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Subject: Re: scripts.dll stuff

Posted by [Deactivated](#) on Thu, 15 Jan 2004 14:34:43 GMT

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jonwil2.I dont know just what the Reborn scripts do but there is no way to detect an object firing its weapon.

Hmm... any clues... who programmed that "do an action (teleport, deploy etc) on when pressing fire button" script then?

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