
Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [TNaismith](#) on Tue, 07 Dec 2010 09:45:48 GMT
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This PLECOS Mod sounds interesting, it sounds like a server will have specifically run/switch to this PLECOS Mod in order to activate it as a gameplay mode for players?

Will the official Roleplay2 server be involved in that case, or will it be up to independent server owners to be hosting the PLECOS Mod if they desire it?
