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Subject: Re: kambot 3.0 server

Posted by [a000clown](#) on Tue, 17 May 2011 03:50:57 GMT

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Yea I removed the parts I had not coded by myself or at least refactored by a good amount. Sorta rushed getting it released, so I didn't have time to ask for permission to use the parts of code written by others such as nopol or bluethen, although I'm sure they wouldn't have had a problem with it.

I had planned to update it to be compatible with the TT patch but now I'm not too sure. Haven't played in a while so I don't know if there's much of a player base to even be worth it at this time, or whenever TT ends up being released for that matter... We'll see what happens

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