Posted by piotrkol1 on Sat, 22 Apr 2006 16:20:23 GMT

View Forum Message <> Reply to Message

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 coop? Anyone know what I'm doing wrong?

Subject: Re: Co-op problem

Posted by Kamuix on Sat, 22 Apr 2006 17:20:39 GMT

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

I am not using ravenshaw bots

Subject: Re: Co-op problem

Posted by Kamuix on Sat, 22 Apr 2006 18:35:06 GMT

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

Sure go ahead

Posted by Canadacdn on Sat, 22 Apr 2006 22:36:32 GMT

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

GRRRRR......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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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.......

Posted by piotrkol1 on Sun, 23 Apr 2006 13:35:58 GMT

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

What im trying to do is kinda like your server. The same maps just co-op. I know how to save the

Posted by Kamuix on Sun, 23 Apr 2006 18:26:13 GMT

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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.

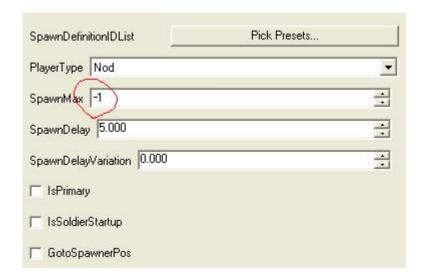
Subject: Re: Co-op problem

Posted by Kamuix on Mon, 24 Apr 2006 00:52:56 GMT

View Forum Message <> Reply to Message

## File Attachments

1) EX5.JPG, downloaded 609 times



Posted by piotrkol1 on Mon, 24 Apr 2006 02:02:29 GMT

View Forum Message <> Reply to Message

Uhhhhhhhhh.....yeah......thats under a spawner though cause I went back and there are no places in the presets under soliders for spawn max

Subject: Re: Co-op problem

Posted by piotrkol1 on Tue, 25 Apr 2006 16:00:10 GMT

View Forum Message <> Reply to Message

Yeah ok I gotcha now.....I need to edit the currect objects spawners or stuff......sry it wasnt comin to my clearly

Subject: Re: Co-op problem

Posted by piotrkol1 on Wed, 26 Apr 2006 00:16:46 GMT

View Forum Message <> Reply to Message

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

Subject: Re: Co-op problem

Posted by Kamuix on Wed, 26 Apr 2006 01:30:52 GMT

View Forum Message <> Reply to Message

Idd and Isd. And make sure you save you're objects.ddb. And place that in there to.

Posted by piotrkol1 on Wed, 26 Apr 2006 02:18:30 GMT

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

Yes

Subject: Re: Co-op problem

Posted by piotrkol1 on Thu, 27 Apr 2006 01:43:43 GMT

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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.

Posted by Kamuix on Thu, 27 Apr 2006 15:20:48 GMT

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

Kamuix wrote on Wed, 26 April 2006 20:51lf 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

NOOOOOOOOO!!!!!!!!! I did that and it still crashed...... 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

View Forum Message <> Reply to Message

Lol, Test diffrent maps.

Subject: Re: Co-op problem

Posted by piotrkol1 on Fri, 28 Apr 2006 02:37:20 GMT

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

Here ya r.

File Attachments

1) M03.zip, downloaded 104 times

Posted by piotrkol1 on Fri, 28 Apr 2006 04:26:28 GMT

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

Subject: Re: Co-op problem

Posted by Kamuix on Sun, 30 Apr 2006 16:51:35 GMT

View Forum Message <> Reply to Message

If it asks to replace missing presets, Use something in terrain so it will not crash LE.

File Attachments

1) M03.zip, downloaded 92 times

Subject: Re: Co-op problem

Posted by piotrkol1 on Sun, 30 Apr 2006 20:10:07 GMT

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

Make it, its the best way, and the funnest