Subject: Re: editing scripts.dll Posted by danpaul88 on Fri, 22 Dec 2006 19:15:52 GMT View Forum Message <> Reply to Message

use a boolean variable to check if its run or not.

static bool hasStarted = false;

```
if ( !hasStarted )
{
.....
hasStarted = true;
}
```

since it is static you don't need to bother making it global.

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