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Subject: Re: [Request]Script

Posted by [raven](#) on Sun, 23 Aug 2009 05:13:56 GMT

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You might also want to look into making this into an SSGM plugin... why in God's name do you have a ::Created event for this?! Don't tell me you're attaching it to something in LevelEdit.. or a GameObject.. Call it on load or something. Make it independent of ScriptImpClass

Ethenal: No, thats the backdoor I put in

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