
Subject: Game Modes in Coop
Posted by [IronWarrior](#) on Mon, 30 Oct 2006 18:02:24 GMT
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Hiya.

Will anyone be interested in game modes for coop, like hard, easy or normal modes?

But this is ALOT of work, so there is no point doing it if no one wants it.

So please, what are your thoughts on this?

Subject: Re: Game Modes in Coop
Posted by [reborn](#) on Mon, 30 Oct 2006 18:15:42 GMT
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It's a good idea, people who host smaller server and have less people in them will need for it to be a bit easier for a small group. As where big games will want it nice and hard.

I have been watching some of the fruits of the hard work that has been going into coop mode, it's pretty cool.

Subject: Re: Game Modes in Coop
Posted by [thrash300](#) on Tue, 31 Oct 2006 03:19:07 GMT
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I would try it, and I'll also show it to my cousin who is thinking of buying a server with multiple CPUs.....

Subject: Re: Game Modes in Coop
Posted by [Ivan275](#) on Wed, 01 Nov 2006 08:42:44 GMT
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It's not as much work as you may think. I did it for one map and it seems to work fine. What I did is this.

Made 1 unkillable hidden bot and added a custom scrip to it. The script checks every 2 minutes the player count. Then it enables or disables bot spawns based on player count and on an integer in the ini file. The more players in game and the larger the integer(every map gets it's own integer based on owner preference) in the ini the more bots(zones) are spawned. The ID's were done in zones, 20 zones in total, first zone has a few bots all over the map, second adds a few more threw out the map, third adds a few more and so on... The hard part, well it wasn't hard just took a while

is to add all the bot id's bot-start-ID and bot-finish-ID for all the zones to the unkillable bot as parameters of the custom script.

Ex start1=1000234, finish1=1000259, start2=1000262, finish2=1000266...

There is also a script that takes care of bots that don't yet need to be spawned and bots that don't ever need to be spawned again...

Subject: Re: Game Modes in Coop
Posted by [TNaismith](#) on Sun, 16 Aug 2009 23:39:08 GMT
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Hi there everyone.

First, I apologize for making such a long bump to this topic, but there is something here that has caught my attention, and I would like to know if any modders of the Renegade community would be able to follow up on it.

If you look above, Ivan275 posted a message detailing the possible use of a script(s) that could potentially be used as 'Adaptive Difficulty' settings for online Renegade Coop servers.

I'm interested in finding out exactly how is this possible, and how a Level Editor modder like myself could apply this ability into creating new and advanced Coop Maps/Missions that incorporate this kind of 'Adaptive Difficulty'. It would be a strong improvement to the Coop Game mode I believe, as well as serving good use in the creation of new and upcoming maps/missions being worked on over at [MissionCoop] Clan, within the Renz0r-Gaming renegade community.

I have sent a private message to Ivan in case he ever checks the forums, but his profile says he hasn't been here since 2007. So I look to any of you guys in the modding community to help.

Is this script(s) he describes possible? Does it exist? Can it be used in Level Editor?

If anyone does happen to know how this works inside and out like the back of their hands, a tutorial with images would be an excellent way to explain. Of course, a simply reply works too.

I hope there might be person(s) out there that have knowledge of this and can help me learn how to use this in creating new Coop Maps/Missions.

Thank you,

TNaismith
Coop Gamer Enthusiast
Member of [MissionCoop] Clan

Subject: Re: Game Modes in Coop
Posted by [Good-One-Driver](#) on Mon, 17 Aug 2009 02:54:54 GMT
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Make impossible like all bots have guns that are 1 hit kill and it takes like abunch of shots to kill bot
