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Subject: scripts.dll progress report

Posted by [Anonymous](#) on Thu, 05 Dec 2002 06:01:00 GMT

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A script that is able to send a message just as EVA does for when a unit is ready, the text "Unit Ready" appears... For example so you can initiate it to write the text message "Reinforcements On Route" when the "Reinforcements On Route" sound file is played.

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