GT41 wrote on Wed, 18 February 2009 13:41Reply from zunnie:

Quote:I dont have the sourcecode for coop anymore, was lost loooong time ago.
CoopBeta 3.00 is running on SSGM 2.0.2 - the sourcecode for that is available on game-maps.net

but if it is just the same as the ssgm source why did the one wittebolx work?

Also why i am here one more question. Cloudyserv dont seem to like the coop changing peoples
teams. so i had a look around and see this:

; ForceTeam=
;
; Forces all players in the server to change to the specified team when they join.
; Intended for CO-OP servers where all players are on one team and the other team is entirely
bots.
; -1 = Disabled
; 0 = Nod
; 1 = GDI
; 2 = Neutral

ForceTeam=-1

and then down abit more in the ssgm.ini there is stuff like this.

[C&C_Islands.mix]
WeatherType=Rain
GDIRVC_X=-129.783051
GDIRVC_Y=76.742599
GDIRVC_Z=0.01852
GDIRVC_Face=-90.000
GDIRVCP_X=-129.783051
GDIRVCP_Y=85.742599
GDIRVCP_Z=0.01852
GDIRVCP_Face=0.000
NodRVC_X=-124.923019
NodRVC_Y=-196.427875
NodRVC_Z=1.168
NodRVC_Face=90.000
NodRVCP_X=-124.923019
NodRVCP_Y=-204.427875
NodRVCP_Z=1.522

now i am wondering if i added the coop maps like this

[m01.mix]

and then under done forceteam= (what ever team you play for that map) and then i done that with all the maps would it work? would it make them just auto join 1 team per map.
That would work yes. (stupid flood protection.... couldnt post before 10 seconds passed)...