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Subject: Re: does scripts 4.0 for servers work on linux?

Posted by [EvilWhiteDragon](#) on Mon, 03 Dec 2012 10:27:51 GMT

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A bit of a chicken/egg story. Had the original port been good enough to be often used by server owners, it would've likely formed the basis for scripts.dll development. At the very least it would've gotten more priority right from the start. Now all server owners have windows available for Renegade, thus the need for a linux port is rather non-existent.

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