Posted by Foxwolf00 on Sat, 22 Jul 2006 09:50:37 GMT
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Is it possible to run a non-dedicated server in an offline LAN game with coopbeta 2.25? I apologize if this is a dumb question; In my defense, I did search for an answer to this in previous topics, but I've found nothing. Thanks in advance for the help, and your patience with a n00b.