The server side features that we included last time have been removed so people can make their own customizations (however, I think repairgun rates are still doubled :/ so it'll cause your server to crash if you run BIATCH, I'll fix in a newer version).

Anyways, in Level Edit you replace your old objects.ddb file with the new one and you'll have a large list of AI Bot Spawners (vehicles too) and you'll have normal vehicle spawners and beacon spawners in with the powerup spawners. All you do is make your co-ops (simple now, you select an AI Bot Spawner and click Make; REMEMBER: If there's no number on the end of spawner then it is infinite). After you've made your co-op you can take your modification and the objects.ddb (rename it to objects.aow or objects.gm) and put in your RenegadeFDS/Server/data folder and boot server.

Cheers!