
Subject: Re: Renegade Map Rules Handler System
Posted by [LR01](#) on Sun, 10 Sep 2006 15:47:03 GMT
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jonwil wrote on Sun, 10 September 2006 14:46If you add in a call to Update_PT_Data in the right places, all the data gets sent over the network to any client with the right bhs.dll.

10 of the 40 players?
