
Subject: Re: Poll?

Posted by [Crimson](#) on Mon, 21 May 2007 00:51:42 GMT

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Once again, we are aware of the disconnect problems and we are working on a fixed version. We did not realize at the time that the client was causing the mass disconnects -- we thought it was the master servers. We have a fix in development, but v00d00 is working to finish detection of the newest version of *cough* before we roll it out.
