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Subject: Re: ssgm 2.0.2

Posted by [danpaul88](#) on Wed, 05 Sep 2007 22:38:13 GMT

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Did you also include scripts2.dll from your renegade folder?

EDIT: I think you have to use plain 3.x scripts.dll actually, the SSGM code is server side only, and as such won't load on either the Renegade Client or in Level Edit.

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