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Subject: Re: C&C Zeppelins

Posted by [havoc9826](#) on Fri, 22 Jun 2007 17:51:01 GMT

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Is there a way to instead use whatever script(s) is/are used in the singleplayer Raveshaw fight (see this thread), and have it enabled/disabled by pressing a certain key after picking up a powerup? It may be impractical, though, since the trajectory is unchangeable from what I've seen, but if you could tweak that, that would be great.

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