Subject: coop mode
Posted by Spike on Thu, 14 Aug 2003 18:49:29 GMT

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I wish some would make a co-op mod, but unfortunatly there arnt any that really are co-op
(cooperative, as in on the same team helping each other). There are only the sp maps with
spawners on them if thats what u mean by co-op.

But for what your trying to do you jsut open up the file svrcfg_cnc.ini which should look like.
[Settings]
MapName=
TimeLimitMinutes=30
RadarMode=2
Port=0000
IsDedicated=no
IsAutoRestart=no
IsPassworded=no
IsQuickMatch=no
IsLaddered=no
RemixTeams=no
CanRepairBuildings=yes
DriverIsAlwaysGunner=no
SpawnWeapons=no
UseLagReduction=yes
wGameTitle=Name
MapName00=
IsFriendlyFirePermitted=yes
DoMapsLoop=yes
IsTeamChangingAllowed=yes
IsClanGame=no
MaxPlayers=99999
BaseDestructionEndsGame=yes
BeaconPlacementEndsGame=yes
StartingCredits=0

Where it says MapName= you put M05.mix or whatever (I think)

Hope that helps.