
Subject: Co-op Mode

Posted by [Spetz5](#) on Tue, 28 Feb 2006 23:58:49 GMT

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Hi, I recently attempted to do a Co-op mod, I started on M05 and I put a large amount of bots at the cathedral, and then added a waypath for them to follow to the GDI spawn, I Generated the sector's and everything, but they will not follow the path, Is there any way I can make them go to were GDI spawn's on there own? I used the spawners from Skirmish00.

Subject: Re: Co-op Mode

Posted by [Napalmic](#) on Wed, 01 Mar 2006 00:17:34 GMT

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I thought if you're just modifying a mission map .lvl file or one of Westwood's maps you don't need to generate sectors because they're already there. Did you attach a script to the bots as well to follow the waypath?

Subject: Re: Co-op Mode

Posted by [Spetz5](#) on Wed, 01 Mar 2006 00:24:48 GMT

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I loaded the M05 map directly from the Level edit program, I didn't load the saved file because it was too much work deleting, also, I gave all the Nod bot's the script "M03_Base_Patrol" and also gave them the waypath ID. It is also strange because if I get near where they start, and shoot, they will all run towards me (they know where all the walls and stuff are) but will stop at the location I shot from.

And Temping files doesn't work in server side...or does it? Would I have to put Objects.ddb and rename to Objects.aow for temped stuff to work? Because all the bot spawners in Level edit are all infinite spawns, which I don't want.

Subject: Re: Co-op Mode

Posted by [Napalmic](#) on Wed, 01 Mar 2006 01:24:55 GMT

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Do not use temps in any way or form, just modify the existing base presets as far as I can tell. If you are using SSAOW then yes you'd want to rename the objects.ddb to .aow otherwise it won't work. If there's no SSAOW involved then the regular .ddb should work fine.
