How to get an Ammobox that works into your coop level.

By Obie.

I have been trying to get my head around this for a while now and have finally worked it out.
Now that I have done it I cannot believe how simple it is to achieve.

Here's what to do.
Browse to %systemroot%\Program Files\Vietcong\dev\compiler\inc

Right click the file: mplevel.inc   and select edit to have it open in notepad.

Now copy this from me here:

```
case GVAR_MP_MISSIONTYPE_COOP:
hide_CTF_flags = FALSE;
break;
```

And place it between the "break;" and the "case GVAR_MP_MISSIONTYPE_CTR:" so it looks like this

```
etc…
break;

case GVAR_MP_MISSIONTYPE_COOP:
hide_CTF_flags = FALSE;
break;

case GVAR_MP_MISSIONTYPE_CTR:
etc…
```

Save and exit.

Open your editor and place the following item from the database:
ITEMS > U – BENDY-BARELY > IUL_WOODEN BOX1_DYNAMIC.BES
I will test but I think any DYNAMIC object will work

Don't mess this part up!
Change the entity name to "AmmoboxCTF0"
Note! The last character is a zero not an o. It must be written just like this.

Once you have saved your work go to:
                 Editor > Multiplayer Game Editor
Create you game type and make sure the Game Type Name is "Coop"
Finalize and open your map in game. The only thing the Ammobox wont do is give you nades.

May the Force be with you. Always.   Obie.