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Subject: [WIP] Coop 4.0 (need help)

Posted by [zunnie](#) on Tue, 28 Jul 2009 09:45:02 GMT

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Are there any people interested in helping me test out the new Coop i am working on?

I'm creating a new Coop from scratch and i am looking for one or two players who would like to help me test the difficulty level of the new coop maps.

I intend coop to be possible to complete with 2-3 players minimum. So this requires some testing to see if there are enough bots/tanks or that there are maybe too many. And how do objectives come along?

If there is anyone interested then please join the IRC channel #mp-coop on irc.mp-gaming.com

Note: bhs.dll 2.3 or above is required to play this coop or you will be kicked, so if you are interested make sure you update your renegade to the latest version: <http://ren.game-maps.net/?act=view&id=828>

edit: Or if you want to help and don't have IRC then just join the server sometime:

servername=zzzzzzzzv

map=M02.mix

IP=85.25.143.169

Port=4444

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Subject: Re: [WIP] Coop 4.0 (need help)

Posted by [zunnie](#) on Tue, 28 Jul 2009 16:49:49 GMT

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M02 screenies inc:

Instead of having teleport zones unlock to teleport players to different checkpoint locations on the map i'm now using miniconsoles which can be pressed E on to teleport to a checkpoint once its unlocked. There is a 3 second wait on teleporting and randomly teleports to 3 random locations within

the checkpoint area to prevent people from getting stuck in one another.

<http://www.game-maps.net/staff/zunnie/renegade/coop4/checkpoints.png>

All buildings in Renegade, including the Helipad and Silo's will now display a message and play sounds

when under attack or when they are killed.

<http://www.game-maps.net/staff/zunnie/renegade/coop4/helicopterpad.png>

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Subject: Re: [WIP] Coop 4.0 (need help)  
Posted by [Brandon](#) on Wed, 29 Jul 2009 01:03:46 GMT  
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If you need help setting up coop and objective messages and such you know where to find me.

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Subject: Re: [WIP] Coop 4.0 (need help)  
Posted by [zunnie](#) on Wed, 29 Jul 2009 10:28:43 GMT  
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Anybody want to join? I need to test this:

See if humvee dropoff works and looks when killed.  
See if medtank drop works and loops when killed.  
Check some secondary objectives to do with destroying turrets and stuff.  
Check if CheckPoint Two is properly functioning and unlocking when it should be.

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Subject: Re: [WIP] Coop 4.0 (need help)  
Posted by [zunnie](#) on Wed, 29 Jul 2009 11:20:54 GMT  
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Thanks for joining people, it works ^^

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Subject: Re: [WIP] Coop 4.0 (need help)  
Posted by [Knight](#) on Thu, 30 Jul 2009 19:34:48 GMT  
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Please read...  
[http://www.renegadeforums.com/index.php?t=msg&goto=396560&rid=22621#msg\\_396560](http://www.renegadeforums.com/index.php?t=msg&goto=396560&rid=22621#msg_396560) my latest post.

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Subject: Re: [WIP] Coop 4.0 (need help)  
Posted by [rhuarc](#) on Wed, 23 Sep 2009 05:38:23 GMT  
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is this coming along?

any idea when you could have it finished?

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Subject: Re: [WIP] Coop 4.0 (need help)  
Posted by [marcin205](#) on Wed, 23 Sep 2009 07:25:43 GMT  
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Better working longer and fix bugs and make new ideas

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Subject: Re: [WIP] Coop 4.0 (need help)  
Posted by [reborn](#) on Wed, 23 Sep 2009 08:00:52 GMT  
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I haven't seen zunnie for a while, not sure if he is still active on this project or not.

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Subject: Re: [WIP] Coop 4.0 (need help)  
Posted by [C C\\_guy](#) on Wed, 23 Sep 2009 12:07:22 GMT  
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zunnie wrote on Wed, 29 July 2009 06:20 Thanks for joining people, it works ^^

Um Read ,Hes done with what he wanted of it,is just busy is all.

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Subject: Re: [WIP] Coop 4.0 (need help)  
Posted by [reborn](#) on Wed, 23 Sep 2009 12:27:53 GMT  
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C C\_guy wrote on Wed, 23 September 2009 08:07 zunnie wrote on Wed, 29 July 2009 06:20 Thanks for joining people, it works ^^

Um Read ,Hes done with what he wanted of it,is just busy is all.

When he said it works, he was referring to the specific things on the list he mentioned. He did not mean the entire coop project. I have not seen zunnie around for a little while now, but that isn't to say he wont come back to this at some point.

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