
Subject: Re: Changelist for scripts.dll 4.0
Posted by [BlueThen](#) on Tue, 22 Jul 2008 19:30:55 GMT
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Goztow wrote on Tue, 24 June 2008 02:22The most obvious one coming to my mind: people *cough* scrin *cough* adding harvester and building health to their HUD. There's already been a whole discussion about that.
You got to be kidding me.

File Attachments

1) [information.jpg](#), downloaded 662 times

