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**Subject: Multi Modded Map Loader?**

Posted by [reborn](#) on Tue, 06 Apr 2010 07:52:09 GMT

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A few years ago (actually several years ago now) I made some modifications to the mission maps to play on-line.

There was a map that I used to make a small Team Death match map, I used the snowy area outside the mansion, it had a kinda small maze (not much of a maze really, more like a garden with large hedges).

I was pleased with the modification, but I remember wanting to use the map again and use another area of the map...

At the time I never had any exposure to the renegade API, or programming, and thus came to the conclusion that it was impossible to have the same map in the rotation more than Once, using a different modded map each time. I mean, to make the mod possible, I was simply placing the .lhd file of the modification in the server's data folder, and we all know you can't have Two files named the same in the same directory...

My memory was jogged to this problem when I happened to see an old screenshot someone had taken while playing my little modification, and I realised that infact it is possbile to make this happen...

There are probably other/better ways to make it work, but I gave it a bit of thought and realised that all I needed to do set-up some folder structures in the server's directory and Copy the .lhd file from the respective folder to the data folder, over-writing any old One as I go when the map loads...

This would allow for a server owner for example to make several modded versions of m08.mix, cnc\_complex.mix or any map at all, and have all of these versions of the map in rotation.

Does this appeal to anyone? I have very little use for it myself, but could make this if it is desireable.

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**Subject: Re: Multi Modded Map Loader?**

Posted by [GEORGE ZIMMER](#) on Tue, 06 Apr 2010 08:15:41 GMT

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This pretty much means you could make co-ops more dynamic.

If that's the case, I'm all for it. I like this idea.

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**Subject: Re: Multi Modded Map Loader?**

Posted by [reborn](#) on Tue, 06 Apr 2010 08:49:54 GMT

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You could even start messing around with the source code to it so that you have the same coop map, with varying levels of difficulty if the team passes the map, then they progress to the next level of difficulty...

However, it's basic function would serve to allow server owners the ability to have several versions of modified maps in their server's rotation (be that mission maps or stock maps etc etc).

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**Subject: Re: Multi Modded Map Loader?**

Posted by [Reaver11](#) on Tue, 06 Apr 2010 08:57:00 GMT

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I really like this idea.

I tried figuring this out myself but since I have very little coding experience I failed miserable

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**Subject: Re: Multi Modded Map Loader?**

Posted by [TNaismith](#) on Tue, 06 Apr 2010 12:31:26 GMT

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GEORGE ZIMMER wrote on Tue, 06 April 2010 03:15This pretty much means you could make co-ops more dynamic.

If that's the case, I'm all for it. I like this idea.

reborn wrote on Tue, 06 April 2010 03:49You could even start messing around with the source code to it so that you have the same coop map, with varying levels of difficulty if the team passes the map, then they progress to the next level of difficulty...

However, it's basic function would serve to allow server owners the ability to have several versions of modified maps in their server's rotation (be that mission maps or stock maps etc etc).

I especially like the sound of possibly finally achieving a somewhat dynamic difficulty system for the coop servers. So to clarify, are you planning to release a script of some sort, or an actual .pkg of your previous work from a long time ago -- to show others how the folder structure would work?

I'm not quite sure what your referring to. However I can assure you there will be interest in this, I know a few people that would be very glad to have something like this -- in fact there is a group/community working on a project right now that have just started on a coop/new mission map that is huge in terrain. They had plans to divide the map up, and I believe what you described would fit their project structure perfectly.

And to further clarify, if one wanted to have the 'same' versions of map on a server rotation, can't you just re-name each file, so that you could have something like; Map01\_Part1, Map01\_Part2, Map01\_Part3...etc?

Lastly would the script/what your talking about work something like this;

- A) Players finish Map01\_Part1\_Easy
- B) Server takes script and triggers a higher difficulty map
- C) Players instead of advancing to Map01\_Part2\_Easy, advance(load) Map01\_Part2\_Hard

Forgive me if I'm asking questions that seem obvious to answer.

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**Subject: Re: Multi Modded Map Loader?**  
Posted by [reborn](#) on Tue, 06 Apr 2010 12:50:08 GMT  
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TNaismith wrote on Tue, 06 April 2010 08:31

So to clarify, are you planning to release a script of some sort, or an actual .pkg of your previous work from a long time ago -- to show others how the folder structure would work? I'm not quite sure what your referring to.

I would release Two very very simplistic modified versions of Complex to illustrate how to set it up, and that it infact works.

The code that actually makes the changes would be in the form of a SSGM plug-in, and it would be open-source.

TNaismith wrote on Tue, 06 April 2010 08:31

to further clarify, if one wanted to have the 'same' versions of map on a server rotation, can't you just re-name each file, so that you could have something like; Map01\_Part1, Map01\_Part2, Map01\_Part3...etc?

