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Subject: Obelisk/Agt not firing

Posted by [laeubi](#) on Thu, 17 Feb 2005 08:34:26 GMT

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The AGT and Obelisk don't need any scripts at all! They are already setup in the preset tree, so don't bother about adding things to buildingcontroller, this might mess up things!  
Just place the scripts in ur Modfolder\scripts and load up the Leveleditor.

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