Subject: OMFG, i got the Single Player Missions workin
Posted by half3lif3 on Sat, 16 Aug 2003 16:57:29 GMT
View Forum Message <> Reply to Message

whoever wants to join come now, omg, soooooo coooooooool
seee ya there

Subject: OMFG, i got the Single Player Missions workin
Posted by Majiin Vegeta on Sat, 16 Aug 2003 19:17:07 GMT
View Forum Message <> Reply to Message

OMFG

the silence...

Subject: OMFG, i got the Single Player Missions workin
Posted by General Havoc on Sat, 16 Aug 2003 19:38:38 GMT
View Forum Message <> Reply to Message

How many times do I have to say this. The singleplayer missions won't work properly because
one member is GDI and the other is Nod. Also all scripts are processed server side so the client
won't be able to do a lot of things and also half the scripts are not supported in multiplayer.

Subject: OMFG, i got the Single Player Missions workin
Posted by Havoc_elite on Sun, 17 Aug 2003 12:39:40 GMT
View Forum Message <> Reply to Message

eh??

Subject: OMFG, i got the Single Player Missions workin
Posted by kawolsky on Sun, 17 Aug 2003 18:48:50 GMT
View Forum Message <> Reply to Message

Havoc_eliteeh??

he said it doesn`t work but it does

Subject: OMFG, i got the Single Player Missions workin
Posted by viperxp23 on Sun, 17 Aug 2003 19:18:17 GMT

:rolleyes: I've seen 1 player maps work on multiplayer i have even played them! yeah there fun... but i still can't figure out how to make M01 work on multiplayer so i can't host it right now.... it's possible... i don't know how he did it though....

Subject: OMFG, i got the Single Player Missions workin
Posted by maytridy on Sun, 17 Aug 2003 19:33:45 GMT

I've played SP missions online, but it wasn't co-op.

Subject: OMFG, i got the Single Player Missions workin
Posted by General Havoc on Sun, 17 Aug 2003 19:35:45 GMT

You can play the maps but if your trying to get a coop game going it isn't going to work. Even a SP GDI vs Nod won't work like it should as playing the map, doing the objective ti win as the endgame script doesn't work in muliplayer (why you think we have to destroy buildings in CTF & TDM script to make the game end?)

Subject: OMFG, i got the Single Player Missions workin
Posted by viperxp23 on Sun, 17 Aug 2003 23:31:59 GMT

:rolleyes: How do u get one player maps to work on multiplayer then? I can't do it.... it's confusing!

Subject: OMFG, i got the Single Player Missions workin
Posted by maytridy on Mon, 18 Aug 2003 01:57:00 GMT

Quote:doing the objective ti win as the endgame script doesn't work in muliplayer

It worked pretty well when i tested it with some guy.........im trying to remember his name.

Subject: OMFG, i got the Single Player Missions workin
Posted by kawolsky on Mon, 18 Aug 2003 10:59:51 GMT

---

oh god how many times do i have to write this address?

http://www.kiddle.plus.com/SP.html