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Subject: Obelisk/Agt not firing

Posted by [Tunaman](#) on Wed, 16 Feb 2005 20:11:03 GMT

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I finished my first map, but for some reason my agt and ob aren't firing.

I read somewhere to make a folder called scripts, and put scripts.dll and scripts2.dll, but when I try to load up leveledit dev, it says it could not open scripts2.dll.

Anybody know what might be the problem?

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