need to get into the Construction yard and the Powerplant, i created a Extra Interior, if you walk into a Door you Teleport into the Interior, there you fond a Computer (you need it to kill it, that CY or PP dies)

2- Destroy the Gunship (To Attack the Gunship you needed to get into a Turret)

3- Clear the Church (Kill all GDI Soldiers and Civilians)

4- Get the Hand of Nod back, and kill Logan (he´s on the room where you find the MasterControl terminal)

5- Clear the Radar (Kill all GDI Soldiers)
