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Subject: Re: AirStrike function

Posted by [reborn](#) on Sat, 15 Dec 2007 06:14:06 GMT

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I made a chat hook for testing purposes, but then wittebolx asked me to make him a chat hook that he could use for gameplay purposes.

I did actually say I didn't recommend it, frankly I agree. I hate all the nasty chat hooks. I intended for the functions to be "seemless", like a random event or a crate. Like it was supposed to be in the game or something, not some tacky chat hook.

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