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Subject: scripts.dll 2.0 progress report

Posted by [jonwil](#) on Tue, 12 Oct 2004 00:41:48 GMT

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However, the plans to make console commands and scripts to disable purchase of certain things (i.e. beacon, vehicle, soldier and free soldier) along with the engine call to make it work have been put on the backburner because they require all clients to have bhs.dll 2.0 installed. Plus, they are time-consuming to implement

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