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Subject: Applying Scripts

Posted by [jonwil](#) on Thu, 23 Sep 2004 23:30:52 GMT

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you want to put JFW\_Conyard\_Vehicle\_Buildings on the conyard and JFW\_Repair\_On\_Custom on the things that are non-movable buildings that should be repaired (e.g. in normal ren, that would be gun turrets)

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