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Subject: scripts.dll suggestion

Posted by [ghostSWT](#) on Tue, 08 Feb 2005 21:16:46 GMT

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I know it shouldn't be too hard to do so what about about having scripts.dll automatically kick/ban ppl that try kill PT's? I know right now it just heals itself but what about changing the script to check the health and shield of the pt and if it took damage kick whoever shot it and then heal it or something like that.

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