
Subject: Mountain Ambush -- A TNaismith Release
Posted by [TNaismith](#) on Sun, 12 Sep 2010 07:45:11 GMT
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I released this back in March 2010 of this year on the clan forums for [Mission Coop] clan. Posting it here for anyone remotely interested or maybe just wants to have a quick 5-10 minute round of fun playing the map, then putting it into the 'early retirement' folder of your computer.

Original release topic: Here, at the [Mission Coop] Clan forums
What is Co-Op?: Co-Optimus' Definition, from www.co-optimus.com
"www.co-optimus.com"Definition

A co-op game is a game where two or more players work together to accomplish a goal against AI opponents. Ideally the game will feature a strong story in which both players take part of. Co-Op can be online over the internet, offline on the same console, or via a LAN or Wireless Network. We do not consider team based games as co-op where players face off against another team of human players.

The following below is the text originally posted from the [Mission Coop] Clan forums

Download Link: <http://www.mediafire.com/?8xxn86z5tjwn8zi>

Standby...Incoming Transmission...
Visual Data streaming...
Transmission successfully connected...

Greetings once again comrades, friends, and fellow Cooperative gaming enthusiasts!

I am proud to finally announce one my first 'official' releases based on my work with Level Edit and vain attempts at learning how to mod + create Cooperative Missions for Renegade.

Mountain Ambush, is a small map set to give you a glimpse into a small skirmish that has broken out between GDI and Nod forces. You may have seen this map already in this topic here: Surprise [MC] - Part 2 , yet this one has gone through several changes and revisions. The map is overall a compilation of different scripts, techniques, and ideas gathered from all over the Renegade Community, and little bit of my own imagination. Originally it was just a testing map to try things out, and eventually grew from there. I may/may not to decide to keep updating this release with improvements, new scripts, etc. [Update September 12th 2010: I don't plan on updating this co-op map, as there are other current co-op maps/projects I'm busy with, but I do have the original files to work with, if I ever change my mind.]

The mission is currently set to be an on-going battle -- meaning there is no way to end the mission, except by quitting the game. In the future I'll work towards making my missions/maps 'finish-able', but for now this release will be a 'no-end-in-sight' kind of map. There shouldn't be any major bugs/glitches to the map (as in something that will crash your game), but at the same time, don't expect everything to look really good. As any modder would be able to tell you after looking

at this map -- it's far from being high-quality or well-scripted in terms of gameplay. It is simply me finally gathering what small guts I have to release some of my work for others to try out for fun, and maybe get five-ten minute of enjoyment from playing.

Better yet, if anyone has new ideas or suggestions to make after playing the mission, please feel free to let me know here in the thread, or by Private Message. I continue (at the moment) to work on making new maps/missions with a cooperative gameplay focus, and I value feedback, new ideas, or suggestions for future maps. (Or to improve a current map as well).

A shout-out to all the fellow cooperative gamers whom I've had the privilege of playing together with ever since I started Renegade. A huge salute to my comrades in [MC] Clan for being the great bunch of guys/gals bringing motivation + inspiration for me to keep lovin' Coop gaming, and finally a big wave to the entire modding community of Renegade -- whom without their wisdom embedded in tutorials, websites, guides, conversations and resources dating as far back as 2002, I wouldn't have been able to bring to you the work I do. Zorid, thank you for getting me started on modding and teaching me so many things over the last few months and years. I hope to release many more coop maps/missions in the future, and I hope you, and everyone in [MC] stick around for a longer while yet.

I hope for many more good times and memories to come, the fun ain't over yet I hope.

~ TNaismith
[MC] Clan Member
Coop Gamer Enthusiast
March 17th 2010

Instructions to download + play:

Download the .pkg file here: [MountainAmbush.pkg](#)

Use a free program like WinRAR (Google it) to unpack the .pkg file onto your desktop.

Place .pkg file into the DATA folder of Renegade.

Run Renegade.

Click on 'LAN Multiplayer'

Click on 'Host Game'

Configure any options for your game. The options below are ones that are mandatory (which means they have to be set like below, or else the map may not load properly.)

Under 'Basic' category, set 'Preferred Side' to 'GDI'.

Set # of players to '1'. This will let you play the game without the 'Game Pending' message.

Under 'Advanced', set 'Manual Teams'.

