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Subject: Re: AirStrike function

Posted by [raven](#) on Thu, 06 Dec 2007 00:58:50 GMT

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cAmpa wrote on Wed, 05 December 2007 18:47mhmm, after the attack, all the a10 and jets are looping and looping and looping.

I think u forgot to kill the objects after attack?

I found the same thing..

and as a result of this the team in which the vehicles belong to are at their vehicle limit..lol

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