

COOP SCRIPTS

The game engine supports a maximum of 64 players at a time. There are maps where there are more VC overall. But this is solved by VC respawn after killing. However, this is more complex scripting.

64 players means the sum of all, i.e. US and VC.

To successfully create a COOP map, you need to create a SCRIPTS directory in VIETCONG/Levels/YourMaps/data/YourCurrentMap/ and put game scripts in it. These are COOP.C, LEVEL.C, SOUND.C, VCBASIC.INC and individual scripts for AI.

Coop.c - mode settings for coop

Level.c - setting the scene, number of groups and players in them

Sound.c - scene sound settings

vcbasic.inc - player ability settings (VC)

AI.c - scripts for individual players, information about appearance, weapons they own.

LEVEL.C

```
//VC Groups - for COOP mode
initgroup.SideId = SC_P_SIDE_VC;
initgroup.GroupId = 0;
initgroup.MaxPlayers = 64;
SC_InitSideGroup(&initgroup);

initgroup.GroupId = 1;
initgroup.MaxPlayers = 8;
SC_InitSideGroup(&initgroup);

initgroup.GroupId = 2;
initgroup.MaxPlayers = 6;
SC_InitSideGroup(&initgroup);

initgroup.GroupId = 3;
initgroup.MaxPlayers = 6;
SC_InitSideGroup(&initgroup);

initgroup.GroupId = 4;
initgroup.MaxPlayers = 6;
SC_InitSideGroup(&initgroup);

initgroup.GroupId = 5;
initgroup.MaxPlayers = 8;
SC_InitSideGroup(&initgroup);
```

This is the part of level.c where it is set for VC in group 0 max 64 players, group 1 max 8, group 2 max 6 ... You can change it.

You can use a single script for all VCs, but you must keep group 0 (max 64). These VCs will all have the same faces, uniforms and weapons as set in the script. Therefore, it is better to create a custom script for each VC. Individuals in a group work together, a medic heals comrades from the group, and so on. According to level.c, we will create AI.c.

VC script EXAMPLE:

```
#define ID_GROUP          5
#define ID_MEMBER        45
#define PKNIFE           0
#define PPISTOL          9
#define PWEAPON1         2
#define PWEAPON2         62
#define PWEAPONSLOT1     50
#define INIFILENAME      "ini\\players\\net_vc_nvacolonel.ini"
#include "vcbasic.inc"
```

PPISTOL - 9 - Makarov
PWEAPON1 - 2 - AK47
PWEAPON1 - 62 - Medibag
PWEAPONSLOT1 - 50 - VC grenade
INIFILENAME - net_vc_nvacolonel.ini - appearance of VC

Weapons numbers:

1 M16
2 AK47
3 Scorpion
4 M1 Garand
5 DP2 Machine Gun
6 PPS-41
7 Colt M1911
8 Tokarev Pistol
9 Makarov Pistol
10 Revolver 38
11 Remington 870
12 Winchester 70
13 Tokarev SVT40
14 SVD Dragunov
15 SKS Simonov
16 SVT40 with optics (SVT40 Sniper)
17 M60 Machine Gun
18 Degtarev Machine Gun
19 US-M3
21 Thompson
22 S&W model 39 (Silenced Pistol)
23 PPS-43
24 M14
25 M1 Carbine
26 Mosin-Nagant
27 M79 Grenade Launcher
28 Baikai IZH-43
29 US Knife
30 VC Knife
31 M14 with optics (M14 Sniper)
32 Sten (Silenced Submachine Gun)
33 Machette
50 vc_grenade
59 US_grenade
62 Medibag

For easier creation of vc scripts, use the program genvcscr22 by Chevket Turim. Don't forget to keep the number of individual players in groups (ID_GROUP). ID_MEMBER is specific to each player. Also keep in mind that if you add 10 US recovery points to the map, you will only be able to use 54 vc scripts so as not to exceed the total of 64.

VCBASIC.INC

This is where the AI behavior in the scene is set.

