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Subject: Re: Probable error

Posted by [StealthEye](#) on Thu, 20 Dec 2012 07:54:50 GMT

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You seem to be right. I will apply your fix when I am home.

You can define a script in your plugin, override the Killed or Destroyed method, and attach it in the object creation hook. You do not need to change scripts.dll for this to work afaik.

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