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Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta  
Posted by [ErroR](#) on Thu, 05 Feb 2009 17:24:21 GMT

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rrutk wrote on Thu, 05 February 2009 19:03

what kind of unit?? naval?

you have to actual scripts installed?

would be nice, if some of our scripting gods could figure out.

i tested at 2 computers, without problems.

no, it crashes on every map :(

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