Subject: Co-op problem
Posted by **piotrkol1** on Sat, 22 Apr 2006 16:20:23 GMT
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I made a co-op m00_tutorial for my server but it keeps crashing everytime the level loads on the server. I made sure that ssaow isnt running. I delted all spawn points expect for nod and then gdi bots. Anything special needed for a co op? Anyone know what I'm doing wrong?

Subject: Re: Co-op problem
Posted by **Kamuix** on Sat, 22 Apr 2006 17:20:39 GMT
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Don't use Raveshaw, He likes to crash people/Servers

Subject: Re: Co-op problem
Posted by **piotrkol1** on Sat, 22 Apr 2006 18:21:15 GMT
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I am not using ravenshaw bots

Subject: Re: Co-op problem
Posted by **Kamuix** on Sat, 22 Apr 2006 18:35:06 GMT
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Try remaking you're map. And watch what you put in it. Some things crash you're game or server. And it can also be an issue if your map was not saved properly or your Mix file is corrupted.

Subject: Re: Co-op problem
Posted by **piotrkol1** on Sat, 22 Apr 2006 19:10:28 GMT
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Could I email it to you and you take a look at it?

Subject: Re: Co-op problem
Posted by **Kamuix** on Sat, 22 Apr 2006 21:10:03 GMT
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Sure go ahead

Subject: Re: Co-op problem
Posted by Canadacdn on Sat, 22 Apr 2006 22:36:32 GMT
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Make sure all your spawners work right. Some spawners can cause maps to crash serverside.

Subject: Re: Co-op problem
Posted by piotrkol1 on Sat, 22 Apr 2006 23:23:23 GMT
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Kamuix I sent you the file to your email. Now this is kinda frustrating cause i decided to start a M08 so i really didnt do anything to it except delete some bots and then when i tried to run it on my server it loaded but then when you go into it your renegade crashes.

Subject: Re: Co-op problem
Posted by piotrkol1 on Sun, 23 Apr 2006 01:04:13 GMT
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GRRRRRR........this time i used the terrien in level edit for M13 and made GDI spawners only, nod bots, and some turrets and it still crashed........WTF is going on here is there something special needed for a co-op?

Subject: Re: Co-op problem
Posted by Kamuix on Sun, 23 Apr 2006 01:51:56 GMT
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Ummm...Are you by any chance Exporting a mod Pkg or a Mix into you're data folder?

Lol and by the looks of it, you added presets. Remember you can't add presets you can only change existing ones. And do NOT export when making a serverside mod. Because when you save a mix to the Data folder, you copy over the existing one, which means you're level does not exist anymore and in alot of cases only building interiors will show up.

Replace all mix's in you're data folder with the original ones. Than when your finished a map. Save the lvl,lsd,ldd into you're data folder. That is all you need.

Subject: Re: Co-op problem
Posted by piotrkol1 on Sun, 23 Apr 2006 01:54:19 GMT
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This is supposed to be for my co-op server......you know just save the level files along with the mix file in data folder........

Subject: Re: Co-op problem
Posted by piotrkol1 on Sun, 23 Apr 2006 13:35:58 GMT
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Anyone???????.........I really wanna get a co-op server started here.......

Subject: Re: Co-op problem
Posted by Kamuix on Sun, 23 Apr 2006 16:06:55 GMT
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I already told you what to do on my recent post. Everything should work fine.

Subject: Re: Co-op problem
Posted by piotrkol1 on Sun, 23 Apr 2006 17:10:43 GMT
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Kamuix wrote on Sat, 22 April 2006 21:51Ummm...Are you by any chance Exporting a mod Pkg or a Mix into you're data folder?

Lol and by the looks of it, you added presets. Remember you can't add presets you can only change existing ones. And do NOT export when making a serverside mod. Because when you save a mix to the Data folder, you copy over the existing one, which means you're level does not exist anymore and in alot of cases only building interiors will show up.

