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Subject: Re: How can I hook spawn weapons without an objects.gm mod?

Posted by [Omar007](#) on Tue, 06 Mar 2012 17:01:54 GMT

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That doesn't look like valid English

Translate attempt:

Powerups call the object hook function.

I guess he's telling you to capture the creation of powerups in the object hook, which has already been suggested and resulted in your second question.

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