Subject: Re: Renegade Map Rules Handler System
Posted by Matix on Mon, 11 Sep 2006 01:39:55 GMT

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This will totaly reshape renegade, if this is 100% functional, I can see all the *good* servers being modded some more everyday. But, I must ask, since it is server-side, and what crimson said about the files distributing accross the net changing client files, or whatever, will it cause lag?