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Subject: Re: Release 4 mods

Posted by [Blazea58](#) on Thu, 12 Oct 2006 22:16:23 GMT

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Yea i guess thats understandable although maybe having a different day/night setting would suite it more. Maybe have it set at like 17:00 or less so it isen't quite pitch black as is.

Good idea with lights destroyable, adds alot of realism to it. Although what kinds of lights can be broken, all of them including street lights?

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