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Subject: Re: Base Defense Team Change  
Posted by [\\_SSnipe\\_](#) on Sat, 17 May 2008 06:26:28 GMT  
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nopol10 wrote on Fri, 16 May 2008 22:54 Commands->Set\_Player\_Type(  
  
should work.

gdi=  
Commands->Set\_Player\_Type(1);

nod

Commands->Set\_Player\_Type(0);

look about right?

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