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Subject: Re: [RELEASE] Nod Survival Map  
Posted by [bisen11](#) on Thu, 20 Dec 2007 00:10:22 GMT  
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Webmas7er wrote on Tue, 18 December 2007 23:17The Survival Mode version will be server-side.

Server-side Edition is still in production and might be ready this weekend if I can figure out how to successfully enabled and disable my AI Bot Spawners. -\_-

I know you can enable spawners but I'm not so sure you can disable them.

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