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Subject: Re: Mod-related changes in scripts 4.1  
Posted by [Neijwiert](#) on Mon, 09 Dec 2013 13:03:53 GMT  
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Commands->Control\_Enable(GameObject \* obj, bool enable)

Does what you need it to do. Works fine in multiplayer. Although I'm not sure if it works properly after creation of an object. I only used it at that point.

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