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Subject: Re: New scripts features in scripts 4.2  
Posted by [danpaul88](#) on Tue, 17 Feb 2015 17:09:49 GMT  
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My issue was that an awful lot of the scripts were copy-pastes of each other with one string changed in the code... which not only duplicated functionality that already existed in other scripts, but could easily have had a parameter input rather than duplicating the code tens of times.

There might have been the odd useful script here and there but they were far outweighed by the driftwood.

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