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Subject: Re: [GENERAL] bug

Posted by [Ethenal](#) on Thu, 17 Apr 2014 23:29:18 GMT

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Gonna add on to this, seems that the code to connect to the updater server (sano.sanoweb.nl?) seems to be blocking with no timeout, i.e. when the update server is not up, the game will not ever start unless you use game2.exe. Any word on this?

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