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Subject: scripts.dll 1.0 is out

Posted by [Anonymous](#) on Tue, 28 Jan 2003 14:59:00 GMT

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I know, but I thought they covered completely different areas, since = is an assignment operator and == is an equality operator. I would have thought that both of them would need a single "=" sign, first to assign it to true, and one on the second branch to check on the assignment to determine if it was true or not. I'm sure you are right though, just my thoughts. Any ideas as to why it's not working then?

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