It would be possible for them to dump them all like that in the data folder like that if I could be bothered to start formatting the file names and stuff, but it makes it easier for me (and I am fairly lazy and also strapped for time) to create a folder structure and copy the files. There's less room for error this way too. It would be a simple CopyFile() rather than messing around with strings...

TNaismith wrote on Tue, 06 April 2010 08:31

Lastly would the script/what your talking about work something like this;

- A) Players finish Map01\_Part1\_Easy
- B) Server takes script and triggers a higher difficulty map
- C) Players instead of advancing to Map01\_Part2\_Easy, advance(load) Map01\_Part2\_Hard

Someone could modify the plugin to do that, I cannot know what the objective of the map coop map is for the plugin to say whether the map difficulty gets harder or not (unless it is a simple case of win conditions).

The primary goal is to enable several version of the map to be played in One server. Once this is done, I might consider extending it to the sort of thing you're talking about.

I am glad the idea is liked.

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**Subject: Re: Multi Modded Map Loader?**

Posted by [TNaismith](#) on Tue, 06 Apr 2010 19:57:05 GMT

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Sounds excellent. I do tend to get ahead of myself when discussing possibilities for coop-modding/mission-making, but I understand your need for focused goals and taking one step at a time.

As I mentioned before, even at the primary goal you might decide to aim for, there are a few people I know of that would be able to put this to use right away in their servers/work. I'll pass them a notice about this possibility, and so if you ever do decide to create it, they'll be one of the first to perhaps test it out.

No pressure.

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**Subject: Re: Multi Modded Map Loader?**

Posted by [sauron--the--king](#) on Wed, 07 Apr 2010 08:54:42 GMT

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Hello,

I indeed am making a really big map with some other guys.

First I wanted to make one big map. But after discussing this with Black Riderr, I wanted to make three mission maps of one big map.

So first starting on a submarine, where you get captured and put into a prison.

In that mission you will finally escape. After escaping the prison, the mission will end. Then the second mission will start, etc...

There will be 4 new structures, a big submarine bunker, a submarine (where you can enter), a big prison facility and a Tiberium Research Facility.

The split of the map that I thought, was just making a part of the map in each mission, so the maps would be smaller and causing less lag.

About the many difficulties, that would be fun to add in this big map. The ideas you had on this forum could be great to add to these missions.

Beneath here you can see the whole map with the three missions.

