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Subject: Re: scripts.dll 3.2 is in progress

Posted by [Jerad2142](#) on Tue, 30 Jan 2007 03:28:48 GMT

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Could you make two scripts: one that attaches a script when you enter a zone, and one that removes a script when you leave the zone. I tried making the script myself but nothing happened when I entered the zone, but the script that was being attached could have been flawed I suppose.

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