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Subject: Re: AirStrike function

Posted by [EA-DamageEverything](#) on Mon, 12 May 2008 01:26:42 GMT

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I tried that (play animation 0 instead of 1) and the picture shows what happened on Walls\_Flying and every other map I tested it=

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#### File Attachments

1) [stuck.jpg](#), downloaded 524 times



Basishure  
Einstellen

Credits: 3270  
Restzeit: 00:10