Replace all mix's in you're data folder with the original ones. Than when your finished a map. Save the lvl,lsd,ldd into you're data folder. That is all you need.
Well I mean I have to teamp object-spawner to make the bot spawners for a co-op.......and this isnt a serverside mod like the objects.aow I am trying to make co-op mission maps for my server. I dont not export the file when I'm done i just save them in the data folder.

Subject: Re: Co-op problem
Posted by Kamuix on Sun, 23 Apr 2006 17:26:28 GMT
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If what you're doing is not Serverside than you do export and can Temp. Although you could alter existing presets. But why would you run a server with something thats not Serverside.

Subject: Re: Co-op problem
Posted by piotrkol1 on Sun, 23 Apr 2006 17:40:13 GMT
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What im trying to do is kinda like your server. The same maps just co-op. I know how to save the

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level files....I jus need to know how to stop them from crashing

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Subject: Re: Co-op problem
Posted by Kamuix on Sun, 23 Apr 2006 18:26:13 GMT
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Well than it has to be serverside lol. Do everything i said in the befor post. When making bots, edit existing ones. Yuo cannot add presets .
you might want the script for automaticly placing everyone on a side when they join. I think whitedragon has it.

Subject: Re: Co-op problem
Posted by piotrkol1 on Sun, 23 Apr 2006 19:34:00 GMT
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Does temping count as adding? Cause then how do i make them respawn? I dont really need to edit the presets bots cause they are already good enough for me.

Subject: Re: Co-op problem
Posted by Kamuix on Sun, 23 Apr 2006 21:43:12 GMT
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Yea it does. Temping allows you not to have to use the whole Presets.ddb. Because it takes up alot of space.

Subject: Re: Co-op problem
Posted by piotrkol1 on Sun, 23 Apr 2006 22:16:25 GMT
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Then can you tell me how the bots are supposed to respawn? I always temp the presets on all my other SP maps and it works fine for me.

Subject: Re: Co-op problem
Posted by Kamuix on Mon, 24 Apr 2006 00:52:56 GMT
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File Attachments
1) EX5.JPG, downloaded 904 times

Subject: Re: Co-op problem
Posted by piotrkol1 on Mon, 24 Apr 2006 02:02:29 GMT
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Uhhhhhhhhhh.........yeah.........thats under a spawner though cause I went back and there are no places in the presets under soliders for spawn max

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Subject: Re: Co-op problem
Posted by piotrkol1 on Tue, 25 Apr 2006 16:00:10 GMT
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Yeah ok I gotcha now.....I need to edit the currect objects spawners or stuff......sry it wasnt comin to my clearly

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Subject: Re: Co-op problem
Posted by piotrkol1 on Wed, 26 Apr 2006 00:16:46 GMT
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Yeah ok........I edited the object spawners and put the .ldd file in the server data folder, the level loads but when u enter the game your renegade crashes

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Subject: Re: Co-op problem
Posted by Kamuix on Wed, 26 Apr 2006 01:30:52 GMT
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ldd and lsd. And make sure you save you're objects.ddb. And place that in there to.

Subject: Re: Co-op problem
Posted by piotrkol1 on Wed, 26 Apr 2006 02:18:30 GMT
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i have an objects.aow...........so should i use that object.dbb in all the same presets folder for future levels?

Subject: Re: Co-op problem
Posted by Kamuix on Wed, 26 Apr 2006 16:09:20 GMT
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Yes

Subject: Re: Co-op problem
Posted by piotrkol1 on Thu, 27 Apr 2006 01:43:43 GMT
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Ok........so I popped in those files to the server data and now the server wont show up in the server listings

Subject: Re: Co-op problem
Posted by Kamuix on Thu, 27 Apr 2006 01:51:29 GMT
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If you have chosen to use objects.ddb over aow. Than you have to start up you're server before you place the objects.ddb into your data folder. Than reset the map

Subject: Re: Co-op problem
Posted by piotrkol1 on Thu, 27 Apr 2006 03:25:02 GMT
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so I cannot keep them both in there? is there another possible way to handle this

Subject: Re: Co-op problem
Posted by Tunaman on Thu, 27 Apr 2006 04:41:47 GMT
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Why would you use .ddb instead of .aow? Sorry if this is a n00bish question, I just always thought that you used .aow for servers so you wouldn't get 0 bug and wierd stuff like that when you play on a server.

