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Subject: Re: Display string on MessageBox  
Posted by [danpaul88](#) on Wed, 07 May 2008 23:20:27 GMT  
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You realise that would print a team message every time the SAM site was damaged? So if someone was shooting it with a rifle it would spam the message for each and every bullet that hits it? Could get a bit annoying...

As for why it's not working... no idea, sorry.

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