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Subject: Re: Co-op

Posted by [Zion](#) on Sun, 01 Oct 2006 22:57:35 GMT

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Try patching server.dat from the FDS then renaming it to Game2.exe?

May cause errors and i don't have the FDS on me to test it out but it's worth a try.

And force change team is only available in SSAOW... but that's just an edited scripts.dll with an ini file... maybe you could use them clientside too (not sure how it would work when joining a server but hosting one it may just be the same as an FDS?).

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