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Subject: Re: scripts.dll 3.2 is in progress

Posted by [Zion](#) on Thu, 25 Jan 2007 16:00:49 GMT

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IWarriors wrote on Thu, 25 January 2007 15:56Any chance of making an other set of scripts 3.2 lite? without all the new graphic stuff?

For players like me who think its the added graphic stuff causing major problems.

Agreed. I've gone back to 2.9.2 because of the amount of errors in it.

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