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Subject: Re: scripts.dll 2.4

Posted by [Cat998](#) on Mon, 30 Jan 2006 03:59:51 GMT

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join/leave hook

clientcommand for sending console commands and other stuff to the server

gameplay pending control

UDP flooding check

gameover hook

More ways to change settings on the server you would otherwise need to change in  
LE/objects.ddb

Client bandwidth-change reporting/logging (Crimsons server has running that)

Thats all Folks

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