
Subject: Re: Help with coop maps :/
Posted by [TNaismith](#) on Sat, 12 Sep 2009 08:30:22 GMT
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Hello crisis992,

I have some knowledge of Coop modding, and I think I know enough to help you out a bit. However, right now it's quite late at night for me, so I unfortunately can't give a full answer right now. However in the morning tomorrow I'll be happy to reply with more detail.

For now, I strongly recommend you re-visit [renegadehelp.net](#). Look for a tutorial done by 'Mathkill', and the title of the tutorial should be 'Objectives in Multiplayer'.

Also, just as a helper, the scripts you want to be using for this would be 'JFW_Enable_Spawner'. Also make sure the bot spawners you want have 'Startup Disabled' checked in their options box (which you bring up through the 'Mod' button), this makes sure they will only start spawning when they are triggered by another script/zone. I'll explain more later, but for now try your best to keep experimenting and getting a hang for how things work in Level Edit. This will help you out later when you learn new stuff.

I'll be back soon.

Also, if you know Zunnie, from MP-Gaming, or Zorid, from [MC] Clan (Over by the renz0r-gaming community), they both know a lot about this, and they would definitely be able to help you out.

Regards,
TNaismith
