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Subject: Re: Map bugged?

Posted by [c0vert7](#) on Sun, 26 Nov 2006 13:52:34 GMT

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I really doubt this is right or anything but im thinking corp had something he used a script on. I changed the scripts location because he had it in the "Levels" folder. I made its own folder and added the newest ones cause he only had Script.dll. Mabey it cant read the scripts cause when he added them it was in the levels and now it has its own folder.

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