Subject: coop
Posted by Nightma12 on Mon, 05 Jul 2004 06:57:14 GMT

AircraftkillerYes, we'll add a chicken coop to RenGuard.

co op

Quote: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.

yeah, thats the thing, it requires an edited scripts.dll to make the single player scripts work for multiplayer