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Subject: Re: Gameover music

Posted by [Zion](#) on Mon, 26 Mar 2007 17:59:12 GMT

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That's not entirely true. I know a friend who has his bot inside the scripts.dll file and that works perfectly serverside.

Only certain things are needed on both the client and the server. SNDA is already on both so that's ok. You just need a script to call it.

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