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lt;div>The matchmaking system present in the console versions (and those PC v) Tj T*□□BT /F1 12

an>gathering players into a lobby (a room players are grouped in before a mat) Tj T*□□BT /F1 12 Tf

rver that all other players connect to.</div></div><
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t;<div class="hwc kCrYT" style="padding-bottom:12px;padding-to
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;<div>Capacity on demand (COD) is a purchasing option that allows companie
s to receive equipment with more computer processing, storage or other capacity
than the company needs at the time of purchase, and have that extra capacity rem
ain unused and unpaid for until the company actually requires it.</div>&lt
;/div></div></div></div><div></div><div>&
lt;a data-ved="2ahUKEwiV_buN6smDAxWQIEQIHXlPApEQFnoECAEQDQ" href=&quot
;{href}"><div>What is capacity on demand () Tj T*□□BT /F1 12 Tf

;span><div>techtarget : searchdatacenter : definition : capacity-on-
demand</div></div></div></div>&lt
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lt;div>Multiplayer Maps. <span>Modern Warfare III arrives with 16 class
ic Multiplayer maps modernized from Call of Duty: Modern Warfare 2 (2009)</sp
an>, in addition to three Ground War maps and a linear map made specifically
for War mode.</div></div></div></div></div><div