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Subject: scripts.dll 2.0, what will be in it

Posted by [jonwil](#) on Sun, 03 Oct 2004 01:26:43 GMT

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ok, I removed the stuff about making the player-id taking commands also take player names. Mainly because there is no way for my code to tell where the player name ends and where the rest of the passed in data begins (given that a space character is valid in a player name)

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