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Subject: Commando : Open Source

Posted by [SuperFlyingEngi](#) on Thu, 16 Sep 2004 20:40:03 GMT

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Why is Seaman bothering to move Commando to a new engine? He's just gonna work into a stall on that one, too, and by the time he has this much work done again, a new game engine will be out that will be that much better. I sense an endless loop...

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