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Subject: Re: Scripting question...NAVAL vehicles  
Posted by [samous](#) on Sat, 31 Jan 2009 03:32:48 GMT  
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samous wrote on Wed, 28 January 2009 20:29you have it so the boats can't go underwater, but the sub.s can... (assuming you do), can't you use simular properties to that?

EDIT: sry, dubble post, hit rong button

still wondering...

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