
Subject: Mutant Co-Op for 4.0

Posted by [sla.ro\(master\)](#) on Mon, 05 Sep 2011 08:17:51 GMT

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For peoples who never heard of Sla Mutant Co-Op, here is a small introduction into MutCoop. MutCoop is a Cooperation Mode where you fight as good guys versus Mutants/Nod controlled AI bots (exception M13 where you can fight on both teams). The mutants are invincible to Tiberium Weapons (thats the reason we consider team hampering if you using them) and they die easily by flame weapons or volt auto-rifle, you have tons of objectives to do to win the game and with 4.0 we will have more maps created by me or someone else who want to help MutCoop. Here is a video (Enjoy!)

Server Informations

XWIS: a0000000n

Server Adress: 188.138.84.134:9812

IRC Network: irc.sla-company.net (Default Port: 6667)

IRC Channel: #sla-server

Now lets get back to topic, MutCoop will be on TT 4.0, so we want your opinions, ideas and other more.

My first ideas are the following:

- adding more maps
- reputation points to replace rank and add more features like Levels, bonuses and other more from reputation points
- New backups and Friend AI who you can poke them to follow you or not.
- Air-strike, to attack a zone (not sure if will be)
- Repair bots, to repair you on field.
- Refill to have a delay like 3 seconds, not instant refill. (here your idea)

Thanks.

Subject: Re: Mutant Co-Op for 4.0

Posted by [iRANian](#) on Mon, 05 Sep 2011 11:14:51 GMT

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I'd like to have a shorthand for '!refill' like '!r'. The English used in the bot messages and mission objectives is kinda broken, could you have someone fix that? Could you change the green colour used for mission objectives into the blue colour used in the single player objectives? I'd like to see more maps/scenarios added, that would be cool.

Fun server you have there. I think you can use an object create hook to destroy Tiberium Weapon power-ups after they're created.

Subject: Re: Mutant Co-Op for 4.0

Posted by [sla.ro\(master\)](#) on Mon, 05 Sep 2011 11:36:15 GMT

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iRANian wrote on Mon, 05 September 2011 14:14 I'd like to have a shorthand for '!refill' like '!r'. The English used in the bot messages and mission objectives is kinda broken, could you have someone fix that? Could you change the green colour used for mission objectives into the blue colour used in the single player objectives? I'd like to see more maps/scenarios added, that would be cool.

Fun server you have there. I think you can use an object create hook to destroy Tiberium Weapon power-ups after they're created.

ok, we will make possible !refill and !r, the english will be fixed too, maybe we will change colors for objectives, we will make more scenarios/maps

thanks for feedback.

Subject: Re: Mutant Co-Op for 4.0

Posted by [iRANian](#) on Mon, 05 Sep 2011 14:36:26 GMT

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Cheers.

Subject: Re: Mutant Co-Op for 4.0

Posted by [sla.ro\(master\)](#) on Fri, 09 Sep 2011 06:47:45 GMT

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we will do some tests with TT

Subject: Re: Mutant Co-Op for 4.0

Posted by [sla.ro\(master\)](#) on Fri, 23 Sep 2011 08:21:25 GMT

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we are running TT on server now

here is a pack with some screenshots from my new map
and here are some screenshots with server running TT on M02

new features:

- tiberium weapons are now auto-removed
- the infinite ammo now works
- less lag (even on maps with bugs)
- more stable
- if you get killed, you will be transformed in a Visceroid.

- to refill you can use !r instead of !refill
- goto command a little bit fixed
- more maps/sounds/etc. coming soon..

enjoy! thanks to TT (we have more players now)
