Subject: Re: Measuring and rewarding team work programatically?
Posted by Lone0001 on Sun, 26 Sep 2010 15:17:40 GMT

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Well, I wasn't really saying it had to be done server-side, it could be done other ways. Although now that I think of it, I'm not sure how Renegade's physics engine would handle it.

I was just saying it would be a nice change anyways though.