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Subject: Re: Vehicle bug

Posted by [Xpert](#) on Fri, 09 Mar 2012 20:41:50 GMT

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Haha, not bragging, but I don't experience those issues because I edited the code to have the same method as the old ssgm 2.0.2. It will classify Turrets and Guard Towers as buildings and I also put in the fix for the double created event bug when attaching scripts in the level loaded hook.

I wonder if TT will decide to change it like the old way.

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