app 22 bet

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lt;div>In March 2024, Nitrome mentioned that they were not working on Flightl
ess due to several things changing since when it was greenlit, most notably that
 the game was done in Flash when Nitrome had moved on to Unity and that several
of the staff members on the project had left the company.</div></div&gt
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;The biggest reason was security. With a huge part of t
he tech world running Flash, it became a massive target for hackers, forcing Ado
be to release updates often to patch problems. It also offered poor performance,
 causing some users to see full CPU usage when viewing web pages with Flash cont
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