Subject: RenegadeCoop Opened
Posted by zunnie on Sun, 12 Aug 2012 20:33:08 GMT
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New Website
http://www.renegadecoop.com :: The new website we (SarahDX and me) launched for this
modification. It will contain links and info about the mod too.
http://www.moddb.com/mods/renegade-coop-40 :: The ModDB profile for the mod
Images by kenz3001

New Maps
Currently in rotation, created by SarahDX:
- RC_Hourglass
- RC_BeachAssault
- RC_Tropics
- RC_B02_B7

How to guides and help will be posted on the forums soon.

Server Info
IP for direct connections: 95.211.176.7:11500
XWIS Nickname: Coop4
Hardware: Intel G850 2x2.9GHz 4GB RAM 100MBIT

IRC - Internet Relay Chat
You can join our irc on irc.multiplayerforums.com in channel #MPF-Coop4

Starting Over
I lost the source code and files for most of the Coop maps i made and we are going to redo them
from scratch. meaning Joipa, Boarding_Party and maps like that i did before. They will be made
better i hope

Greetz zunnie & SarahDX & Kenz3001

Subject: Re: RenegadeCoop Opened
Posted by Xpert on Sun, 12 Aug 2012 21:18:11 GMT
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zunnie wrote on Sun, 12 August 2012 16:33
Starting Over
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Use Level-ReEdit on them. That's what I did with Boarding_Party to understand how you did the map.

May I also suggest just editing the current single player maps so people who don't run 4.0 can play also. This is just so people who aren't familiar with scripts can also play these games without a 3rd party download. That's why I loved Jessica's co-op a lot. I still have her maps and mod. If I had the time, I would work on it and fix bugs and add more features to it but I simply don't have any time in my schedule to do it.

Subject: Re: RenegadeCoop Opened
Posted by zunnie on Sun, 12 Aug 2012 21:25:11 GMT
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Yea i could do that i guess for some of them
I *think* i'll just redo them though and make them better where possible.

I also choose them to be 4.0 downloadable content because that opens up a lot of stuff ingame thats not possible for serverside maps.

People with <4.0 can still play, they just have to download the map manually :/
The number of 4.0 'runners' is increasing by the day though so i am not too worried about it.