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Subject: CP2 thoughts

Posted by [mac](#) on Tue, 07 Dec 2004 14:23:11 GMT

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Still no. We're not creating an advantage for specific players.

It's like changing the vehicle limit on the server. It's technically possible, but also requires a client side fix, so the client needs to have a recent CP.

What good is it, when you can have say 12 vehicles per team, but all the NON-CP players are waiting for a slot to open in the first 8 vehicles?

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