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Subject: read gamelog from scripts.dll

Posted by [sycar](#) on Wed, 28 Jun 2006 23:07:03 GMT

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i know its possible im just not sure how so if someone could point me in the right direction or give me some example code that would be great!

but how can i get the scripts.dll to read the gamelogs, basically i want to create my own custom commands in scripts.dll so you get the idea.

Cheers buffymaniack

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