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Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [rrutk](#) on Fri, 28 Aug 2009 06:41:26 GMT

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danpaul88 wrote on Fri, 28 August 2009 01:40It can only be BIATCH doing that, BRenBot cannot interfere with the actual game itself.

BIATCH caused the bug with the secret units.

But its deactivated now and the bugs with the scriptzones still appear (see my posting above).

SSGM is still running.

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