After this line:

```
SC_P_Ai_GetProps(info->pl_id, &props);
```

you can add other options such as:

```
props.max_vis_distance = 120
```

```
// maximum visual distance the AI can see, if not specified, AI uses maximum visual distance specified for the level.
```

```
props.watchfulness_zerodist = 2
```

```
// how good is AI at recognizing the enemy at zero distance.
```

```
props.watchfulness_maxdistance = 1
```

```
// how good is AI at recognizing the enemy at maximum distance.
```

```
props.boldness = 1
```

```
// this is used to determine how bold is the AI when in cover and under fire. 0.5 is very cautious player, 2 is medium, 4 is high. 10 is almost suicidal, the AI will not give a damn if someone is shooting at him.
```

```
props.coveramount = 0.5
```

```
// how far the AI will run for cover compare to the distance to the closest enemy, default is 0.5.
```

```
props.hear_imprecision = 1
```

```
// imprecision of the AI's hearing. 0 absolute hearing, 1 average, 5 very bad.
```

```
props.hear_distance_mult = 1
```

```
// hear distance multiplier – 0.5 is half, 2 is two times better.
```

```
props.hear_distance_max = 1000
```

```
// maximum hearing distance.
```

```
props.grenade_timing_imprecision = 2.5
```

```
// this is maximum time (will be randomized) between impact of the grenade and its explosion.
```

```
props.grenade_throw_imprecision = 1
```

```
// imprecision of the grenade throwing. 0 perfect, 1 average, 2 quite bad.
```

```
props.grenade_sure_time = 10
```

```
// how long the AI will wait until it's sure the situation demands a grenade.
```

```
props.forget_enemy_mult = 1
```

```
// how fast will the AI forget the enemies it has no more contact? 1 is default, 0.5 means two times slower, 2 mean two times faster.
```

```
disable_peace_crouch = 0
```

```
//BOOL // this disables AI crouching in the peace mode.
```

```
props.peace_fakeenemy_run = 1
```

```
// this is used to set the movement type under the fake enemy situation. 1 means always run, 0 always walk, 0.5 use run/walk 1:1.
```

```
props.peace_fakeenemy_phase = 0.5
```

```
// same as previous, only for the stand/crouch.
```

```
props.shoot_while_hidding = 0.3
```

```
// if enabled the AI will shoot even when moving to the hide out.
```

```
props.aimtime_max = 0.7
```

```
// maximum time for AI to take an aim, default 0.7 seconds
```

```
props.aimtime_rotmult = 0.5
```

```
// multiplier of the rotation speed when aiming, default 0.5 seconds.
```

```
props.wounded_start_perc = 0.5
```

```
// value of the current hp/max hp when the AI aiming starts to be worse
```

```
props.wounded_aimtime_mult_max = 2
```

```
// multiplier for the maximum aim time when hit points of the AI is zero.
```

```
props.wounded_shoot_impresc_plus = 0.5
```

```
// multiplier for the maximum aim imprecision when hit points of the AI is zero.
```

SOUND.C

Here you can add ambient sounds to the map.

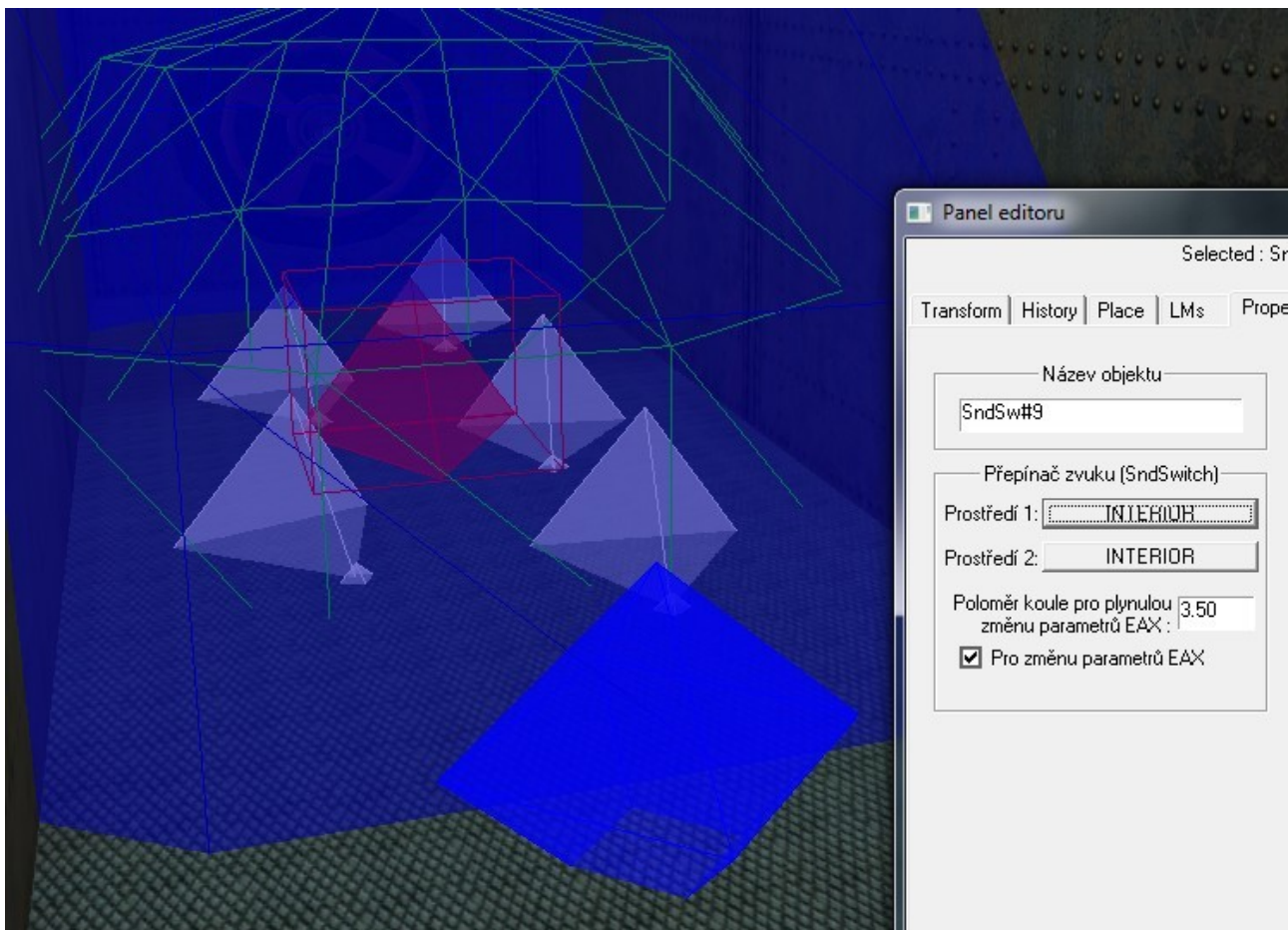
```
#include <inc\sc_global.h>
int ScriptMain(s_SC_SOUND_info *info){
    switch(info->message){
        case SC_SOUND_MESSAGE_INIT:
            //SC_SND_SetHearableRatio(0.85f);
            //SC_SND_Ambient_Play(617);
            break;
    }// switch(info->message)
    return 1;
}// int ScriptMain(s_SC_SOUND_info *info)
```

