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Subject: repairing the guard towers

Posted by [Titan1x77](#) on Wed, 04 Jun 2003 02:06:06 GMT

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JRPereiraor you could modify the emitter

I didnt see any emmitter's in the W#D veiwer for the model.

I think it's set to a wood coillison that generates black smoke when hit with the repair gun

ferhagoOr the simple solution is to turn down your detail settings

Why ruin the rest of the maps detail for a simple problem that can be fixed.

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