
Subject: Re: Regarding Renegade Resurrection
Posted by [jnz](#) on Fri, 05 Jun 2009 11:15:07 GMT

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StealthEye wrote on Fri, 05 June 2009 09:33I think that will be quite a hassle to port... I don't think we will implement this because of that. We will have a somewhat more advanced ban system than the original (at least serial&reason support), but probably less advanced than this.

It hasn't been fully implimented yet, though. So at least we could think about it.
