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Subject: Re: A good mod site?

Posted by [EA-DamageEverything](#) on Thu, 08 Sep 2005 03:33:58 GMT

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Search this Board. The Co-Op Server from MP-Clan for example is based on a modified server.dat which v00d00 made AFAIR (Zunnie told me). Its not that easy, you must set spawn Points for the Bots, modify the server.dat (disables the rebalancing of the teams) and write a lot of scripts...

Otherwise I have never seen the real Co-Op mode where a bunch of GDIs can play the original Singleplayermode online...

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