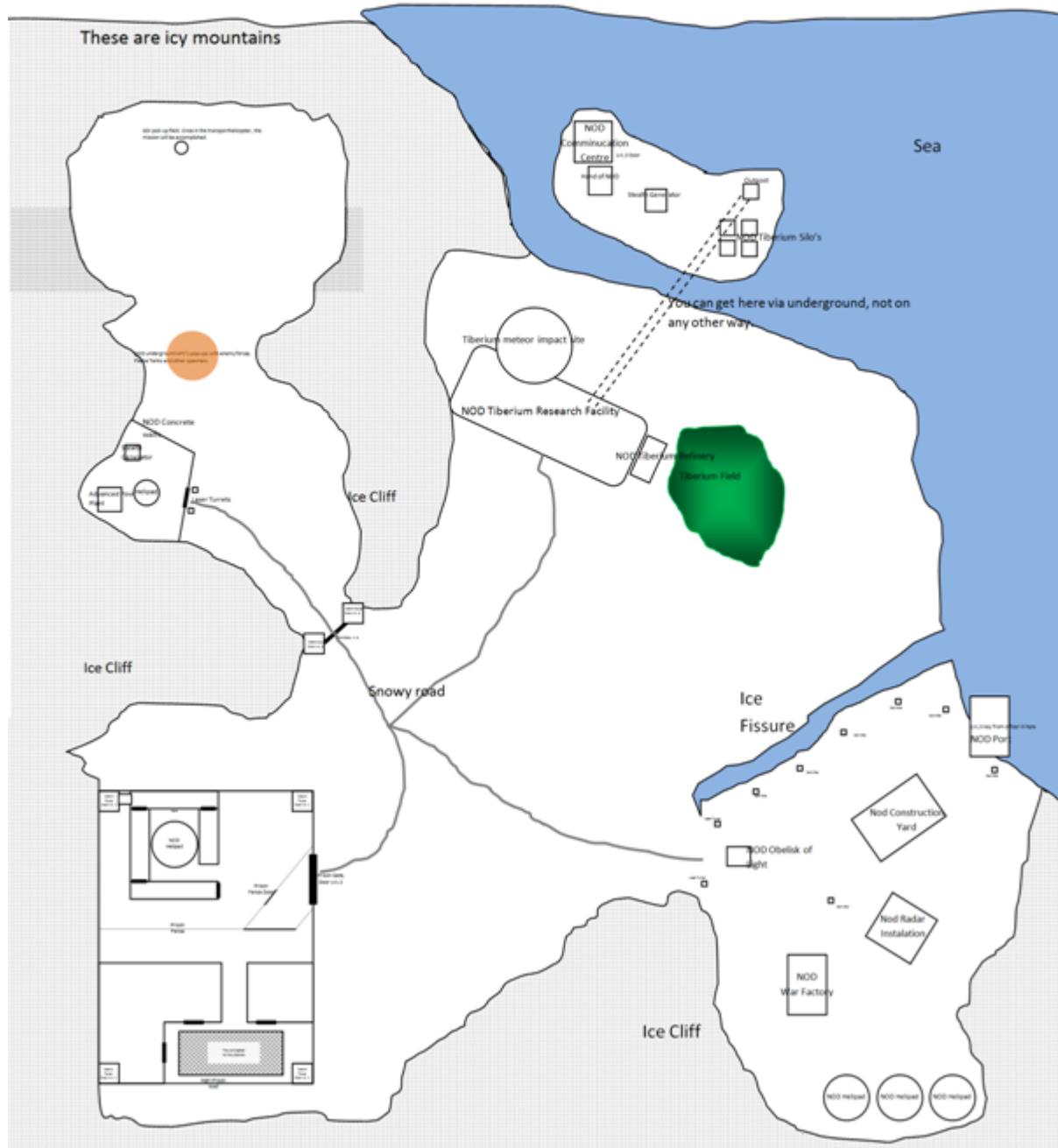
Kind regards

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#### File Attachments

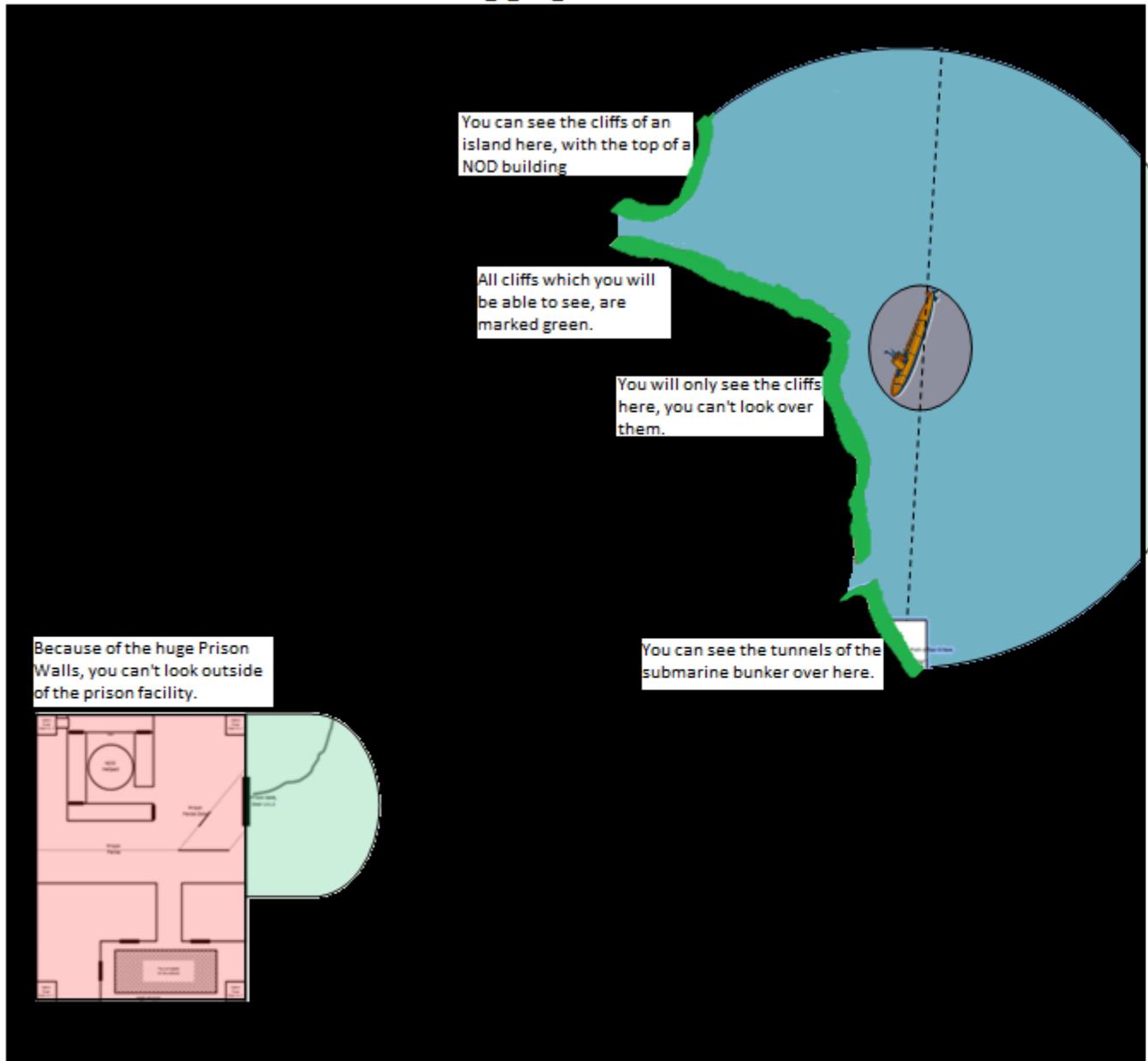
- 1) [The%20Map%20itself%20Small%20Version.png](#), downloaded 653 times

