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Subject: Commando : Open Source

Posted by [PiMuRho](#) on Fri, 17 Sep 2004 16:47:16 GMT

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1) We've never stated that we're making a Renegade multiplayer clone.

2) If we built a common Renegade-style multiplayer framework, then there'd just be a bunch of near-identical mods with slightly different characters/units/vehicles. Not fun.

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