Subject: Re: Coop
Posted by Naamloos on Thu, 29 Jun 2006 11:59:19 GMT
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Quote:im tryin to figure out how to get Co-op to work in a map i make to have fun.

Reading that, I'm sure he doesn't want to make it server-sided.

Anyway, use normal spawners for players and infantry spawners for bots... I suggest you play around with the settings of the bots a bit and then make a new spawner for them, the normal bots are often a bit buggy for co-op style gameplay.

For some tips on how to set it up take a look at:

http://renhelp.laeubi-soft.de/index.php?tut=40

Once you get used to the way things go I might be able to give you my older co-op project so you can look at how I made things.