
Subject: Re: Help with coop maps :/
Posted by [TNaismith](#) on Sat, 12 Sep 2009 18:33:36 GMT
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Hmm, I went back into or private clan forums to double check that that part again. It is exactly as it was posted. I'm afraid I've never tried that particular explanation myself, so I can't give a solid answer.

However, I will guess that the sound file you can probably put a dummy value (Like 0), and not worry about that at all. As for the player type, that basically is just figuring out which side the player has to be on in order to trigger the switch when poked. I'm not quite sure, but the only numbers you can use are 0, 1, 2. Each of those numbers could match up to the following;

- GDI
- Nod
- Unteamed

I'm not sure which number goes with which though. You might have to experiment. Or, you could try looking through here again;

<http://www.game-maps.net/downloads/renegade/updates/update344.html>

There are certain areas on that page that explain which numbers are correct to use.

Sorry about that confusion. I'll see if I can talk to Zorid about what he is trying to explain with that part, but you'll have to experiment on your own, unless someone else here can point you in the right direction.

Regards,
TNaismith
