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Subject: Co-op?

Posted by [ProMakeShift](#) on Sun, 21 Dec 2003 21:15:25 GMT

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Sir PhoenixxYou can make custom scripts, huds, menus, crosshairs, weapons, vehicles, buildings, maps, settings, music, sounds, etc., etc.

Thx, for your efforts.

I do not currently have time to get into detail with every option.

Therefore any links or howtos directly, with actual descriptions, are more than welcome...

(Unfortunately, some quick-found tutorials didn't include some of the promised features, not at least with a quick skim-thru...)

Is it possible to create co-op "single" player campaigns?

And what is not possible to edit? Restrictions help me more at this point than possibilities.

Possibilities are, as we all know, endless!

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