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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [jnz](#) on Tue, 22 May 2007 00:35:41 GMT  
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```
void SomeObjectHook(GameObject *obj)
{
    If(Is_Beacon(obj))
    {
        Get_Beacon_Planter(obj);
    }
}
```

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