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Subject: Preset Buy

Posted by [CdCyBoRg](#) on Thu, 21 Jun 2007 00:20:54 GMT

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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 dissappear when the turret is bought But re-appear when the turret dies?

Thanks in advance.

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