Subject: CO-OP unsupported?
Posted by ProMakeShift on Tue, 23 Dec 2003 21:19:58 GMT
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Is CO-OP availible in the final relese?
It is mentioned in the gamemodes.txt file inside of always.dat
It looks like it is already implemented, as the C&C mode i stated not to be.

Does anyone know anything about this?

Subject: CO-OP unsupported?
Posted by General Havoc on Tue, 23 Dec 2003 21:34:03 GMT
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Yeah - It was not included in the final release. That file dates back before 2000 and was ideas they wanted to have into the game, but EA pushed them to rease it sooner than they wished.

CTF and Team Dethmatch modes are availiable througj scripting though thanks to Jonathan Wilson(Team DM & DLL) and Dante (CTF).

Subject: CO-OP unsupported?
Posted by [REHT]Spirit on Tue, 23 Dec 2003 22:16:42 GMT
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Switch the enemy units to "Mutant" and tell the Nod and GDI players to team up. There's your co-op

although some features like the E key on switches wont work. I guess you can label the host as a "VIP" and tell people that you HAVE to have the VIP to continue through the mission.