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Subject: lol

Posted by [Dave Mason](#) on Thu, 15 Apr 2004 13:26:12 GMT

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@Nightma14: LOL!! nah, im talking abotu a pure way of doing it without editing INIs, last time i tried to edit some INIs i had to reinstall the game. Plus, if you do edit the INIs then wil that make the AI spawn units? I thought that had to be done in GMX/RenX (is renX the plugin for GMAX or a modelling program itself?)

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