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Subject: update on the custom scripts.dll

Posted by [Anonymous](#) on Wed, 01 Jan 2003 15:27:00 GMT

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more script commands have been figured out since the last release, still quite a few to figure out though. Quite a few new scripts have been thrown in also including some new scripts for Team Deathmatch and some scripts that will end up as part of the Assault gameplay mode (but which can be used in other ways as well)

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