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Subject: [FULL Release] CoopBeta 3.00

Posted by [zunnie](#) on Mon, 09 Feb 2009 10:52:59 GMT

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I was bored today and decided i would have a look at CoopBeta 2.50

The one thing that always bugged me was the fact there were no killmessages and that donating money to teammates was not possible.

I've completed upgrading CoopBeta 2.50 to 3.00 with:

- Full SSGM 2.0.2 support
- Biatch Anti Cheat
- There are now killmessages both ingame and on irc
- Donating money to teammates is now possible

You can download the new version on -of course- Game-Maps.net:

[Click here to download CoopBeta 3.00 \(90.0MB\)](#)

Thanks all for downloading, playing and most important hosting CoopBeta

If you have any questions or need help you can find me on irc.mp-gaming.com in channel #BloodyServers

Have fun

11/22/2009: M02 Fix

Download the fixed M02 map and replace it on your CoopBeta 3.00 Server.

It will no longer crash when the powerplant is destroyed.

This fix was done by Zorid (nice guy) from <http://www.exoduscommunity.com>

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#### File Attachments

1) [coopfdsssgm202.jpg](#), downloaded 2035 times

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```
Renegade Master Server - Coop - svrcfg_cnc.ini
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
BIATCH version 1.1 beta 1, built on May 13 2007 at 00:33:12
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Detecting bandwidth...
Upstream bandwidth of > 4M bps detected
Got server list
Got server pings
Logging onto USA Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
Server Side Game Manager v2.0.2 with Scripts.dll v3.4.1 loaded
Created by Black-Cell.net
This server appears to be running an unknown mod. Some features will be disabled
.
RenegadeFDS DDE channel initialized
Loading level Skirmish00.mix
Host: Teams have been remixed.
Load 100% complete
Level loaded OK
Running in All Out War mode.
New settings detected and loaded from ssgm.ini!
```

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [Omar007](#) on Mon, 09 Feb 2009 10:54:20 GMT  
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NICE

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [Altzan](#) on Mon, 09 Feb 2009 14:10:45 GMT  
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I love Coop Servers. I can't host any but hopefully someone else will. Great Work!

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [Prulez](#) on Mon, 09 Feb 2009 18:07:37 GMT  
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Will put this on PruServ (a0000002n) later today and see if our current scripts like it.

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Nice work on the Coop zunnie.

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [reckneya](#) on Tue, 10 Feb 2009 02:41:45 GMT

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If this is a newer version than the one running now, we will host it  
Will take some time, as we are currently swamped in Nitro Mod work.  
If I could use your expertise when installing the mod, I would appreciate it Zunnie.

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**Subject:** Re: [FULL Release] CoopBeta 3.00  
Posted by [zunnie](#) on Tue, 10 Feb 2009 11:11:37 GMT  
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It's easy to install, just extract the rararchive and edit server.ini and data/srvcfg\_cnc.ini that's it.  
Nothing else is required to get it working

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**Subject:** Re: [FULL Release] CoopBeta 3.00  
Posted by [candy](#) on Tue, 10 Feb 2009 22:10:42 GMT  
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i want to be able to play that on a lan hosted game \*cries\*  
can't there be a way where it is a multiplayer mod or something?

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**Subject:** Re: [FULL Release] CoopBeta 3.00  
Posted by [zunnie](#) on Wed, 11 Feb 2009 01:53:40 GMT  
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candy wrote on Tue, 10 February 2009 17:10i want to be able to play that on a lan hosted game  
\*cries\*  
can't there be a way where it is a multiplayer mod or something?

---

So host a server in LAN mode. That's possible.  
Edit server.ini and set "GameType = GameSpy".

---

---

**Subject:** Re: [FULL Release] CoopBeta 3.00  
Posted by [Genesis2001](#) on Wed, 11 Feb 2009 17:44:16 GMT  
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Nice release. I'll look at the source when I get home

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**Subject:** Re: [FULL Release] CoopBeta 3.00

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Posted by [Altzan](#) on Wed, 11 Feb 2009 21:48:12 GMT

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zunnie wrote on Tue, 10 February 2009 19:53candy wrote on Tue, 10 February 2009 17:10i want to be able to play that on a lan hosted game \*cries\*  
can't there be a way where it is a multiplayer mod or something?

So host a server in LAN mode. That's possible.  
Edit server.ini and set "GameType = GameSpy".

Unfortuantely, you can't play it with the same computer that's hosting it

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Subject: Re: [FULL Release] CoopBeta 3.00

Posted by [candy](#) on Tue, 17 Feb 2009 22:47:35 GMT

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zunnie wrote on Tue, 10 February 2009 19:53candy wrote on Tue, 10 February 2009 17:10i want to be able to play that on a lan hosted game \*cries\*  
can't there be a way where it is a multiplayer mod or something?

So host a server in LAN mode. That's possible.  
Edit server.ini and set "GameType = GameSpy".

to complicated for me

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Subject: Re: [FULL Release] CoopBeta 3.00

Posted by [wittebolx](#) on Thu, 19 Feb 2009 14:40:18 GMT

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Altzan wrote on Wed, 11 February 2009 22:48zunnie wrote on Tue, 10 February 2009 19:53candy wrote on Tue, 10 February 2009 17:10i want to be able to play that on a lan hosted game \*cries\*  
can't there be a way where it is a multiplayer mod or something?

So host a server in LAN mode. That's possible.  
Edit server.ini and set "GameType = GameSpy".

Unfortuantely, you can't play it with the same computer that's hosting it

Yes you can

