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Subject: \*wip\* renegade coop

Posted by [zunnie](#) on Mon, 10 Apr 2017 08:00:50 GMT

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ModDB profile: <http://www.moddb.com/games/renegade-coop>

Website (wip): <https://coop.allnoobs.com>

### General Info

Players have the ability to change to a character at the start location or nearby any unlocked checkpoint using the B (Buy) key to access the Sidebar.

### Available Characters

Hotwire (repairing, healing)

Sniper (long range murdering)

Gunner (heavy rockets for destroying armor on the road and defenses)

Officer (heavy gunner for killing infantry at a faster rate)

Rifle (standard outfit rifle soldier for engaging infantry enemies)

Demolitionist (Timed, Remote, Mines, he has it all to destroy obstacles, defenses and other enemy objects)

### Server Settings

The server will have a maximum of about 16-20 players.

### Character Class Limits

Hotwire = 2

Sniper = 1

Gunner = 3

Officer = 4

Rifle = unlimited (spawn character)

Demolitionist = 2

### Gear

Hotwire: Repairgun, Pistol

Sniper: Sniper Rifle, Pistol

Gunner: Rocket Launcher, Pistol

Officer: Chaingun, Pistol

Rifle: Automatic Rifle, Pistol

Demolitionist: 2x Timed C4, 2x Remote C4, 6x Mines, Pistol

### Perks

A perk is a special ability applied to a player for a 1 time use, once activated with the P (Perk) key it can do the following:

- Ammo Drop: Drops in 3 ammo boxes by chinook for the team to pick up and refill ammo's.
- Medical Kit: Restores a players health to 100% when used, useful if no Hotwire classes are around and you almost died.
- Gun Emplacement: Deploy a gunemplacement that fires at enemies either automatic or manual

when someone enters it.

- Healing Zone: Creates a Bubble Healing Zone that heals units within range with 5 hp every 2 seconds. This perk remains for 2 minutes when used.

### Keycards

Keycards will spawn and drop from various locations and/or bots that serve a purpose.

Sometimes when a certain structure was infiltrated or destroyed a keycard will become available for pickup.

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Subject: Re: \*wip\* renegade coop

Posted by [dblanky1](#) on Mon, 10 Apr 2017 17:19:27 GMT

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For keycards if you add DB\_Grant\_Keycard\_Killed to your powerup or whatever object you want to grant the keycard, it will give the keycard to all players and regrant it to them for anytime they respawn. Its essentially a keycard manager so you don't have to constantly go back and pick up the same keycard. It works with powerups when you pick it up, and other types of objects when they get destroyed.

For obelisks, you can get much better behavior by using dblanky\_Nod\_Obelisk\_Structure and making a custom obelisk invisible turret. Just temp out the multiplayer one and change the weapon etc. Also allows you to tweak the range and the chargetime as well. I use it on my coop maps. If you temp out the singleplayer one make sure you fix the turn rate on it. Its set incorrectly. Copy the settings from multiplayer one. I strongly recommend using the multiplayer one though. One last thing to check is to make sure the ammo definition has a soft pierce of 0. If you have it set to more than 0 the backwards jump exploit will work with it. This is broken on both stock ammo definitions. Its fixed in the scripts code with a hotfix but if you temp out the preset the temped one will be unfixed so make sure you set soft pierce to 0.

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Subject: Re: \*wip\* renegade coop

Posted by [zunnie](#) on Mon, 10 Apr 2017 17:35:19 GMT

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I was thinking of making keycards per player a 1 time thing, i haven't decided yet tbh. I mean, if you die in SP you lose your keycards as well...

The Obelisk thing i haven't gotten to a map that has one yet but i'll keep that in mind then.

I'm slowly working on the M01 map still

PS: The game client, server files, vs2015 code DA 1.9 and the editor files will be released once i got 3 or so maps done.

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Subject: Re: \*wip\* renegade coop  
Posted by [dblanky1](#) on Mon, 10 Apr 2017 17:43:56 GMT  
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The reason I recommended making it all players is because keycard doors get really glitchy if one player has it and the other doesn't. It sometimes won't open until all players without keycards step away from it and then the player with the keycard enters.

You are free to play around with DB\_Innate\_Soldier as well. Its a complete replacement for the stock innate behavior. It has a lot of improvements such as dealing with objects blocking the target its trying to hit and picking a spot where it will have a clear shot at the enemy. No longer can you hide behind a box to glitch the bots out. It also move around a lot more rather than just run straight up to the enemy.

Additionally you can use db\_guard\_bot and db\_support\_bot for customized versions of this behavior. Guard bot will return to its home position after completely its task and support bot will follow the player who pokes it. For these scripts you do not need to seperately attach db\_innate\_soldier. The script itself does it and applies all the necessary settings.

For testing you can try making your ssgm plugin attach db\_innate\_behavior to all your bots to test it out before actually changing your presets to use it.

Just add

```
if(obj->Find_Observer("Innate Soldier"))  
{  
    Attach_Script_Once(soldier,"DB_Innate_Soldier","0.5,0,0,0")  
}
```

to your object create hook. Make sure to ignore stargameobjs of course.

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Subject: Re: \*wip\* renegade coop  
Posted by [zunnie](#) on Tue, 11 Apr 2017 05:03:21 GMT  
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I might try that. Any objections if i make modifications (if needed for my coop version)?

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Subject: Re: \*wip\* renegade coop  
Posted by [dblanky1](#) on Tue, 11 Apr 2017 16:52:06 GMT  
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Go ahead, you should be able to make it do what you want with additional scripts though.

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