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Subject: Re: scripts.dll 3.0 is finally out

Posted by [StealthEye](#) on Sat, 16 Dec 2006 11:34:23 GMT

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The obelisk targeting bug having to do with the turret lag fix has been fixed and will probably be implemented in 3.1. It is only a problem for games hosted by game(2).exe instead of a fds. On fds hosted games you will only see the obelisk miss you, but it will still do damage.

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