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Subject: coop

Posted by [Renx](#) on Wed, 07 Jul 2004 13:59:50 GMT

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flyingfoxIf they were to work properly they'd require a lot of scripting work and would probably cause lag. Remember when we went through them? There were quite a lot of issues although it was quite fun. But I would like to see one if anyone has time to work on one, even for one mission.

One of the members said he could do it though. It just doesn't look like he is doing it though :S

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