
Subject: Re: Destroy a Building after X Amount of Time
Posted by [Distrbd21](#) on Fri, 15 Jun 2012 10:23:27 GMT
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danpaul88 wrote on Fri, 15 June 2012 02:47

It's no wonder we end up with zillions of scripts in LevelEdit when people can't be bothered having a quick look at whats available and just re-implement it for no good reason.
