Subject: co-op
Posted by reborn on Mon, 07 Mar 2005 11:57:39 GMT
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icedog90They have a player that joins the other team that isn't controlled by anyone... it just sits there unattended from a separate computer.

that isn't true, it is a modified server.dat that allows you to disable team rebalancing when the map ends, and a irc script that uses the !forcetc command to move all players onto GDI. Trust me

you are talking about wilo's server on USA, http://www.st0rmhosting.com for more info.

I also have one running on Euro, http://www.dre4mteam.com for more info.

Over the next few days allot more maps will be added, instead of the two i have been running with for far too long.

I find that wilo's st0rmhosting co-op server tho is too laggy tho, this is due to all the custom bnots he added and allot fo other serverside things on maps that are huge, so the SFPS is like 10 at best .
If BHS could modify the FDS to utilise more than one thread on a windows server for WOL it would help this issue allot.

my co-op server doesnt really have this issue as the maps used allready have bots drop scripts in them, all that was done is set up script zones to drop in more bots, and the maps used arean't that big.

The new maps that are being made wil lbe even more fun, they will have objectives to them, like killing Nod's base defence to win the game, and killing level bosses that are modified to be harder. The logic wont be changed or anything like that, just there presets.

Just for peoples information, we do not run our co-op mode server laddered, as it does give ALLOT of ladder points. If there are 40 people all on GDI, the server thinks it's a 80 player server and gives pladder points accordingly, and all the kills you get from bots count too. So we decided to have it un-laddered because some people thought this was unfair and kept on dossing the server.