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Subject: Re: wwnet

Posted by [danpaul88](#) on Sat, 20 Dec 2014 17:15:25 GMT

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The FDS doesn't simply relay network packets you know, it has a complete implementation of the game engine and runs all the scripts etc that are present in a map. You'd have to reimplement basically the entire engine or embed in somehow (defeating the point of open source).

What is your goal with this exactly? There might be better approaches to take.

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