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Subject: Re: Work is being resumed on scripts for Renegade

Posted by [Jerad2142](#) on Fri, 01 Aug 2014 12:50:05 GMT

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I have not see this issue, on my bear hunter and Canadacdn's ColonyZ416 map both seem to have their distinct PT's loading correctly (one uses objects.ddb the other uses temps).

Make sure to save the map before you export otherwise the PT's won't be updated in the map's ddb file.

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