
Subject: Re: [FULL Release] CoopBeta 3.00
Posted by [Knight](#) on Wed, 29 Jul 2009 04:18:50 GMT
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Is there a way to set the difficulty for the game/server? It seems to hard when there's only 2-3 players. You able to post a new file that changes the difficulty? Also how much damage it takes to kill stuff (guard tower, samsite, enemy tanks, ect.) and how much damage the enemy does to your tanks, and characters? Also How much I see that the enemy characters do alot of damage or are way to acurate.

All in all is there a way you can make a config file that has all this stuff in it? Please!....

If you give me source I wont know how to edit it at all thats why i ask for a cfg for the CoOp Server Side mod.
