Subject: Re: BlazeRegulator.Net
Posted by Dante on Wed, 04 Oct 2006 00:49:13 GMT

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as soon as i get more in a development state, rather then a configuration state for the parser, i will open up a thread to take ideas on my forum.

i hope that you all stop by, as they just won't be used in renegade, they will be used in all games that the software will support (currently slated for at least 5).