

---

Subject: Co-op?

Posted by [Cpo64](#) on Fri, 03 Jun 2005 02:37:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Is there now a script that allows for all players to be on one team?

I was on WOL for a while a little while ago and I joined a server using the Single Player levels (nothing new) but it was able to run with everyone on GDI, I am wondering how this was accomplished.

What other team modifications are now possible?

---

---

Subject: Re: Co-op?

Posted by [theplague](#) on Sun, 12 Jun 2005 07:46:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

bots on the other team? ... maybe

---

---

Subject: Re: Co-op?

Posted by [danpaul88](#) on Sun, 12 Jun 2005 13:15:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

bots are not counted as players by WOL, the problem is getting out of 'Gameplay Pending' with players only on one team..

---

---

Subject: Re: Co-op?

Posted by [Cpo64](#) on Sun, 12 Jun 2005 22:02:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It is some sort of scripting, but I haven't found anywhere to download it or even anyone taking credit for creating it.

The levels that exist are only tons of re-spawning bots, I would like to make it a bit more interesting by having a defined progress, so its a actually mutiplayer co-op.

---

---

Subject: Re: Co-op?

Posted by [ghostSWT](#) on Sun, 12 Jun 2005 22:16:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

coop runs on a modded server.dat which allows everyone to be on 1 team. It's not public as far as i know. And only a limited # of people have it, I only know 5 people/servers that have it, but then again I don't know that many ppl.

---

---

Subject: Re: Co-op?

Posted by [theplague](#) on Mon, 13 Jun 2005 01:04:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ok heres what to do:

note: first backup server.dat

- 1) W32Dasm (deassemble server.dat), find the locations of the decisions ("Gameplay Pending")
- 2) HIEW it (hex editor + debugger), use the debugger view and change the location to the ones found from above
- 3) Change the 'je' or 'jl' to 'jne' or 'jae' for each desition

EDIT: pr download and read this..

<http://www.hnc3k.com/hncfilez/The%20complete%20C.R.A.C.K.I.N.G%20G.U.I.D.E%20for%20newbiez.rar?PHPSESSID=8742814d988716472202a72cc7996513&PHPSESSID=a2a76035bbe142198793266faf7ca362&PHPSESSID=529864ac65a7aedd9d5911b879826b69&PHPESSID=082019a4ea38b992b09b6a37c12cafc9&PHPSESSID=95d6bca0ab82abdf557a74c7c5326503>

(use attached image for reference)

## File Attachments

---

1) [untitled.GIF](#), downloaded 406 times

HEX:	ASM:	Meaning:
EB	jmp	jump
90	nop	no operation
75 or 0F85	jne	jump if not equal
74 or 0F84	je	jump if equal
77 or 0F87	ja	jump if above
0F86	jna	jump if not above
0F83	jae	jump if above or equal
0F82	jb	jump if below
0F83	jnb	jump if not below
0F86	jbe	jump if below or equal
0F8F	jg	jump if greater
0F8E	jng	jump if not greater
0F8D	jge	jump if greater or equal
0F8C	jl	jump if less
0F8D	jnl	jump if not less
0F8E	jle	jump if less or equal

---

Subject: Re: Co-op?

Posted by [dead6re](#) on Thu, 16 Jun 2005 12:27:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Anyone got the edited file to use?

---

---

Subject: Re: Co-op?

Posted by [theplague](#) on Sun, 31 Jul 2005 08:51:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

nope :S i have no idea which jump it is

---

Subject: Re: Co-op?

Posted by [Halo38](#) on Sun, 31 Jul 2005 15:17:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm making a map which would benefit alot from this edited server.dat file if someone could provide it (as i'm not much of a programmer), It would be of a great help!

I assume this would only work on a FDS?

---