Subject: C&C Mutation Released
Posted by NeoSaber on Sat, 15 May 2004 00:58:10 GMT

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If a map uses a script out of the custom scripts.dll, then a server running the map needs it too, otherwise it won't know what to do when the map calls for something in the scripts.dll.

Technically a player doesn't need the scripts.dll, as long as the player never hosts the map. That includes 1-player LAN games.