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Subject: Re: Question...

Posted by [robbyke](#) on Tue, 10 Apr 2012 15:16:44 GMT

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FeaR wrote on Tue, 10 April 2012 10:42no i mean, ingame i pickup a flare that spawned as a weaponspawner. now i can set that flare anywhere i want on the map. when i did that, a script zone will be created on the place where i had set down the flare.

i believe its possible with a ssgm plugin directly i dunno

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