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Subject: Re: just wondering : weaponbagclass  
Posted by [Jerad2142](#) on Wed, 14 Mar 2012 12:42:07 GMT  
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robbyke wrote on Tue, 13 March 2012 18:50i want the sam site to attack all possible enemies so also ground units  
Test M07\_SAM\_Site\_Logic and see if it hits air units or if the aim problem persists, if it does then we have a even more odd issue then just the choice of scripts being used at hand.

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