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Subject: Re: GameSpy Arcade

Posted by [iRANian](#) on Mon, 07 Apr 2014 17:05:19 GMT

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We already have clone software. I'm talking about the possibility of one of the hosts of the clone not being 'stable' in the sense that they can be down. Like when XWIS is down. To prevent that two GSA clone master servers can be used. It requires servers to broadcast to both and clients like RenList to be updated.

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