Subject: Co-op?

Posted by Cpo64 on Fri, 03 Jun 2005 02:37:48 GMT

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Is there now a script that allows for all players to be on one team?

I was on WOL for a while a little while ago and I joined a server using the Single Player levels (nothing new) but it was able to run with everyone on GDI, I am wondering how this was accomplished.

What other team modifications are now possible?

Subject: Re: Co-op?

Posted by theplague on Sun, 12 Jun 2005 07:46:00 GMT

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bots on the other team? ... maybe

Subject: Re: Co-op?

Posted by danpaul88 on Sun, 12 Jun 2005 13:15:27 GMT

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bots are not counted as players by WOL, the problem is getting out of 'Gameplay Pending' with players only on one team..

Subject: Re: Co-op?

Posted by Cpo64 on Sun, 12 Jun 2005 22:02:08 GMT

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It is some sort of scripting, but I haven't found anywhere to download it or even anyone taking credit for creating it.

The levels that exist are only tons of re-spawning bots, I would like to make it a bit more interesting by having a defined progress, so its a actually mutiplayer co-op.

Subject: Re: Co-op?

Posted by ghostSWT on Sun, 12 Jun 2005 22:16:13 GMT

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coop runs on a modded server.dat which allows everyone to be on 1 team. It's not public as far as i know. And only a limited # of people have it, I only know 5 people/servers that have it, but then again I don't know that many ppl.

Subject: Re: Co-op?

Posted by theplague on Mon, 13 Jun 2005 01:04:08 GMT

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ok heres what to do:

note: first backup server.dat

- 1) W32Dasm (deassemble server.dat), find the locations of the decisions ("Gameplay Pending")
- 2) HIEW it (hex editor + debugger), use the debuger view and change the location to the ones found from above
- 3) Change the 'je' or 'jl' to 'jne' or 'jae' for each desition

EDIT: pr download and read this..

http://www.hnc3k.com/hncfilez/The%20complete%20C.R.A.C.K.I.N .G%20G.U.I.D.E%20for%20newbiez.rar?PHPSESSID=8742814d9887164 72202a72cc7996513&PHPSESSID=a2a76035bbe142198793266faf7c a362&PHPSESSID=529864ac65a7aedd9d5911b879826b69&PHPS ESSID=082019a4ea38b992b09b6a37c12cafc9&PHPSESSID=95d6bca 0ab82abdf557a74c7c5326503

(use attached image for reference)

File Attachments

1) untitled.GIF, downloaded 296 times HEX: ASM: Meaning: EB imp jump 90 no operation nop 75 or 0F85 jump if not equal ine 74 or 0F84 jump if equal je 77 or 0F87 jump if above ja jump if not above 0F86 jna 0F83 jae jump if above or equal jump if below 0F82 jb jump if not below 0F83 inb jump if below or equal 0F86 jbe jump if greater 0F8F jg 0F8E jng jump if not greater jump if greater or equal 0F8D ige 0F8C jl jump if less jump if not less 0F8D jnl 0F8E ile jump if less or equal

Subject: Re: Co-op?

Posted by dead6re on Thu, 16 Jun 2005 12:27:26 GMT

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Anyone got the edited file to use?

Subject: Re: Co-op?

Posted by theplague on Sun, 31 Jul 2005 08:51:35 GMT

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nope: S i have no idea which jump it is

Subject: Re: Co-op?

Posted by Halo38 on Sun, 31 Jul 2005 15:17:08 GMT

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I'm making a map which would benefit alot from this edited server.dat file if someone could provide it (as i'm not much of a programmer), It would be of a great help!

I assume this would only work on a FDS?