
Subject: Can the SP maps be played in MP?
Posted by [Distrbd21](#) on Fri, 18 May 2012 21:22:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

What I mean is if I go in them and redo a few scripts can it be played in MP?

I'm tried of the co-op mods out there because non of them are really like the SP and all of them are not set up that good.

for example zunnies, the bots are hard to kill and can kill you in like one shot.

I think it should be like that BUT I don't think the bots should re-spawn after you clear the area.

And I would like it to be just like the SP missions but a little harder.

SO can it be done?

Subject: Re: Can the SP maps be played in MP?
Posted by [C4Smoke](#) on Mon, 21 May 2012 07:02:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes, I remember in GSA day's, around 2003, there was a clan server (EMD)CoOp or something like that and it had original coop maps you can ask osiris since he hosted server but I doubt hes around anymore haven't heard from him since early 2009.

Subject: Re: Can the SP maps be played in MP?
Posted by [Distrbd21](#) on Mon, 21 May 2012 11:40:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ya well I decided to upgrade the server to 4.0 so can't use these cause sp crashes with 4.0, unless they fixed it ;p

off topic Hey you ever here from that 14 year old kid at cvs ;p

Subject: Re: Can the SP maps be played in MP?
Posted by [bmruze](#) on Mon, 21 May 2012 12:40:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Whitedragon has proven this possible with his most recent release

<http://forums.black-cell.net/index.php?topic=13812.new;boardseen#new>

Subject: Re: Can the SP maps be played in MP?
Posted by [Sean](#) on Mon, 21 May 2012 12:45:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

DistrbdSt0rm21 wrote on Mon, 21 May 2012 04:40Ya well I decided to upgrade the server to 4.0 so can't use these cause sp crashes with 4.0, unless they fixed it ;p

off topic Hey you ever here from that 14 year old kid at cvs ;p

It's goodonedriver not c4smoke.

Subject: Re: Can the SP maps be played in MP?
Posted by [Distrbd21](#) on Mon, 21 May 2012 20:17:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Azazel wrote on Mon, 21 May 2012 07:45DistrbdSt0rm21 wrote on Mon, 21 May 2012 04:40Ya well I decided to upgrade the server to 4.0 so can't use these cause sp crashes with 4.0, unless they fixed it ;p

off topic Hey you ever here from that 14 year old kid at cvs ;p

It's goodonedriver not c4smoke.

wow what a fag for using the al mighty C4smokes nick

Also thanks for the link helps a little.

Subject: Re: Can the SP maps be played in MP?
Posted by [Whitedragon](#) on Mon, 21 May 2012 20:55:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

SP maps work fine in MP with 4.0; plenty of coop servers use 4.0. Now if you want to play the actual SP missions that's an entirely different problem. Most of the SP scripts were written to work in an undedicated game, which is what SP is, and won't work correctly on a dedicated server. Cinematics will play, but are kind of broken. None of the objective logic will work. None of the dialogue will play. You'd need to completely redo the map with new scripts if you wanted it to work in MP.

Subject: Re: Can the SP maps be played in MP?
Posted by [iRANian](#) on Mon, 21 May 2012 21:21:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

i thought *cheat name removed*was renegade's most used piece of software

Subject: Re: Can the SP maps be played in MP?
Posted by [Xpert](#) on Tue, 22 May 2012 09:12:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Has anyone ever played C&C_Boarding_Party? It's the exact map of the mission in single player where you have to rescue the GDI prisoners off the ship and then bring them back to the submarine port to win the mission. The thing is, it works on multiplayer, which is amazing. I was playing it last night with a buddy and I was amazed. Although I had to edit the level because there were Large_Blockers in certain areas for no reason that hindered finishing the mission. But after that, it was just like the single player. And the bots respawn, but not SUPER crazy like the coop mods we have these days.

The scripts from single player were also being played on the map like when EVA says "New primary objective added" and "Secondary Mission objective complete". It even has the text appearing on the top. If you hosted the map yourself, you could see the objective bars on the top right corner like Single Player.

Go check out the map. If you don't have it, here's a link

http://www.ax-games.net/downloads/C&C_Boarding_Party.rar

Subject: Re: Can the SP maps be played in MP?
Posted by [iRANian](#) on Tue, 22 May 2012 09:39:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's because zunnie re-implemented the scripts from that mission, check z_ship.cpp. Co-op would be good if done like that for a whole campaign, i.e. bringing the single player experience over to multiplayer. One thing I don't like is the really simplistic, non-random bot spawning system. If someone would spend some time playing around with that and would fix the laggy bot stuff by writing their own Enemy_Seen() logic co-op would be really nice.

Domination mode on the single player maps that support vehicle combat would work out really well too, with the vehicle buying, chinook drop-off logic and some small changes to infantry. Custom spawning logic so you can spawn at control points owned by your team, but not allowing buying vehicles from those control points would be interesting too. One is easy way to do so is block vehicle purchase requests if the player is too far away from the vehicle drop off point.

Subject: Re: Can the SP maps be played in MP?
Posted by [Xpert](#) on Tue, 22 May 2012 09:43:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ahhh that makes sense now. I never knew that. I never bothered with the map until now. It's really good though the way it works

Subject: Re: Can the SP maps be played in MP?
Posted by [iRANian](#) on Tue, 22 May 2012 09:58:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

i made an edit after you replied
