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Subject: Another Q about objects

Posted by [Obelisk](#) on Sat, 30 Apr 2005 04:16:26 GMT

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I took the objects.ddb out of FDS folder and used them with leveledit I added a bikespawner when i went into game and copied and pasted objects.ddb into data folder and waited till next map i still get 0 bug.

Where have i gone ring?

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