Subject: SSCOOP Source
Posted by Ethenal on Tue, 05 Aug 2008 05:50:44 GMT
View Forum Message <> Reply to Message

Is the source code for the scripts used in SSCOOP available anywhere?

Subject: Re: SSCOOP Source
Posted by zunnie on Tue, 05 Aug 2008 12:53:26 GMT
View Forum Message <> Reply to Message

The sourcecode for the Coop Beta 2.50 is gone, it was on my other
harddrive in my other pc which busted a long time ago.
Only the serverfiles were still there because we were running a
server with it back then, so only the serverfiles survived.

CoopBeta 2.50 uses westwoods scripts mostly and Jonwils, the only
thing that was changed was the forceteam setting. So even if the
source was available it wouldnt be much to look at.

http://ren.game-maps.net/index.php?action=file&id=562
This package contains the leveleditor files for the maps M08, M11 and Skirmish00 though, no
sourcecode for VS.

I would have released the sourcecode if i still had it but i dont so i cant. Only thing i can do is
release the levelfiles i still have
for it, which i have.

edit:
if you copy the objects.ddb and scripts.dll bhs.dll scritps2.dll to
your leveledit moddir you can still use the scripts to add your own
custom maps to the modification if you wish to do so.
Thats what i did when i made M08, M11 and Skirmish00. It is not as good as the sourcecode but..
if i had it...

Subject: Re: SSCOOP Source
Posted by Ethenal on Tue, 05 Aug 2008 15:30:43 GMT
View Forum Message <> Reply to Message

Ah alright, thanks anyway. I'm guessing you lost the rest of the source files for the maps too?

Subject: Re: SSCOOP Source
Posted by zunnie on Tue, 05 Aug 2008 15:36:06 GMT
View Forum Message <> Reply to Message

Yea all gone, i only have the source of the maps i added just recently, so M08, M11 and Skirmish00.
I would have included the other files but i dont have them anymore.

Subject: Re: SSCOOP Source
Posted by Genesis2001 on Tue, 05 Aug 2008 20:36:43 GMT
View Forum Message <> Reply to Message

I still have source from Server Side Co-Op back when you were using SSAOW 1.5.1

`Zack

Subject: Re: SSCOOP Source
Posted by zunnie on Tue, 05 Aug 2008 20:37:45 GMT
View Forum Message <> Reply to Message

Thats not the source for Coop Beta 2.50 which is we are talking about here.
That source wont work with 2.50

Subject: Re: SSCOOP Source
Posted by HeavyX101 on Tue, 05 Aug 2008 20:44:27 GMT
View Forum Message <> Reply to Message

If your harddrive is dead, then you should be looking at this

http://www.deadharddrive.com/