
Subject: Re: A project that "could" be beneficial to the Renegade community.
Posted by [Nightma12](#) on Tue, 16 Jan 2007 23:49:37 GMT

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gamemodding wrote on Tue, 16 January 2007 17:28not only that, NR uses CLR .NET. that doesn't cause alot of overhead at all. in fact 20Mb of ram is nothing compaired to what some server have.

NR uses COM...
