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Subject: Re: Purchase Vehicles

Posted by [SODPaddy](#) on Wed, 20 Feb 2008 13:38:48 GMT

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I dont know in what line in gmmain.h i must add

```
class reb_reconVehicle_reinforcements : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj,int number);
int flareID;
};
```

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