
Subject: Re: [WIP] Coop 4.0 (need help)
Posted by [zunnie](#) on Wed, 29 Jul 2009 10:28:43 GMT
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Anybody want to join? I need to test this:

See if humvee dropoff works and looks when killed.
See if medtank drop works and loops when killed.
Check some secondary objectives to do with destroying turrets and stuff.
Check if CheckPoint Two is proerply functioning and unlocking when it should be.
