
Subject: Re: [FULL Release] CoopBeta 3.00
Posted by [zunnie](#) on Mon, 16 Nov 2009 09:57:05 GMT
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Appearantly the map M02.mix is bugged in CoopBeta 3.00
It is causing a server crash whenever the Nod Power Plant is destroyed.

When i get my pc fixed at the end of this month i will lookup the
problem and release a patch for CoopBeta 3.00

Until then i suggest you remove the map M02 from rotation, the other
maps are unaffected.

greetz zunnie
