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Subject: Re: co-op server

Posted by [Ivan275](#) on Mon, 18 Sep 2006 07:10:27 GMT

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I guess you can ignore what I posted I was a little drunk, lol. For the coop maps I'm making the the ldd file in in the mix so i got confused as to why you would want someone to create just the ldd and not just a working mix.

If you find out for me what makes bots turn around faster on some servers and slow on others I can/am/will make the maps. For some stupid reason my bots turn SLOW. (setting server bot turn rate 25 or 180 or 500 does nothing to the clients, the bots still turn slow for all players, 20-40 is the turn rate the players see no matter what my server has.)

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