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Subject: scripts.dll 2.1

Posted by [jonwil](#) on Tue, 18 Jan 2005 07:02:04 GMT

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ok, I have added commands to display the current map name, current mod package (if any), current radar mode plus the map name at any index (from 0 to 99) within the map list (if any) and the index of the current map in the list.

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