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Subject: timers in LE

Posted by [CdCyBoRg](#) on Tue, 31 Jul 2007 20:32:44 GMT

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I am making a Co-Op map and i have got a timer saying what the objective is. Then i got a zone to enable the next Objective. i done all that, just want to know how i disable the timer for objective 1? the timernum for Objective 1 is 101583

Thanks in advance.

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