
Subject: possible scripts.dll 1.8 in the works
Posted by [Deactivated](#) on Mon, 31 May 2004 12:57:09 GMT
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jonwilNote that once its collected, there is no way to track the beacon anymore. Hence the need to handle stuff only on "collected" (an event thats easy to test for)

Beacon object should send a message to its corresponding controller.
