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Subject: scripts.dll 1.0 is out

Posted by [Anonymous](#) on Tue, 28 Jan 2003 15:22:00 GMT

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Dante, do you think that using `Commands->Destroy_Object(flagObj)` under the Custom branch would work rather than verifying the `GotFlag` value, since there would be no more flags to be picked up in the first place? Or am I hitting way off with my small understanding of your script?

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