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Subject: Re: objectives/hud icon/radar blips

Posted by [Darknes2](#) on Thu, 02 Aug 2007 14:44:37 GMT

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ok also im wanting to make it to where nod can reblock teleporter gates. in other words i want if gdi presses the switch top UNLOCK a gate "destroy a laser fence" i want nod to be able to press another switch and have the gate reappear i can do this much but how do i tell the switch for gdi to kill the laser fence nod REMAKES??? is that possible?

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