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Subject: Re: Nod Obelisk Firing Two Beams  
Posted by [Gen\\_Blacky](#) on Tue, 26 Mar 2013 02:28:39 GMT  
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I remember having that problem before with LevelRedit.  
Check the instances in either buildings or tiles.  
LevelRedit seems to load building arrogates in tiles making duplicates sometimes.

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#### File Attachments

1) [blah.jpg](#), downloaded 460 times

