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Subject: Dependencies

Posted by [Dishman](#) on Mon, 14 Jul 2003 18:19:19 GMT

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Ohhhhh, I think I know what you're getting at. Kinda like triggering, eh (... but it's dependencies )? Well yah that's more of a technical question, but it's probably done in LevelEdit, under some global settings or something, not my area of expertise

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