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Subject: Re: Needed Improvements/Features in the next scripts.dll

Posted by [Poskov](#) on Tue, 16 Sep 2008 21:09:59 GMT

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Do you have a method which actively checks objects.ddb?

Dependency Walker shows no problems with my objects.ddb, which I know is untrue because, when I tried single-player with my older objects.ddb, it loaded and worked perfectly fine.

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