
Subject: Re: [FULL Release] CoopBeta 3.00
Posted by [Knight](#) on Thu, 30 Jul 2009 03:45:32 GMT
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Alright, well I took a look at the second post you posted. Nice to see w/e you were testing works. You going to post a new thread for the CoOp 4.00 version?

Also, i noticed the char. bots are very very accurate. Can you lower that? Or have a big config that set every aspect of the CoOp server? I also noticed the Light tanks do alot of damage. It would be nice to be able to buy havocs, sydney, and mobius. Having CPU Team mate tanks help out that move like the enemy light tank. Why does the NOD Gunner Do so much damage? jw
