
Subject: Re: *cheat name removed*1.3

Posted by [SeargentSarg](#) on Tue, 06 Mar 2007 21:52:32 GMT

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SSGM still doesn't detect weapons used to kill anything..

As well as vehicle kills with a beacon..

^^ = Bug I think?

My friend & his friend were testing cool things out, (playing around with 16 vechs total and killing all of them with 1 ion & nuke) but both said they killed the vehicles with a repair gun on a hottie.
