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Subject: Coopbeta 2.25 offline LAN  
Posted by [Foxwolf00](#) on Sat, 22 Jul 2006 09:50:37 GMT  
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Is it possible to run a non-dedicated server in an offline LAN game with coopbeta 2.25? I apologize if this is a dumb question; In my defense, I did search for an answer to this in previous topics, but I've found nothing. Thanks in advance for the help, and your patience with a n00b.

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Subject: Re: Coopbeta 2.25 offline LAN  
Posted by [LR01](#) on Sat, 22 Jul 2006 10:02:40 GMT  
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well, I think it is, maybay not fully function but I dont see way it cant, as I rember I already did that

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Subject: Re: Coopbeta 2.25 offline LAN  
Posted by [danpaul88](#) on Sat, 22 Jul 2006 10:51:14 GMT  
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Well, I assume its a server side mod, so setup the FDS as normal, but set the gametype to LAN instead of WOL, and max players to 1.

You will have to load renegade BEFORE you load the FDS though

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Subject: Re: Coopbeta 2.25 offline LAN  
Posted by [TD](#) on Sat, 22 Jul 2006 12:19:34 GMT  
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You can also run Renegade afterwards with the -multi parameter in the shortcut.

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Subject: Re: Coopbeta 2.25 offline LAN  
Posted by [Foxwolf00](#) on Sat, 22 Jul 2006 12:33:30 GMT  
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Well, ok, sounds good, but every time I load up the game, then the server, the server kills each map right after loading! How do I stop this from happening, specifically?

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