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Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [Aircraftkiller](#) on Wed, 02 Feb 2005 21:06:48 GMT

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Funny thing is that since I started playing, which was 3 December of 2001 in the first private beta test for Renegade, more players have been lost than gained. Renegade initially had around 70,000 players... Now the number is like 2,000. That's horrible.

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