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Subject: scripts.dll 1.8 progress report

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 04 Aug 2004 03:00:47 GMT

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Meaning- Can we set a timer on when the A-10's hit, or set a location (ie. a bridge) and make it that every time you cross it, the A-10's bomb it?

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