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Subject: Re: how to make my "own mod"?  
Posted by [laeubi](#) on Thu, 04 Mar 2004 17:24:19 GMT  
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E!... but cause of strings changes i want to make my mod like renalert or reborn like an own game. ...  
You can prevent the zero-bug by restarting ren BEFORE and AFTER using a Mod packet.

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