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Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [jonwil](#) on Sat, 17 Jul 2004 00:07:51 GMT

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as noted before, changing the vehicle limit (or the mine limit which I have yet to find) is something that would require a new console command so thats SKs territory.

I am also going to look into doing some multiplayer objective stuff (now that sounds work)

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