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Subject: scripts.dll 1.8 is out!

Posted by [jonwil](#) on Wed, 28 Jul 2004 20:59:41 GMT

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none of the code in 1.8 is in any way copied from BHS.DLL

All of it is my own code based on disassembly of game.exe, server.dat, leveledit and the LFDS.

If you think otherwise, show me some clear proof that my code is copied from yours.

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