Subject: Preset Buy Posted by CdCyBoRg on Thu, 21 Jun 2007 00:20:54 GMT View Forum Message <> Reply to Message

I have made my map so when i press a switch, it buys a turret and puts in in XYZ for 1000 credits.

How can i make the switch dissapear when the turret is bought But re-appear when the turret dies?

Thanks in advance.

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