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Subject: Re: Trying to build a list of all the major servers/communities

Posted by [Ethenal](#) on Thu, 09 Dec 2010 06:33:11 GMT

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Some of that stuff is really neat. The best part is that Renegade's rather lackluster coding is what enables that kind of shit. If the netcode was halfway decent, it wouldn't allow just random ass objects to be spawned.

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