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Subject: Re: scripts.dll 2.1.3 progress report  
Posted by [TD](#) on Wed, 08 Jun 2005 12:21:32 GMT  
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Quick note:

About the extras, I now know why Renegade 'crashed'. I always use f8, ex, enter to get to extras. But ex now first chooses the exit command. So I have to type ext to get extras.

So what you mean is, I dont need the speeded maps as the scripts does exactly the same and yet it is 2 mb only?

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