
Subject: why cant i put scripts in a pkg?

Posted by [Darknes2](#) on Wed, 16 Jul 2008 20:25:25 GMT

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yeaaa

situation: im making a new map for my community and its a .pkg (not changing that i need the features of a .pkg)

and if i put scripts in it to attach to objects then when i run it my personal scriptsa.dll wont load up in the server its just all plain

i cannot put my personal scriptsa.dll in the for obvious reasons
so how can i get the scripts to both work? :/
