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Subject: Re: Brenbot.dll (basedefences)

Posted by [RidoYugo](#) on Wed, 02 Jan 2008 17:16:26 GMT

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no that works fine.

Only i want to make that the script works to for the NOD Ceiling Guns.

Because when i destroy the CD spawns there. But when i walk over it don't work.

Were can i edit that.

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