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Subject: Drop animations from Scripts.dll

Posted by [gibberish](#) on Tue, 09 Mar 2004 02:00:59 GMT

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I am working with standard maps, hence I am only changing scripts.dll.

All I want is to trigger the standard cinematics, C130 or War Factory.

If necessary I can work through the C130 drop script converting it to C++ code.

However I wanted to know if there was an easier way to just call the existing script.

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