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Subject: Re: Ingame Error?

Posted by [a100](#) on Mon, 16 Jul 2007 09:00:21 GMT

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Quote:Opening/Closing a file won't crash your server. I always did that until I wrote my "cache ini class".

Well it lags your server alot. But it may just be me.

@Joe It's in leveledit. Click mod object and it should be somewhere there.

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