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Subject: Activate / Deactivate PT-Entrys?

Posted by [rrutk](#) on Fri, 02 May 2008 23:02:08 GMT

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Activate / Deactivated PT-Entrys?

Is it somehow possible, to activate / deactivate some PT-Entrys with a command or script???

I want to have an entry on one map, but not on the other map in 1 mod-package.

Should be, like activating/deact air units.

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