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Subject: Re: Asteroids

Posted by [Jerad2142](#) on Wed, 09 Nov 2011 16:25:28 GMT

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Lol, I'll admit that'd be funny, but I want to keep this stable as possible, and it has to have pretty good performance as well (because if the FDS has a low framerate that'll slow the detection timer which would result in a lot of collision misses).

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