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Subject: Re: [BlackIntel] Turret lag fix!

Posted by [StealthEye](#) on Sat, 19 Aug 2006 16:04:26 GMT

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well, I need a place to hook my scripts in, when there will be newer scripts.dll versions I'll probably update it. It's not a hard change. Just getting the original scripts.dll and adding a few lines. Maybe the fix gets included in bhs.dll or something, then the extra dll isn't needed anymore too.

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