
Subject: merged sfchaos threads
Posted by [sfchaos](#) on Wed, 19 Jul 2006 18:58:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Plz Help.

I hav two questions about level edit.

#1 how do i get bots/enemy vehicles to appear wen i play, i am trying to make a coop game.

#2 how do i make it so all humans will be GDI.

Plz, Plz, Help

Subject: Re: Level Edit Help
Posted by [futura83](#) on Wed, 19 Jul 2006 19:49:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

you can find alot of tutorils here: <http://renhelp.laeubi-soft.de/>

more specifically, the ai-bot tutorial is here: <http://renhelp.laeubi-soft.de/index.php?tut=40>

Subject: Help On Level Edit Plz
Posted by [sfchaos](#) on Wed, 19 Jul 2006 21:40:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

i need help on level edit...

i cant get bots to appear wen i play

i cant make all humans appear on 1 team

plz,plz help

Subject: Re: Help On Level Edit Plz
Posted by [danpaul88](#) on Wed, 19 Jul 2006 21:53:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can't make players spawn on one team only using level edit.

and this belongs in the mod forum, your much more likely to get help with bots there.

Subject: Help Me!!

Posted by [sfchaos](#) on Wed, 19 Jul 2006 22:46:35 GMT

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

Plz i need to know 2 things.

-How to make bots appear on my map using level edit

-Wat I need to make it so all human players are on one team

(i am starting a coop server)

Plz help me if you can!!!!

Subject: Re: merged sfchaos threads

Posted by [Zion](#) on Wed, 19 Jul 2006 23:13:01 GMT

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

SSAOW allowes all users to be on one team

```
; ForceTeam=
```

```
;
```

```
; Forces all players in the server to change to the specified team when they join.
```

```
; Intended for CO-OP servers where all players are on one team and the other team is entirely bots.
```

```
; -1 = Disabled
```

```
; 0 = Nod
```

```
; 1 = GDI
```

```
; 2 = Neutral
```

```
ForceTeam=-1
```

Change that to its respective value.

Subject: Re: merged sfchaos threads

Posted by [danpaul88](#) on Wed, 19 Jul 2006 23:31:41 GMT

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

Wouldn't that cause it to constantly display gameplay pending?

Subject: Re: merged sfchaos threads

Posted by [cmatt42](#) on Thu, 20 Jul 2006 00:35:50 GMT

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

There's a no Gameplay Pending patch for that.

Subject: Re: merged sfchaos threads

Posted by [LR01](#) on Thu, 20 Jul 2006 09:43:38 GMT

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

sfchaos, are you trying to make the original missions playable?

Subject: Re: merged sfchaos threads

Posted by [Zion](#) on Thu, 20 Jul 2006 11:35:05 GMT

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

cmatt42 wrote on Wed, 19 July 2006 19:35 There's a no Gameplay Pending patch for that.

Too true.

Subject: Re: merged sfchaos threads

Posted by [sfchaos](#) on Thu, 20 Jul 2006 13:04:24 GMT

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

yeh i am trying to make the single player missions but i want to make different ones from the normal coops.

include vehicles, different kind of bots.....

Subject: Re: merged sfchaos threads

Posted by [sfchaos](#) on Thu, 20 Jul 2006 13:08:12 GMT

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

give me a link that works for SSAOW cos i cant find any that work

Subject: Re: merged sfchaos threads

Posted by [danpaul88](#) on Thu, 20 Jul 2006 14:35:27 GMT

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

www.brenbot.com

version 1.41 of brenbot has SSAOW built in

Subject: Re: merged sfchaos threads

Posted by [LR01](#) on Thu, 20 Jul 2006 14:39:46 GMT

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

does SSAOW works with bots?

Subject: Re: merged sfchaos threads

Posted by [danpaul88](#) on Thu, 20 Jul 2006 14:43:27 GMT

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

I dont see why it shouldnt

Subject: Re: merged sfchaos threads

Posted by [LR01](#) on Thu, 20 Jul 2006 14:46:27 GMT

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

Well...

<http://www.renegadeforums.com/index.php?t=msg&th=20207&start=0&rid=20921>

Subject: Re: merged sfchaos threads

Posted by [danpaul88](#) on Thu, 20 Jul 2006 14:57:41 GMT

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

well then maybe it doesnt. reborn knows more about ssaow than I do.
