

---

Subject: Re: scripts.dll 3.2 is in progress

Posted by [Jerad2142](#) on Wed, 31 Jan 2007 18:45:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Jerad Gray wrote on Mon, 29 January 2007 20:28: 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.

Never mind I got it to work.

---