
Subject: Re: Reticle Skins Per Weapon
Posted by [Craziac](#) on Sun, 10 Aug 2008 00:51:04 GMT
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TruYuri wrote on Fri, 08 August 2008 02:17I don't see a reason why it would have a .dll of it's own in the end. It would just clutter things up.

It ended up having problems when joining servers that were not hosted by the player. (I.E. It worked in Multiplayer Practice, but not in, for example, the BlackIntel servers.)
