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Subject: Re: defenses fire at each other

Posted by [Jerad2142](#) on Sat, 28 Apr 2012 04:19:57 GMT

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I have my scripts export directly to ren's folder on compile, as a result there are times where another program will be using scripts (Level editor or game.exe) which prevents the update from compiling and thus to last compiled version remains.

I'm only tossing these ideas out because I don't see any other reason why the turrets would keep attacking each other.

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