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Subject: scripts.dll 2.1

Posted by [jonwil](#) on Wed, 19 Jan 2005 02:55:31 GMT

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ok, eject, map list change and snd3dt are coded and (like everything else that I have coded so far) seems to work in my own tests.

More testing (on a server for example) will probably be needed for some of this stuff though before its ready for release.

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