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Subject: Re: CnC Reborn Update: Hunter Seekers  
Posted by [Hav0c](#) on Wed, 29 Jun 2005 07:15:54 GMT  
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CommandoSR wrote: Once built, it should seek instantly for an enemy target and self-destruct close to the target.

Hav0c wrote on Tue, 28 June 2005 17:14: Suggest another way for implementing it ingame then... It's only player controlled because JW couldn't get the Hunter Seeker logic to work properly, if i remember correctly.