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Subject: Re: SSCOOP Source

Posted by [zunnie](#) on Tue, 05 Aug 2008 12:53:26 GMT

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The sourcecode for the Coop Beta 2.50 is gone, it was on my other harddrive in my other pc which busted a long time ago.

Only the serverfiles were still there because we were running a server with it back then, so only the serverfiles survived.

CoopBeta 2.50 uses westwoods scripts mostly and Jonwils, the only thing that was changed was the forceteam setting. So even if the source was available it wouldnt be much to look at.

<http://ren.game-maps.net/index.php?action=file&id=562>

This package contains the leveleditor files for the maps M08, M11 and Skirmish00 though, no sourcecode for VS.

I would have released the sourcecode if i still had it but i dont so i cant. Only thing i can do is release the levelfiles i still have for it, which i have.

edit:

if you copy the objects.ddb and scripts.dll bhs.dll scritps2.dll to your leveledit moddir you can still use the scripts to add your own custom maps to the modification if you wish to do so.

Thats what i did when i made M08, M11 and Skirmish00. It is not as good as the sourcecode but.. if i had it...

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