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Subject: Scripts messing up objects

Posted by [Gen\\_Blacky](#) on Sat, 08 Sep 2007 03:17:08 GMT

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Okay so i replaced my scripts.dll with my modified one and now none of my objects.gm settings aren't working like some objects aren't invincible anymore. do i have to make the objects invincible in the scripts.dll ? or is there a way i can fix this ?

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