Subject: Re: Serverside Co-Op
Posted by LR01 on Fri, 08 Feb 2008 08:20:52 GMT

How "good" do you need to be at LE?

and where I always thought was a hard point at making co-op is that you can lose you work after you did something that make the server ore client crash
well, we're doing something that wasn't orginelly in the game