
Subject: In game bad language filter, does it work??
Posted by [Crimson](#) on Thu, 26 Aug 2004 21:27:03 GMT
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That's something we could look into... I'm sure it won't catch the "workarounds" like "\$hit" or "fuk", but it would be much better for gamers who don't wish to see that language block it on their end instead of those of us who wish to communicate with those words having to suffer.
