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Subject: function on launch

Posted by [sycar](#) on Sat, 01 Jul 2006 01:37:30 GMT

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ok so ive wrote a function inside scripts.dll which basically announces a message into the game every 5 minutes. I was just wondering where i have to attach this to to get the function to run.

I tried in the level load section but the fds just freezes and waits for the message.

where else can i attach it where it will run as a standalone process?

thanks buffymaniack

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