
Subject: Re: editing scripts.dll

Posted by [danpaul88](#) on Fri, 22 Dec 2006 19:15:52 GMT

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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.
