Subject: Help with coop maps :/
Posted by crysis992 on Thu, 10 Sep 2009 12:56:41 GMT
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Hey all

so i want to make my own coop map.

1. How can i make objectives, for example if i enter a zone, and after that the bots spawn, my bots
spawn before i entered the zone :/ cant find a tut on renegadehelp for that

2.is there somewhere explained what the parameters mean?
for example what is Area ID??

so can some1 help me?

Subject: Re: Help with coop maps :/
Posted by TNaismith on Sat, 12 Sep 2009 08:30:22 GMT
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Hello crysis992,

I have some knowledge of Coop modding, and I think I know enough to help you out a bit.
However, right now it's quite late at night for me, so I unfortunately can't give a full answer right
now. However in the morning tomorrow I'll be happy to reply with more detail.

For now, I strongly recommend you re-visit renegadehelp.net. Look for a tutorial done by
'Mathkill', and the title of the tutorial should be 'Objectives in Multiplayer'.

Also, just as a helper, the scripts you want to be using for this would be 'JFW_Enable_Spawner'.
Also make sure the bot spawners you want have 'Startup Disabled' checked in their options box
(which you bring up through the 'Mod' button), this makes sure they will only start spawning when
they are triggered by another script/zone. I'll explain more later, but for now try your best to keep
experimenting and getting a hang for how things work in Level Edit. This will help you out later
when you learn new stuff.

I'll be back soon.

Also, if you know Zunnie, from MP-Gaming, or Zorid, from [MC] Clan (Over by the renz0r-gaming
community), they both know a lot about this, and they would definitely be able to help you out.

Regards,
TNaismith

Subject: Re: Help with coop maps :/
Posted by crysis992 on Sat, 12 Sep 2009 15:38:59 GMT
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thank you this help me much...

now i have much more questions:

1.How to make a laser wall that open when you got a keycard and insert it in a switch?

2. How i make fds messages? for example: Objective 1: Kill the Nod turret.
or: Nod turret killed, objective complete.

3.
I followed this tutorial:
http://www.renegadehelp.net/index.php?act=tutorial&id=6374

and it worked, but i got a question, is it possible to use
1 Arrow with 1 script (JFW_Enable_Spawner_On_Custom) to enable more than 1 ID ??

4.How can i play a sound file if a objective is complete??

5.
How can i change the spawn points if a objectiv is complete?

Subject: Re: Help with coop maps :/
Posted by TNaismith on Sat, 12 Sep 2009 16:12:57 GMT
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For number 1, I know of this tutorial By Zorid at [MC] Clan, he posted this in our private forum
sections, but I think he'll be alright with me posting this part for you;

Quote:I hope you understand this, i made it as easy as pos to understand.

This is a list of scripts, what the script does and how to set them up within leveledit.

Object = This can be a turret/samsite/building/enemy bot/weapons/keycards/ect.... The Script is to
be added to whatever you want to use.
Settings = This is the settings for the script, you must fill in all settings before you click ok or
leveledit may crash.
Arrow = A daves arrow

==
============================
Destroy an object to open a check
==

=============================

Object - JFW_Death_send_custom

Settings -

ID = id of the arrow
Msg = 1000
param = 1

Arrow - JFW_Custom_destroy_object

Settings -

msg = 1000
ID = id of the object to be removed

===
=============================
Press a switch to open a doorway
===
=============================

Switch - JFW_poke_send_custom
JFW_poke_send_custom_cost

Settings -

ID = id of the arrow
msg = 1000
param = 1

Arrow - JFW_Custom_destroy_object

Settings -

msg = 1000
ID = id of the object to be removed

Now the only part missing for number 1 is that I don't know how to script it so that you must have
a keycard to trigger the switch. I know if you maybe go this site here;

http://www.game-maps.net/downloads/renegade/updates/update344.html

You might be able to scroll through all the possible scripts that Jonwil has made for Level Editor,
and you probably can find a script that will go along with making the keycard function. I'm
assuming this concept is similar to the Coop Server that St0rm hosts, because I remember having

to get those keycards in order to advance in the Temple of Nod mission. I don't know how to do it though, but I'm sure more experienced people would know if you could get in touch with them.

