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Subject: Re: Escort Poke?

Posted by [Fenrir](#) on Fri, 29 Feb 2008 13:12:40 GMT

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Oh, okay thanks. It's strange; I tried to find out what that script does for myself, but when I make a bot with that script, create a spawner for the bot, then try to add the spawner to the level with "make", LevelEdit crashes. Maybe it's because I never give the "shield" and "shield2" parameters any values. What do they do, anyways?

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