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Subject: Are these possible?

Posted by [OrcaPilot26](#) on Mon, 12 May 2003 22:35:17 GMT

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Naval units would be easy (in principle), you could use the extras menu for them, and the helipad script so they'd be created at the naval yard, (which you'd need to make) and add vehicle collision areas so vehicles cannot enter the water and ships cannot leave it.

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