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Subject: Another Problem: Flame Tank Crashes Renegade :(

Posted by [Anonymous](#) on Tue, 10 Dec 2002 11:52:00 GMT

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Ok.. i was working on my map.. i exported it, and whenever the flame tank shoots any building with its flame guns of doom, the game just quits out really fast and I was wondering if anybody else has had this problem and how to fix it.

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