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Subject: Re: Roleplay2 Updates

Posted by [HeavyX101- Left](#) on Sun, 18 May 2008 01:53:52 GMT

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That is too easy!

They are just like vehicles but changed models. I think then boned them like they do vehicles and let them not get destroyed when they turn or something. I'm going to try to make one like it right now! If i get it working, i might post the map here.

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