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Subject: Re: Problem starting up - FIXED

Posted by [CarrierII](#) on Tue, 26 Jan 2010 23:30:31 GMT

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Probably a safety device, scripts.dll would prevent Ren loading in the event that any of the custom scripts.dll code (including the hud.ini stuff) has missing files or other problems so you don't get a crash in a game (making the source of the error more obvious, as Ren likes to crash anyways).

Hi Fox!

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