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Subject: Re: Pure Mode

Posted by [trooprm02](#) on Fri, 10 Sep 2010 02:22:22 GMT

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Good question, I asked this months ago and thats how it was planned to have worked (load defaults from /data/ automatically), and have this as a server side option (ex: puremode=0/1). Now I just wonder if they've managed to get this concept working without player intervention (them having to manually remove modified files)?

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