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Subject: Re: parachute spawn

Posted by [Veyrdite](#) on Sun, 28 Jan 2007 08:16:56 GMT

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meshes too complex? it worked until i saved, then i exited. now i just cant open it. how do i remove these meshes or whatever if i cant open the file?

p.s. the new map i am making to substitute (i would like to get the old workin) makes a chinok follow a waypath. how do i activate a script when it gets to a certain path node?

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