Subject: How much can be done with scripts.dll
Posted by snipesimo on Thu, 01 Apr 2004 20:14:17 GMT
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Its loaded on the client if the client is the host.

Alkaline, thats not what I want to do at all. Also, try spelling my name right. I have no current intent for a Gamebot, not to mention the fact that the FDS already has logfiles so what your saying doesn't even make sense.