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Subject: scripts.dll 1.7 update

Posted by [drunkill](#) on Tue, 20 Apr 2004 11:58:32 GMT

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wow...1.6 just out, and ya already tackling 1.7...damn, your a hard worker

now, that charge up script will rock, cant wait for renalert to use it on the Tesla...and as well the obby will be better.

nice work! if ya ever bored, you can make it easier to make a objective level, by combining those scripts you told me about on IRC.

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