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Subject: Re: Have their been any good moddable first person games since Renegade?

Posted by [a000clown](#) on Thu, 26 Apr 2012 06:51:11 GMT

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Speaking as someone who helped run his servers, I'm guessing Kamuix was referring to how much we can do without requiring the client to download a single thing. I've always found it to be a great selling point for mods, being able to join a random server and seeing firsthand what makes it unique. Having to download is just too much to ask of people it seems...

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