
Subject: Re: [Mod]Renegade resurrection
Posted by [EvilWhiteDragon](#) on Tue, 18 Sep 2007 10:30:26 GMT
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Also, RR changes a load of stuff by default, and I am sure that not everyone (or a hell of a lot of people) don't like (all) of them, which would cause them a lot of work to put the settings right.
