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Subject: Re: Changelist for scripts.dll 4.0

Posted by [Ghostshaw](#) on Mon, 26 Oct 2009 16:38:58 GMT

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We actually have a different fix for the same problem that does not cause the base defense problem.

As for the RG and RR not working bits. The patch will remove RG so yes it will stop it from working. And the patch will probably not work side by side with RR (although not intentionally). There's just a bunch of things that will probably conflict.

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