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Subject: help with obelisk in leveledit

Posted by [Anonymous](#) on Sat, 15 Feb 2003 21:14:00 GMT

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yes no extra script is needed, the building controller is already set up for the appropriate stuff. dont add any scripts, as for the easy kill thing. I heard if you delete the armor.ini file from leveledit/modfolder/iforgotwhichfolderthen it will use the correct armor settings

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