Just remove the // before SC_SND_ and replace the number in Ambient_Play(617) with another one from the list below.

```
`snd 1521 stereo\hillbase.ogg // HILLBASE
`snd 1533 stereo\potoka.ogg // STREAM
`snd 1534 stereo\crash.ogg // CRASH
`snd 1537 stereo\potokb.ogg // BAHNAR RAZED A
`snd 1538 stereo\rivil.ogg // RIVIL
`snd 477 stereo\night.ogg // NIGHT
`snd 301 stereo\serpentyng.ogg // BIG VALLEY
`snd 310 stereo\tunel1.ogg // UNDERGROUND
`snd 311 stereo\tunnels.ogg // TUNNELS
`snd 617 stereo\potokc.ogg // THREE CANYONS
`snd 440 stereo\ambush.ogg // AMBUSH
`snd 441 stereo\campday.ogg // BASE CAMP DAY
`snd 443 stereo\campnight.ogg // BASE CAMP DEFEAT
`snd 444 stereo\campnight.ogg // BASE CAMP NIGHT
`snd 445 stereo\temp.ogg // HQ
`snd 1001 stereo\french.ogg // FRENCH ROUTE
`snd 1002 stereo\hillbase.ogg // RADIO RELAY
`snd 1003 stereo\campnight.ogg // COLLECTORS
`snd 1004 stereo\campday.ogg // PILOT
`snd 1005 stereo\reka.ogg // BIG RIVER
`snd 1007 stereo\outpost.ogg // OUTPOST - normal
`snd 1008 stereo\outpost.ogg // OUTPOST EVAC
`snd 1009 stereo\temp.ogg // JARAI EVAC
`snd 1010 stereo\medicpatrol.ogg // MEDIC PATROL
`snd 1011 stereo\medicpatrol.ogg // ROAD
`snd 1012 stereo\escape.ogg // ESCAPE
`snd 1013 stereo\storm.ogg // STORM
`snd 442 stereo\bahnarb.ogg // BAHNAR RAZED B
`snd 2376 stereo\flight1.ogg // CONQUEST FLIGHT
`snd 3028 stereo\halong.ogg // HALONG
`snd 1975 stereo\drill.ogg // DRILL CAMP
`snd 2268 stereo\diorama-dest.ogg // DRILL CAMP
`snd 2269 stereo\diorama-silnydest.ogg // DRILL CAMP
`snd 2701 stereo\campday.ogg // BASE CAMP
`snd 3207 stereo\rain.ogg // BOURE
`snd 3208 stereo\rain2.ogg // BOURE
`snd 2530 stereo\ambi_1.ogg // DEATH VALLEY
`snd 2532 stereo\zabky.ogg // AMB. 2
`snd 2541 stereo\bomber.ogg // BOMBER
```

```
`snd 2542 stereo\indian.ogg // INDIAN C.  
`snd 2543 stereo\bridge.ogg // BRIDGE  
`snd 2544 stereo\jarai.ogg // JARAI  
`snd 2578 stereo\campnight.ogg // BASEATTACK  
`snd 2585 stereo\nvacko.ogg // NVA
```

Of course, you have to activate ambient in the editor using the soundswitch. Create it so that all recovery points are inside.



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