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Subject: Re: Help with proxies

Posted by [R315r4z0r](#) on Mon, 20 Aug 2007 23:45:07 GMT

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I can't do that. If I change them back to the way they where, then it would screw up the map again.

There are duel base defenses. If I just kept them both with the same prefixes, then everything will start acting retarded again, and I just fixed that from the last time I did that.

What if I just didn't use interior proxies? And got a model that had the interior already set up?

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