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Subject: scripts.dll 1.8 progress report

Posted by [PermaGrin](#) on Tue, 03 Aug 2004 18:13:47 GMT

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Couldnt you just simply try to replace the animation of the nuke falling and the cloud rising or the ion beam building up and the aftermath with a squad of A-10s swooping down? That way the damage area is still in effect.

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