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Subject: Re: commando level editor

Posted by [ukshoot](#) on Mon, 28 Aug 2006 16:44:02 GMT

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ill try that,so am i doing it the correct way i have to temp nods samsite to get a working gdi one ?

also why your on this topic is there any reason why level editor would crash when putting the script jfw teleport into a building i have used this lots of times outside of building and its been working fine.

nevermind using wrong script for teleport needed tda teleport

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