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Subject: a mod, with a mission

Posted by [dufis791](#) on Sat, 03 Jan 2004 17:55:47 GMT

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ok, im working on a mod, which is my first. my question is if it is possible to create game settings that cant be changed, like destroy buildings, and place endgame beacon. the point of the game is to destroy an experimental NOD vehicale, or protect it. help?

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