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Subject: Re: Can some one help?

Posted by [Ethenal](#) on Wed, 03 Oct 2007 22:45:17 GMT

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Of course there are other languages, but I'm not sure as to which ones do NOT use the .NET framework (or the equivalent). Not that there's anything wrong with the .NET framework, but it's designed for applications that don't necessarily require much speed, as games often do.

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