For number 2, I don't know how to do this one fully myself. I know that you need to find scripts that 'send messages' once it is destroyed. For example, if you want a message to appear once a certain turret is destroyed, you'll have to attach a script that goes something like 'Death_send_message', which basically means once it is destroyed, it will trigger an fds message to appear, depending on which fds script you used. This one is not really in my area of knowledge, you'll have to hope someone else better can answer this. I know St0rm's Coop also does this kind of fds message system too. I don't know how to do that yet.

For number 3, yes, it is possible. Instead of using the 'JFW_enable_spawner_custom' script, you need to scroll all the way down the list of scripts, until you reach the scripts that start with 'z_'. There scripts are done by Zunnie from MP-Gaming, and he has made some specific scripts for Coop. The one you probably are looking for 'z_Enable_Multiple_Spawners_Custom'

Here is the full description of the script, which you can find here (Around the bottom of the entire page); http://www.game-maps.net/downloads/renegade/updates/update344.html

Quote:z_Enable_Multiple_Spawners_Custom (This can be used to enable 5 spawners in 1 go)
 Message(Message to trigger on)
 ID1(ID of the first spawner to enable)
 ID2(ID of the second spawner to enable)
 ID3(ID of the third spawner to enable)
 ID4(ID of the fourth spawner to enable)
 ID5(ID of the fifth spawner to enable)

For number 4, there are many scripts that can do this. I don't use these scripts myself because I'm not learning that stuff yet. However, I've seen several of those scripts pop up from time to time. If you look here; http://www.game-maps.net/downloads/renegade/updates/update344.html, and take the time to browse through the entire list a few times, I'm pretty sure you can find the name of scripts that will play sounds once an objective is complete. As an additional note, if you want the actual sounds of when missions are complete, just like in singleplayer, you'll have to learn how to script actual objectives, as in, the little icons that appear in the top right in singleplayer mode. There is a whole entire network you have to learn in order to make those objectives work. That's too advanced for me, so I can't offer any other help than that.

For number 5, I unfortunately don't know how to do this either. I have been looking and searching for ages though, and I've crashed my level editor so many times trying to find out how to do this. I know St0rm's Extreme Coop does it, and I think it's really cool, but so far, all the methods I've tried don't work. Since St0rm does it though, I'm pretty sure it's possible. If I get any information on it, I'll be sure to pass it on to you.

That is the best that I know. I honestly am in the same boat as you. I've only know a little, but guys like Zunnie, Wilost0rm, Zorid, and I think even reborn and IronWarrior might know more about this kind of stuff. Sending a PM over to them can't hurt, but don't get your hopes too high, most of them are all busy doing bigger things in their communities. Can't hurt to try.

Good luck. Hope what little knowledge I have helped maybe just a little at least. Laters.

TNaismith

Subject: Re: Help with coop maps :/
Posted by crysis992 on Sat, 12 Sep 2009 16:49:20 GMT
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can you explain this part a bit better please?

===
=============================
Press a switch to open a doorway
===
=============================

Switch - JFW_poke_send_custom
JFW_poke_send_custom_cost

Settings -

ID = id of the arrow
msg = 1000
param = 1

Arrow - JFW_Custom_destroy_object

Settings -

because if i press at:

JFW_poke_send_custom
it wants that i choose a sound file and player type? but this 2 things not in the text that you posted
:/
msg = 1000
ID = id of the object to be removed

Subject: Re: Help with coop maps :/
Posted by TNaismith on Sat, 12 Sep 2009 18:33:36 GMT
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Hmm, I went back into or private clan forums to double check that that part again. It is exactly as it was posted. I'm afraid I've never tried that particular explanation myself, so I can't give a solid answer.

However, I will guess that the sound file you can probably put a dummy value (Like 0), and not worry about that at all. As for the player type, that basically is just figuring out which side the player has to be on in order to trigger the switch when poked. I'm not quite sure, but the only numbers you can use are 0, 1, 2. Each of those numbers could match up to the following;

- GDI
- Nod
- Unteamed

I'm not sure which number goes with which though. You might have to experiment. Or, you could try looking through here again;

http://www.game-maps.net/downloads/renegade/updates/update344.html

There are certain areas on that page that explain which numbers are correct to use.

Sorry about that confusion. I'll see if I can talk to Zorid about what he is trying to explain with that part, but you'll have to experiment on your own, unless someone else here can point you in the right direction.

Regards,
TNaismith

Subject: Re: Help with coop maps :/
Posted by crysis992 on Sat, 12 Sep 2009 19:32:37 GMT
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thanks for your help
you helped me much