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Subject: C0brala and his antics.....:/

Posted by [Aircraftkiller](#) on Mon, 13 Sep 2004 06:39:57 GMT

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There's nothing wrong with the physics at all in W3D, (as usual) it just wasn't utilized properly to make Renegade.

The network code is decent.

DX9 shaders are neat and all, but DX8 still works great.

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