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Subject: Re: im sorry for makeing new topic but no one helps unles i do and i need help

Posted by [Oblivion165](#) on Tue, 04 Dec 2007 15:22:08 GMT

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I believe the only way to have a working spy would to have a script on the turret that doesn't shoot at that player. I think RenAlert has such a script but i never used/looked for it.

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