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Subject: Re: Custom Models and 4.0

Posted by [iRANian](#) on Fri, 03 Feb 2012 12:21:05 GMT

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Just like it is impossible to make BIATCH show '<player> used an unavailable weapon (Damage: <num>; Warhead: <num>)' for players playing legit thru an oversight by Westwood.

That said i'd like to know what exactly is triggering the messages, as I doubt it's objects.ddb because Jelly can check for it.

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