Subject: Re: Co-op problem
Posted by Kamuix on Thu, 27 Apr 2006 15:20:48 GMT
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Incase you do not have the latest verson of SSAOW or incase you have started using a diffrent bhs.dll/scripts. Therefor objects.ddb would not work.

Subject: Re: Co-op problem
Posted by piotrkol1 on Thu, 27 Apr 2006 23:30:17 GMT
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Kamuix wrote on Wed, 26 April 2006 20:51If you have chosen to use objects.ddb over aow. Than you have to start up you're server before you place the objects.ddb into your data folder. Than reset the map
NOOOOOOOOOOOO!!!!!!!!! I did that and it still crashed.......I am begging to fear that I'll never be able to run my co-op server..........

Subject: Re: Co-op problem
Posted by Kamuix on Fri, 28 Apr 2006 00:51:47 GMT
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Lol, Test diffrent maps.

Subject: Re: Co-op problem
Posted by piotrkol1 on Fri, 28 Apr 2006 02:37:20 GMT
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Ok now this is gettin me kinda angry cause i used the regular level edit terrain and i deleted all the nod spawners and made some gdi ones but then it like automatically makes a spawner but you fall through the ground.........maybe this is a lot to ask for but maybe could you make one that works for me and then i could use that as a model?

Subject: Re: Co-op problem
Posted by Kamuix on Fri, 28 Apr 2006 03:03:03 GMT
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Here ya r.

File Attachments
1) M03.zip, downloaded 159 times

Subject: Re: Co-op problem
Posted by piotrkol1 on Fri, 28 Apr 2006 04:26:28 GMT
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ummmmmmm........could you plz upload the whole mod folder cause it crashes when i try to load it since it doesnt have the presets and stuff.........btw sry if I keep draggin this on but I really wanna get this server up

Subject: Re: Co-op problem
Posted by piotrkol1 on Sun, 30 Apr 2006 03:43:44 GMT
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Subject: Re: Co-op problem
Posted by Kamuix on Sun, 30 Apr 2006 16:51:35 GMT
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If it asks to replace missing presets, Use something in terrain so it will not crash LE.

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File Attachments
1) M03.zip, downloaded 148 times
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Subject: Re: Co-op problem
Posted by piotrkol1 on Sun, 30 Apr 2006 20:10:07 GMT
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It loaded fine. But I cant really see anything in that map that would help me get my co-op maps working............Are you sure theres nothing special im supposed to do?

Subject: Re: Co-op problem
Posted by Kamuix on Wed, 03 May 2006 13:39:13 GMT
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Well that was just a 2 second example for a map that works.

Subject: Re: Co-op problem
Posted by piotrkol1 on Sun, 07 May 2006 01:20:21 GMT
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YEAH ALRIGHT I GOT MY M01 CO-OP TO WORK!!!!!!! Thnaks for the help Kamuiz but I still

have a few problems. How do I get tank bots to work? And the bots I made are really stupid. They always run into stuff and arent smart anough to get around or even shoot at you sometimes. Also, when I put a bot on a waypath, do I put then right on the starting green triangle or can it be like right next to it.

Subject: Re: Co-op problem
Posted by Kamuix on Tue, 09 May 2006 23:23:28 GMT
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The vehicle spawners should work much like the soldiers. I would use JFW_Base_Defence for them. JFW_Follow_Waypoint.

I have always attached the soldiers directly to the waypath so i'm not sure weather or not it would work without them attached directly.

Subject: Re: Co-op problem
Posted by BHmath on Wed, 31 May 2006 01:05:24 GMT
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Where do I get a Co-Op mod for my server?

Subject: Re: Co-op problem
Posted by Kamuix on Wed, 31 May 2006 03:56:55 GMT
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Make it, its the best way, and the funnest