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Subject: Re: Server crash

Posted by [Troll King](#) on Mon, 09 Jul 2012 12:01:05 GMT

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Also, Westwood uses these settings Iran:

```
Vector3 Pos = Commands->Get_Position(obj);
```

```
GameObject *Star = Commands->Get_A_Star(Pos);
```

```
Commands->Select_Weapon(Star, "");
```

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