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Subject: Re: Add Scripts

Posted by [Genesis2001](#) on Thu, 06 Dec 2007 21:51:07 GMT

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You're probably referring to when it's linking to the libraries SSGM/Scripts.dll uses, no?

There's a post somewhere on these forums that explains how to set it up, but I'm too lazy to find the post. :\

~MathK1LL

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