
Subject: co-op mods sound like fun to make, but there is one problem...

Posted by [futura83](#) on Sat, 12 Aug 2006 22:24:37 GMT

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how do i do it so that everyone goes to one team?

all help appreciated.(the amount of questions i ask, i should make that my sig, lol)

Subject: Re: co-op mods sound like fun to make, but there is one problem...

Posted by [Whitedragon](#) on Sat, 12 Aug 2006 22:46:57 GMT

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There is a setting in SSAOW that will force everyone to be on the same team. Look for ForceTeam in ssaow.ini.

Subject: Re: co-op mods sound like fun to make, but there is one problem...

Posted by [futura83](#) on Sat, 12 Aug 2006 23:08:20 GMT

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thank you for that very useful info

Subject: Re: co-op mods sound like fun to make, but there is one problem...

Posted by [LR01](#) on Sun, 13 Aug 2006 09:25:42 GMT

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uhm... yes...

But doesn't you server crash if you run a map with a bot in it?

well, by me it does...

(using SSAOW)

Subject: Re: co-op mods sound like fun to make, but there is one problem...

Posted by [futura83](#) on Sun, 13 Aug 2006 13:03:30 GMT

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how do i get co-op maps working then?

Subject: Re: co-op mods sound like fun to make, but there is one problem...

Posted by [LR01](#) on Sun, 13 Aug 2006 14:08:43 GMT

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Well...
If you could tell me...
Maybay SSAOW 1.6?
When will it be released anyway?

Subject: Re: co-op mods sound like fun to make, but there is one problem...
Posted by [ghost](#) on Sun, 13 Aug 2006 18:45:08 GMT
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the17doctor wrote on Sun, 13 August 2006 06:03how do i get co-op maps working then?

First you make them.