The whole map will be snowy. The land is higher than the sea, causing cliffs to appear near the sea. At the top of the buildings there will be snow. **The map itself is really big**, there will be large open snowy fields, like between the Prison Facility, Nod base and the Nod Tiberium Research facility. As you can see, the Nod Tiberium Research Facility indeed is a hell of a building



2) The%20Three%20missions%2C%20without%20objectives.png, downloaded 647 times

## Mission 1: Baggage to Prison



You can walk everywhere what is marked red.

You can only see what is marked red and green, you won't be able to walk there at any circumstances.

The black area is an area where there isn't anything at all. Like this, there will be less terrain and less lag

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Subject: Re: Multi Modded Map Loader?

Posted by [a000clown](#) on Thu, 08 Apr 2010 19:59:28 GMT

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This is a great idea! We can have more maps without requiring the players to download anything

extra

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**Subject: Re: Multi Modded Map Loader?**

Posted by [reborn](#) on Fri, 09 Apr 2010 10:28:27 GMT

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Well, they're not new maps in reality, but yeah.. That was my thoughts on the matter too. It's kinda similar to having new maps, but not quite. Just opens a few more opputunities. I'll be working on it soon (pending fatherhood ).

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**Subject: Re: Multi Modded Map Loader?**

Posted by [TNaismith](#) on Fri, 09 Apr 2010 14:29:38 GMT

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reborn wrote on Fri, 09 April 2010 05:28I'll be working on it soon (pending fatherhood ).

Congrats mate. Going to introduce your kid to Ren early? Hope things go well. ^^

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**Subject: Re: Multi Modded Map Loader?**

Posted by [reborn](#) on Fri, 09 Apr 2010 14:37:08 GMT

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Thanks, due date is 12th of April, so any day now.

And yes, they will be pro at renegade. I'm going to be One of those dousche bags parents that lives their own dreams through their kids, they'll be programming for a living before they're out of diapers.

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**Subject: Re: Multi Modded Map Loader?**

Posted by [TNaismith](#) on Fri, 09 Apr 2010 16:09:31 GMT

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reborn wrote on Fri, 09 April 2010 09:37

And yes, they will be pro at renegade. I'm going to be One of those dousche bags parents that lives their own dreams through their kids, they'll be programming for a living before they're out of diapers.

Ahahaha! xD Maybe Ren stands a chance at a revival after all. Haha

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Subject: Re: Multi Modded Map Loader?

Posted by [Ethenal](#) on Fri, 09 Apr 2010 19:42:11 GMT

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I actually thought of this several months ago but I just couldn't find the time to make it (even though it would be extremely simple). If you would make it, I'm sure all of the co-op servers would LOVE it.

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Subject: Re: Multi Modded Map Loader?

Posted by [reborn](#) on Wed, 14 Apr 2010 21:34:07 GMT

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Managed to grab 30 minutes tonight and was able to produce a proof of this that worked with my test mods for the map complex. The server ran for several rotation, and successfully switched the mods for the map in an automated fashion.

I would join One version fo complex and there would be some planes laying around, then the next time it loaded, there was turrets and stuff.

I just need to expand on it and add support for other maps.

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Subject: Re: Multi Modded Map Loader?

Posted by [GEORGE ZIMMER](#) on Wed, 14 Apr 2010 21:35:32 GMT

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NICE! Glad to hear!

I might actually try and get off my ass to do something with this. This sounds fantastic.

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Subject: Re: Multi Modded Map Loader?

Posted by [reborn](#) on Thu, 15 Apr 2010 20:48:08 GMT

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Released...

<http://spencerelliott.co.uk/forums/index.php/topic,53.0.html>

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