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Subject: The Limit

Posted by [gibberish](#) on Sun, 27 Jun 2004 23:43:37 GMT

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Just detect when a vehicle is bought then destroy the purchased one and replace it with a spawned one.

That way there is no limit to worry about and you won't spawn on top of a player as there was already a vehicle there.

The only problem is the stealing problem.

Gib

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