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Subject: Re: Mod-related changes in scripts 4.1  
Posted by [Neijwiert](#) on Thu, 28 Nov 2013 12:50:54 GMT  
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Nice, keep up the good work!

Quote:  
Force\_Vehicle\_Entry  
Commands->Set\_Is\_Visible

I like these in particular

EDIT: oh wait thought it was Commands->Set\_Is\_Rendered

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