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Subject: Co-op

Posted by [marsrules](#) on Sat, 11 Jun 2005 14:01:28 GMT

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How or What do you need to host maps like M04.mix, M06.mix etc. for online co-op?

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Subject: Re: Co-op

Posted by [Opalkilla](#) on Sat, 11 Jun 2005 16:28:20 GMT

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1. Make sure you have all the mission maps in your Data folder.
2. Start a normal game. It doesn't matter which map, in this example we will use C&C\_City.mix
3. Minimize Renegade (ALT+TAB). Go to your Renegade/Data folder and find svrcfg\_cnc.ini. Open it.
4. Edit the map cycle as such. Save and exit it. Once the next map loads, it will load the map you specified (the mission maps).

Remember, some of them have bugs, the AI is fucked up, and some of them don't work in multiplayer.

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Subject: Re: Co-op

Posted by [marsrules](#) on Sat, 11 Jun 2005 16:42:03 GMT

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ok thx

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Subject: Re: Co-op

Posted by [Oblivion165](#) on Sat, 11 Jun 2005 17:08:54 GMT

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Or you can get the SinglePlayer .Lvl sources from

<ftp://ftp.westwood.com/pub/renegade/tools>

and add correct spawners to the map etc.

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Subject: Re: Co-op

Posted by [glyde51](#) on Sat, 11 Jun 2005 17:11:49 GMT

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[ftp://ftp.trielite.net/CnC\\_Renegade\\_Mods/Co-Op%20Mod.zip](ftp://ftp.trielite.net/CnC_Renegade_Mods/Co-Op%20Mod.zip)

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.pkg version of Co-op. Never used it myself, but..

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Subject: Re: Co-op  
Posted by [Dave Anderson](#) on Sat, 11 Jun 2005 17:25:34 GMT  
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pkg files are crap...

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Subject: Re: Co-op  
Posted by [Opalkilla](#) on Sat, 11 Jun 2005 17:34:13 GMT  
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deadfive wrote on Sat, 11 June 2005 13:25pkg files are crap...

stfu. The fact that I have been on these forums longer than you and have less posts proves you are a spammer.

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Subject: Re: Co-op  
Posted by [Oblivion165](#) on Sat, 11 Jun 2005 17:52:32 GMT  
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deadfive wrote on Sat, 11 June 2005 13:25pkg files are crap...

Pkg files are NOT crap. Somethings are just better in a pkg.

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Subject: Re: Co-op  
Posted by [Dave Anderson](#) on Sat, 11 Jun 2005 20:48:48 GMT  
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I have heard that .pkg files are horrible...I never heard the reason...but I don't like them either.

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Subject: Re: Co-op  
Posted by [Dave Mason](#) on Sun, 12 Jun 2005 00:37:04 GMT  
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Dumbass

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Subject: Re: Co-op  
Posted by [glyde51](#) on Sun, 12 Jun 2005 01:06:16 GMT  
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deadfive wrote on Sat, 11 June 2005 16:48 I have heard that .pkg files are horrible...I never heard the reason...but I don't like them either.

.pkg files are NOT horrible, they're the easiest way to make a mod file, IMHO.

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Subject: Re: Co-op  
Posted by [Mindtzar](#) on Sun, 12 Jun 2005 17:40:34 GMT  
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l00l.

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Subject: Re: Co-op  
Posted by [MPzunnie](#) on Wed, 15 Jun 2005 17:56:16 GMT  
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[15-06|19:55:51] <MPMAPS1BOT> 1/16/2005-18:35:04 FMzunnie KICKBAN->  
marsrul es@81.134.124.24 : i remember you, banned your gay ass a long time ago

Final ren user... n00b lol

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Subject: Re: Co-op  
Posted by [mathguy15](#) on Sat, 18 Jun 2005 00:51:02 GMT  
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thnx

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Subject: Re: Co-op  
Posted by [theplague](#) on Mon, 27 Jun 2005 10:56:00 GMT  
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did you know that .pkg files ARE .mix files but just named differently...lol

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Subject: Re: Co-op  
Posted by [Oblivion165](#) on Mon, 27 Jun 2005 14:30:44 GMT  
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They use the same encryption, but they include everything that mix's dont. Presets, temps, strings table etc. Its designed to be able to "TC" everything.

Thats why a mix is 2-4mb (average) and pkg's are around 10-30mb.

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Subject: Re: Co-op

Posted by [warranto](#) on Mon, 27 Jun 2005 16:28:51 GMT

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The reason (or at least one reason) why they are "horrible", is because the more .pkg files you have, the longer Renegade stalls when you log on to WOL.

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