Subject: Re: Pre-Release shit topic
Posted by Canadacdn on Tue, 06 May 2008 00:56:27 GMT
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Reaver11 wrote on Mon, 05 May 2008 19:02Is there a way to disable the nuclear/ion strike beacons when you kill the shrine of nod/adv commcenter because except for that I got the things up and running. (Even the dish rotates)


Looks good, but that map needs a lightsolve.