Go to the page where you set the map rotation.

Choose 'MountainAmbush.pkg' from the drop-down menu of 'Mod Package'.

Make sure 'MountainAmbush.lsd' is in the 'Map Cycle List' box.

Set time limit to '0'. This will let you play with infinite time.

Play game.

Subject: Re: Mountain Ambush -- A TNaismith Release
Posted by [ErroR](#) on Sun, 12 Sep 2010 09:00:06 GMT
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Broken picture links

Subject: Re: Mountain Ambush -- A TNaismith Release
Posted by [Altzan](#) on Sun, 12 Sep 2010 20:29:15 GMT
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My brother and I like to co-op, but will that work over LAN? Or would it force him to be Nod?

Looks interesting regardless.

Subject: Re: Mountain Ambush -- A TNaismith Release
Posted by [TNaismith](#) on Sun, 12 Sep 2010 21:48:30 GMT
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<http://img22.imageshack.us/img22/8101/014282919919.png>
That's how it looks to me ErroR. Hope the images aren't really broken. =(

Altzan,

Co-op over LAN has been a widespread problem over the time I've been browsing renforum topics+threads about playing co-op over LAN (In fact, here is one topic about it, among many others. You will probably recall this one, Altzan. Co-op with 2 computers). For this co-op mod, I've tried to force players to always switch to the GDI team using a method I only finished testing out today. (haven't seen this method posted in any past renforum topics yet, just generally got fed up and decided to run through every possible script that can change a player's team in LAN. xD)

A zone has been set over the Nod Spawner, and the script 'Kamuix_Team_Change_Zone' attached, with the parameters for 'Player_Type' being 2 (Which represents trigger for anyone entering the zone, or it might be for just for Nod, haven't been able to confirm 100%) and 'Team' is set to 1 (which tells the script to change the player to GDI team, every time).

I haven't tested this mod with 2+ people, have only tested this playing a 1-player LAN game. Every time I started as Nod, or if I switched teams to Nod, the zone+script would trigger properly and 'teleport' me, so to speak, to spawn as the GDI team (Aka, when spawning at the Nod spawner, the game immediately switches me to spawn at the GDI spawner).

...And most importantly, the server didn't crash or end the game due to the 'No players on opposite team' error (which is what usually happens when trying to play co-op LAN games with friends/family). You *should* be able to play normally with both players on GDI, but test it yourself with your brother and let me know if it works. First time I've used this process to force players to one team without the use of server-side options+settings+programs.

Subject: Re: Mountain Ambush -- A TNaismith Release
Posted by [trooprm02](#) on Mon, 13 Sep 2010 04:17:22 GMT
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Looks good, clean writeup, keep up the good work

p.s: looks like you are running a pretty old computer from those screenshots, if modding is really something that interests you, I'd recommend upgrading your machine

Subject: Re: Mountain Ambush -- A TNaismith Release
Posted by [Sladewill](#) on Mon, 13 Sep 2010 14:25:04 GMT
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Make a drop zone for all players, if u add a script to the zone which switches nod players to gdi.

Subject: Re: Mountain Ambush -- A TNaismith Release
Posted by [Altzan](#) on Tue, 14 Sep 2010 03:14:23 GMT
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The only issue I was worried about us the game ending after player 2 was switched to GDI.
Haven't tested yet, I'll try to check it tomorrow.

Subject: Re: Mountain Ambush -- A TNaismith Release
Posted by [YazooGang](#) on Thu, 16 Sep 2010 12:16:44 GMT
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TNaismith wrote on Sun, 12 September 2010
16:48 <http://img22.imageshack.us/img22/8101/014282919919.png>
That's how it looks to me ErroR. Hope the images aren't really broken. =(
The bottom 3 images, when you click them, they say not found =.=

Over all, good job mate!

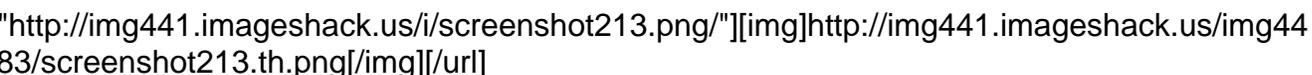
Subject: Re: Mountain Ambush -- A TNaismith Release
Posted by [Soulhunter](#) on Thu, 16 Sep 2010 16:01:22 GMT
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his bottom images:

Subject: Re: Mountain Ambush -- A TNaismith Release
Posted by [TNaismith](#) on Thu, 16 Sep 2010 22:04:28 GMT
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Thank you SoulHunter, is this what you meant by "...don't post thumbnails...lol..." in the St0rm.net thread today? I dig where your coming from now.

