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Subject: Re: read gamelog from scripts.dll  
Posted by [sycar](#) on Sat, 01 Jul 2006 10:08:47 GMT  
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ok thanks for that, i found that the ssaow already claims the right to the chat hook, and from bhs.txt says only one hook can be in use at one time, so i guess I'll have to embed it inside the ssaow chat hook.

unless anyone knows different?  
thanks buffymaniack

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