
Subject: Co-Op mods.....

Posted by [totalhavok](#) on Wed, 30 May 2007 18:30:12 GMT

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I can't seem to find any REAL help files on server side co-op mods?!

I have been (or was until it stopped showing up on Gamespy) playing on WilloSt0rms Co-Op server. He was able to get a number of things to work, that I can't seem to get right.

Example: on M02.mix, he has set up a group of bots to spawn when you cross an Activation barrier (Star Script Zone, at least I'm pretty sure that's what it is) until you reach the next (non-rendered) barrier which shuts the spawning bots off. Then he has set up a Laser fence that needs to be turned off by using Pokable objects (2 switches) that need to be used at the same time to move on in the map.

I can find NO HELP files for this kind of stuff!?!?! How do I do this??? I have set up the star script barrier, but am unsure as to which of the 100 or so scripts to use to trigger the bots to spawn?? Do I need to use Daves' Arrows instead? Will Daves' Arrows even work in Multi-player co-op mods?

I also want to activate New spawn points for players to start at after certain points in the map, so they won't have a LONG walk back to where everyone else is. Willo also found a way to get this to work, but hasn't told me how!

The Willo server also informs you of Objectives, new objectives, and has characters say things (no sound to them yet).

Dose ANYONE know how to make these kinds of server mods???

Subject: Re: Co-Op mods.....

Posted by [IronWarrior](#) on Wed, 30 May 2007 19:55:59 GMT

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Yes, but I don't have time to really explain it all.

Come visit www.mp-gaming.net and post on our forums on how to do coop, maybe you be lucky and zunnie (who made coop work in the first place) might help you.
