
Subject: Single Player Maps to Multiplayer Maps
Posted by [zeratul2400](#) on Tue, 26 Aug 2003 12:11:21 GMT
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Soon the Second Pakage of Co-op mods

I work on second Co-op

Information

Type: Deathmatch
Building:(Nod) Single Player Building
Building (GDI) Purchass Terminal
Unit (Nod) Same Unit
Unit (GDI) Same Unit

The Download Link are post on my New Server

Subject: Single Player Maps to Multiplayer Maps
Posted by [gendres](#) on Tue, 26 Aug 2003 12:17:37 GMT
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Building GDI Purchass Terminals??

As long as it isnt like canyon its ok i guess...

Subject: Single Player Maps to Multiplayer Maps
Posted by [spreegem](#) on Tue, 26 Aug 2003 14:51:20 GMT
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I'm already working on a co-op mod, it's gonna be like single player, have the bots where their supposed to be at, set up way paths, and all the spawners and stuff, but your just a regular soldier.
