Subject: REOL
Posted by Dante on Thu, 01 Jan 2004 00:00:28 GMT

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it was "put on ice"

i still have the code of the last version, not 100% stable, but runnable, problem being, people just wanted to flame us for stealing and databasing there serial numbers (which we didn't do) and at any one time, there was only one server (Domsvr04) and about 1-10 players, so the service was stopped.