LR01 wrote on Fri, 08 February 2008 02:20How "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

Well, the hard part of coop is making it all link together, think of coop like a story book, it all has to make sense, you need to remember what a goes to b and where b goes to c and so on.