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Subject: Re: Multi Modded Map Loader?

Posted by [reborn](#) on Tue, 06 Apr 2010 08:49:54 GMT

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You could even start messing around with the source code to it so that you have the same coop map, with varying levels of difficulty if the team passes the map, then they progress to the next level of difficulty...

However, it's basic function would serve to allow server owners the ability to have several versions of modified maps in their server's rotation (be that mission maps or stock maps etc etc).

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