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Subject: Re: Message script bug?

Posted by [rrutk](#) on Tue, 20 Jan 2009 18:37:27 GMT

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Would be nice:

I need:

- Kill message (with Textmessage and Sound)
- Damaged=under attack message (with Textmessage and Sound)
- Repaired message (with Textmessage and Sound)

and for use in a serverside mod-package (pgk), so that anyone can use and play it, not only the client or so...

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