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Subject: Re: Missions cause my client to crash...  
Posted by [Zion](#) on Tue, 22 Jan 2008 12:42:35 GMT  
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It has, thank you Lonewolf.

But why do scripts 2.9.2 not work with the missions? I thought Jonwil just added to it, not took critical parts away?

Bah, 30 second load times suck, but it's real fun getting back to the missions. ^\_^

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