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Subject: Re: Co-op problem

Posted by [piotrkol1](#) on Fri, 28 Apr 2006 02:37:20 GMT

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Ok now this is gettin me kinda angry cause i used the regular level edit terrain and i deleted all the nod spawners and made some gdi ones but then it like automatically makes a spawner but you fall through the ground.....maybe this is a lot to ask for but maybe could you make one that works for me and then i could use that as a model?

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