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Subject: Re: Adding Reacon bikes

Posted by [danpaul88](#) on Fri, 12 Jan 2007 11:53:34 GMT

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There are engine calls in scripts.dll to change the PT settings, if you made a script to call those when the map loads you could easily change the PT on a per-map basis. Of course you will probably need to make your own custom scripts.dll for that...

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