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Subject: Re: LAN Game with LAN Server

Posted by [halo2pac](#) on Thu, 09 Oct 2008 20:53:18 GMT

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Dthdealer wrote on Thu, 09 October 2008 02:56 You'll need to configure a loopback for your LAN game or it won't start.

How would I do that?

and can someone answer my other question?

Would modified scripts.dll work in lan mode?

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