
Subject: M05_Nukebits

Posted by [Darknes2](#) on Tue, 19 May 2009 12:50:22 GMT

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yeahh.. ok is thee a way i can make M05_Nukebits a pokieable object because none of my poke scripts work on it and i deperately need them to. i really DONT want to simulate a poke i really want and actual poke to work :S
