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Subject: Re: scripts.dll 3.2 is in progress

Posted by [Canadacdn](#) on Fri, 26 Jan 2007 18:02:55 GMT

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Silent Kane wrote on Fri, 26 January 2007 12:33jonwil wrote on Thu, 25 January 2007 05:49For adding a weapon, such an engine call isn't really possible.

lol

You know, you're no better if you're just going to laugh, and not help.

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