Just start your renegade, be sure to be in the wol listing, then start de coop server. and have fun

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [silentevil](#) on Sat, 25 Jul 2009 13:32:22 GMT  
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hi all i have a problem hier is the crash dump pleas help  
always wehn destroy powerplanet chrash the server,

thx

#### File Attachments

1) [crashdump3.txt](#), downloaded 571 times

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [Knight](#) on Wed, 29 Jul 2009 04:18:50 GMT  
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Is there a way to set the dificulty for the game/server? It seems to hard when there's only 2-3 players. You able to post a new file that changes the dificulty? Also how much damage it takes to kill stuff (guard tower, samsite, enemy tanks, ect.) and how much damage the enemy does to your tanks, and characters? Also How much I see that the enemy characters do alot of damage or are way to acurate.

All in all is there a way you can make a config file that has all this stuff in it? Please!....

If you give me source I wont know how to edit it at all thats why i ask for a cfg for the CoOp Server Side mod.

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [zunnie](#) on Wed, 29 Jul 2009 06:40:51 GMT  
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I don't have the source for CoopBeta 3.00 anymore so i can't change anthing or fix anything on it.

I'm working on a new Coop 4.0 though so you maybe want to wait for that, as soon as i finish M02.mix i will put up a beta download.

[http://www.renegadeforums.com/index.php?t=msg&th=34097&start=0&rid=1\\_562](http://www.renegadeforums.com/index.php?t=msg&th=34097&start=0&rid=1_562)

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [Knight](#) on Thu, 30 Jul 2009 03:45:32 GMT  
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Alright, well I took a look at the second post you posted. Nice to see w/e you were testing works. You going to post a new thread for the CoOp 4.00 version?

Also, i noticed the char. bots are very very accurate. Can you lower that? Or have a big config that set every aspect of the CoOp server? I also noticed the Light tanks do a lot of damage. It would be nice to be able to buy Havocs, Sydney, and Mobius. Having CPU Team mate tanks help out that move like the enemy light tank. Why does the NOD Gunner do so much damage? jw

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [zunnie](#) on Fri, 31 Jul 2009 08:39:11 GMT  
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I have always disabled Havocs, Sidneys and Mobius on Coop.  
They are way too powerful against bots, bots are kind of dumb and walk  
in a straight line etc. Maybe I'll put one or two powerups for them..

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [Knight](#) on Mon, 03 Aug 2009 04:16:44 GMT  
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So the 4.0 will be very configurable? Be able to have complete control over the CoOp Server?  
\*like all the stuff I listed in past posts\*

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [zunnie](#) on Mon, 16 Nov 2009 09:57:05 GMT  
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Apparently the map M02.mix is bugged in CoopBeta 3.00  
It is causing a server crash whenever the Nod Power Plant is destroyed.

When I get my PC fixed at the end of this month I will look up the  
problem and release a patch for CoopBeta 3.00

Until then I suggest you remove the map M02 from rotation, the other  
maps are unaffected.

greetz zunnie

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [dirtycop](#) on Mon, 16 Nov 2009 18:38:46 GMT  
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Is this hosted on any servers?

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [zunnie](#) on Mon, 16 Nov 2009 18:41:19 GMT  
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MP-Gaming is hosting a server.  
Server nickname on WOL is zzzzzzzzv

IP=85.25.143.169  
Port=7089

irc.mp-gaming.com  
#mp-coop

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [dirtycop](#) on Mon, 16 Nov 2009 19:04:53 GMT  
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Do you have any ideas how to connect if i'm using rr ? I don't see the server in my browser.

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [zunnie](#) on Mon, 16 Nov 2009 20:05:59 GMT  
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I installed WOLSpy on the server, it is now listed on RR as well.

The servername is:  
[WOLSPY] MP-Gaming.com - CoopBeta 3.00

Have fun

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [Distrbd21](#) on Tue, 17 Nov 2009 07:26:14 GMT  
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zunnie wrote on Mon, 16 November 2009 14:05I installed WOLSpy on the server, it is now listed on RR as well.

The servername is:  
[WOLSPY] MP-Gaming.com - CoopBeta 3.00

Have fun  
Where is 4.0???? ^^^

---

Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [zunnie](#) on Tue, 17 Nov 2009 07:31:33 GMT  
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Im still working on 4.0, but ill release a fix for M02 first.

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [zunnie](#) on Sun, 22 Nov 2009 20:30:32 GMT  
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<http://forums.mp-gaming.com/index.php?s=&showtopic=4709&view=findpost&am;p;p=67072>

The map M02 fixed by Zorid from <http://www.exoduscommunity.com>

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [cAmpa](#) on Sun, 22 Nov 2009 21:16:50 GMT  
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zunnie wrote on Tue, 17 November 2009 08:31  
Im still working on 4.0, but ill release a fix for M02 first.

What's your plan for 4.0?

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [zunnie](#) on Sun, 22 Nov 2009 21:21:07 GMT  
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I'll continue work on that when my pc is fixed, around next week. (im on laptop now and cant do anything)

I almost got M02 finished for 4.0

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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [zunnie](#) on Thu, 26 Nov 2009 16:59:32 GMT  
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Yay i got my new gfx card now, a nVidia 9800GT with 1GB ram  
PC is working again, i will be working on Coop 4.0 further from today on

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