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Subject: Game kicks me out after 11.5 minutes of play  
Posted by [Blazer](#) on Tue, 04 Nov 2003 08:10:55 GMT  
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If I had to guess I would say that "lesser" firewalls like Sygate try to keep track of the number of UDP packets (Renegade uses all UDP for client/server communication) and eventually the buffer gets full and it resets.

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