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Subject: [FULL Release] CoopBeta 3.00  
Posted by [zunnie](#) on Mon, 09 Feb 2009 10:52:59 GMT  
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I was bored today and decided i would have a look at CoopBeta 2.50  
The one thing that always bugged me was the fact there were no killmessages and that donating money to teammates was not possible.

I've completed upgrading CoopBeta 2.50 to 3.00 with:

- Full SSGM 2.0.2 support
- Biatch Anti Cheat
- There are now killmessages both ingame and on irc
- Donating money to teammates is now possible

You can download the new version on -of course- Game-Maps.net:  
[Click here to download CoopBeta 3.00 \(90.0MB\)](#)

Thanks all for downloading, playing and most important hosting CoopBeta

If you have any questions or need help you can find me on [irc.mp-gaming.com](#) in channel #BloodyServers  
Have fun

11/22/2009: M02 Fix  
Download the fixed M02 map and replace it on your CoopBeta 3.00 Server.  
It will no longer crash when the powerplant is destroyed.  
This fix was done by Zorid (nice guy) from <http://www.exoduscommunity.com>

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## File Attachments

1) [coopfdsssgm202.jpg](#), downloaded 1371 times

```
Renegade Master Server - Coop - svrCFG_cnc.ini
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
BIATCH version 1.1 beta 1, built on May 13 2007 at 00:33:12
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Detecting bandwidth...
Upstream bandwidth of > 4M bps detected
Got server list
Got server pings
Logging onto USA Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
Server Side Game Manager v2.0.2 with Scripts.dll v3.4.1 loaded
Created by Black-Cell.net
This server appears to be running an unknown mod. Some features will be disabled
-
RenegadeFDS DDE channel initialized
Loading level Skirmish00.mix
Host: Teams have been remixed.
Load 100% complete
Level loaded OK
Running in All Out War mode.
New settings detected and loaded from ssgm.ini!
```