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Subject: scripts.dll stuff

Posted by [\[REHT\]Spirit](#) on Thu, 15 Jan 2004 19:25:55 GMT

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Why not? Primary fire for missiles, secondary for burrowing/deploying. Or set the second weapon to do the burrowing, so it should be weapon 1 (1 on the number strip) for missiles, then 2 for burrowing.

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