Subject: Re: Missing server.dat
Posted by Foxwolf00 on Sat, 22 Jul 2006 09:40:44 GMT
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Yeah, I figured that out; I'm an idiot, like I thought. Can anyone tell me if it's possible to run coopbeta 2.25 on a non-dedicated server? I realize that the maps would overwrite the SP maps, I'm ok with that, I just want to be able to use some kind of co-op setup in an offline LAN. Is this at all possible? Sorry if I'm being an idiot.