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Subject: Re: Scripts 3.2.2

Posted by [AoBfrost](#) on Mon, 21 May 2007 13:32:10 GMT

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I also found black-cell.net/clientscripts.zip inside has scripts2.dll which seems to work, except for the fact, once ingame, it freezes the whole screen at map loading, but the game does load you can hear "Unit ready" and walk around and fire shots, just not see them.....i'll try your scripts2.dll maybe that will fix the problem.

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