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Subject: coop

Posted by [flyingfox](#) on Sun, 04 Jul 2004 17:56:52 GMT

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If they were to work properly they'd require a lot of scripting work and would probably cause lag. Remember when we went through them? There were quite a lot of issues although it was quite fun. But I would like to see one if anyone has time to work on one, even for one mission.

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