
Subject: Co-op

Posted by [FynexFox](#) on Sat, 30 Sep 2006 19:28:38 GMT

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Hey everyone, I was wondering if anyone could tell me if this is possible, and if it is, how to do it.

Id like to beable to make a server, without the FDS,and have it so everyone can be on one side. I and you are all aware that if you dont have atleast one person on GDI and one on NOD you get the Gameplay Pending error, there a way around this?

Subject: Re: Co-op

Posted by [Matix](#) on Sat, 30 Sep 2006 20:28:41 GMT

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MP-Gaming came out with a server.dat patch years ago for the gameplay pending patch. But the site died so no more downloads But what you can do is in ssaow.ini, it has an option where to set all the players to a specific team. I don't know if it works or not, cause I never tried it, so go for it!

Subject: Re: Co-op

Posted by [Nightma12](#) on Sat, 30 Sep 2006 20:38:26 GMT

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FynexFox wrote on Sat, 30 September 2006 14:28Hey everyone, I was wondering if anyone could tell me if this is possible, and if it is, how to do it.

Id like to beable to make a server, without the FDS,and have it so everyone can be on one side. I and you are all aware that if you dont have atleast one person on GDI and one on NOD you get the Gameplay Pending error, there a way around this?

cant be done without patching Renegade... which nobody has made a patch for yet as far as im aware

Subject: Re: Co-op

Posted by [Zion](#) on Sat, 30 Sep 2006 21:54:21 GMT

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It can be done clientside, but as far as i'm aware only the gameplay pending patch.

To do so, change the name of Game.exe to server.dat, run the patcher, then rename back to Game.exe.

Subject: Re: Co-op
Posted by [FynexFox](#) on Sat, 30 Sep 2006 22:19:54 GMT
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what do I do if i have renguard?

Subject: Re: Co-op
Posted by [Zion](#) on Sun, 01 Oct 2006 00:15:14 GMT
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Change Game2.exe to server.dat and vice versa after the patch.

I don't think this has been run with RG so run Game2.exe directly (not through Game.exe).

Subject: Re: Co-op
Posted by [IronWarrior](#) on Sun, 01 Oct 2006 03:05:55 GMT
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Matix wrote on Sat, 30 September 2006 15:28MP-Gaming came out with a server.dat patch years ago for the gameplay pending patch. But the site died so no more downloads But what you can do is in ssaow.ini, it has an option where to set all the players to a specific team. I don't know if it works or not, cause I never tried it, so go for it!

www.Game-Maps.NET is back, you should be able to download the things you want from there now.

Subject: Re: Co-op
Posted by [LR01](#) on Sun, 01 Oct 2006 10:39:50 GMT
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but then you only need to manually change sides

Subject: Re: Co-op
Posted by [FynexFox](#) on Sun, 01 Oct 2006 14:33:50 GMT
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Im still stuck on patching game2.exe

the path tells me it isnt the right version or some crap so it wont patch it.

Subject: Re: Co-op
Posted by [Matix](#) on Sun, 01 Oct 2006 16:57:00 GMT
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Lol, noob..

Use the server.exe patch from www.Game-Maps.net, use it to find the server.dat in your Renegade FDS, then patch! Start it up, join the game, and you can play 1v0. But if you want to do it client side. I don't have a clue how to do it. Nor do I want to experiment with my game2.exe

Subject: Re: Co-op
Posted by [Matix](#) on Sun, 01 Oct 2006 17:02:14 GMT
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IWarriors wrote on Sun, 01 October 2006 04:05Matix wrote on Sat, 30 September 2006 15:28MP-Gaming came out with a server.dat patch years ago for the gameplay pending patch. But the site died so no more downloads But what you can do is in ssaow.ini, it has an option where to set all the players to a specific team. I don't know if it works or not, cause I never tried it, so go for it!

www.Game-Maps.NET is back, you should be able to download the things you want from there now.

Yeah, it makes it so you can do 1v0 but how can you make it 2v0 + without forcing to change teams? I am sure ssaow can do that without manually changing teams.

Subject: Re: Co-op
Posted by [LR01](#) on Sun, 01 Oct 2006 17:33:10 GMT
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Merovingian wrote on Sun, 01 October 2006 02:15Change Game2.exe to server.dat and vice versa after the patch.

I don't think this has been run with RG so run Game2.exe directly (not through Game.exe).

Did you ever tried this?

Subject: Re: Co-op
Posted by [FynexFox](#) on Sun, 01 Oct 2006 18:27:47 GMT
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mm, i have tried it, biut the patcher gives me and error saying the files isnt the right verison or something. Mero told me the guy that originally did this had to edit something with a hex eidotr so

im clueless.

Subject: Re: Co-op

Posted by [Zion](#) on Sun, 01 Oct 2006 22:57:35 GMT

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Try patching server.dat from the FDS then renaming it to Game2.exe?

May cause errors and i don't have the FDS on me to test it out but it's worth a try.

And force change team is only available in SSAOW... but that's just an edited scripts.dll with an ini file... maybe you could use them clientside too (not sure how it would work when joining a server but hosting one it may just be the same as an FDS?).

Subject: Re: Co-op

Posted by [Matix](#) on Mon, 02 Oct 2006 00:45:49 GMT

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He doesn't want to run an FDS. He wants to run a regular server from the renegade game client. afaik, he wants to make it so you can play by yourself, and LR01 is saying he should rename game2.exe to server.dat, patch that, and rename it back. Personally, I think patching your game2.exe that is supposed to patch a server.dat will fuck up your client, badly.

Just run a damn FDS with the BlackIntel scripts, make the SFPS something low since you will be hosting it off your computer. But make sure you open up your game client b4 you put up your server so you can play on it.

Subject: Re: Co-op

Posted by [Matix](#) on Mon, 02 Oct 2006 00:48:07 GMT

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Also, that SSAOW thing with the forcing to 1 team change, (lol im confused) it doesn't work when I tried to make my own deathmatch back then.. And yes, it was SSAOW 1.5. it was set to GDI only. But it never worked.. But MP's Co-Op doesn't run on a ssaow.ini afaik, and so you can ask them how they did it?

Subject: Re: Co-op

Posted by [Zion](#) on Mon, 02 Oct 2006 07:24:13 GMT

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Matix wrote on Mon, 02 October 2006 01:45, and LR01 is saying he should rename game2.exe to server.dat, patch that, and rename it back. Personally, I think patching your game2.exe that is

suppost to patch a server.dat will fuck up your client, badly.

Actually, i said that, LR01 just quoted me.

And i do know he wants to run a clientside server, but without running an FDS this is his best bet.

Subject: Re: Co-op

Posted by [LR01](#) on Mon, 02 Oct 2006 16:18:04 GMT

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well, v00d00 made, but I dont think he is here to help us, cuz I'm sure he can
