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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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