
Subject: Re: BlazeRegulator.Net
Posted by [Dante](#) on Tue, 03 Oct 2006 18:45:43 GMT
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yeah, i figured as much.

i am in the process of building a framework to support multiple games and input types. i am just using the renegade one because it is easily available.

that GUI is just for testing, and parsing the logs.

i am also not using any type of remote protocol to communicate with the server, i am "swallowing it" so to speak, and what you see, is the FDS there.