The image-link error you guys were encountering when clicking the thumbnails in the original post has been fixed (Credits to ErroR and YazooGang). The problem was that the image-links were posted in this format from another forum and there were quotation marks around the image link:

```
[url="http://img441.imageshack.us/i/screenshot213.png/"][img]http://img441.imageshack.us/img441/9383/screenshot213.th.png[/img][/url]
```

The renegadeforums.com don't use quotation marks for image links, so I just removed them and they should work clean as a whistle now. Will have to remember that in the future when posting on the Renforums.

I do need a new computer, but can't be bothered at the moment. Just have to make do with the PC I've got at the moment. =)

Subject: Re: Mountain Ambush -- A TNaismith Release
Posted by [Altzan](#) on Mon, 20 Sep 2010 05:06:45 GMT
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I tried LAN, didn't work unfortunately. The game ends as soon as the second player is switched to GDI.

Subject: Re: Mountain Ambush -- A TNaismith Release
Posted by [TNaismith](#) on Mon, 20 Sep 2010 05:45:08 GMT
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Back to square one. =/

Should have figured it wouldn't work, darn it for being so hopeful...I'm afraid that is how things have to be then -- unless people are able to host an FDS server with SSGM installed. Even then, if you host an FDS server on yourself, and play Renegade on the same computer your hosting, you won't see it in the serverlist -- which means you can never join the server with your buddies.

What a day. Thanks for testing it and letting me know though Altzan. Appreciate that effort.

Subject: Re: Mountain Ambush -- A TNaismith Release
Posted by [reborn](#) on Mon, 20 Sep 2010 19:08:13 GMT
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TNaismith wrote on Mon, 20 September 2010 01:45

If you host an FDS server on yourself, and play Renegade on the same computer your hosting, you won't see it in the serverlist.

I think you're not looking hard enough for your server. :-/

Subject: Re: Mountain Ambush -- A TNaismith Release
Posted by [TNaismith](#) on Tue, 21 Sep 2010 02:58:11 GMT

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I assure ye, I wish that was the case. A few of us from the coop servers have tried several times over the last three-four months to get an FDS server on one of our computers -- so that we could run tests on coop maps and terrain. None of us ever saw our own server. Later on, someone working independently on mapping told us that the only way to see + join an FDS server if you are hosting it is if the FDS is on another separate PC.

The implication is that hosting an FDS on your own computer somehow disables being able to see + join your own server. Have tried at least twenty-thirty odd times trying to join my own FDS server, but I never see it listed on the servers. I would like to think I've looked hard enough.

I've used zunnie's and Distrbd21's tutorials on setting up an FDS with GameSpyArcade.

Subject: Re: Mountain Ambush -- A TNaismith Release
Posted by [wubwub](#) on Tue, 21 Sep 2010 03:28:18 GMT

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thats funny, i ran my FDS on this comp, and could play it on the very same comp.

o_0

Subject: Re: Mountain Ambush -- A TNaismith Release
Posted by [Goztow](#) on Tue, 21 Sep 2010 06:10:31 GMT

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His problem is gamespy. It's correct you cannot see your own server on gamespy when it's on the same ip. But on wol it works fine.

Subject: Re: Mountain Ambush -- A TNaismith Release
Posted by [TNaismith](#) on Tue, 28 Sep 2010 04:46:06 GMT

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Correct. Just tested hosting a WOL FDS server and as long as you follow the instructions for this tutorial

(<http://www.pokemonca.net/rh/index.php?mod=Tutorials&action=view&id=143>here) you will be able to see your own fds server from WOL + be able to join it.

Exception: After testing several times, I had to put in my usual WOL nickname + password for the fds server.ini settings (which means I couldn't use that same nickname to actually log onto WOL from Renegade), and which also meant I had to make up a new nickname + password in order to join my own fds server. You also have to have either create/edit your Renegade shortcut to say:

```
C:\Westwood\Renegade\Game2.exe /multi
```

You also do have to have a real, valid serial for your fds server.ini settings.
