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Subject: Re: Scripts onto leveledit

Posted by [reborn](#) on Fri, 15 Jul 2005 11:57:03 GMT

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After trying to decipher what you are saying I think you want to create a folder called scripts inside your mod package folder in your level edit directory. Then add scripts.dll, bhs.dll and scripts2.dll from the latest BHS release inside that folder. Then you can attach scripts to objects inside level edit.

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