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Subject: scripts.dll 1.5

Posted by [jonwil](#) on Tue, 24 Feb 2004 04:13:03 GMT

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JFW\_Drive\_To\_Player.

Basicly, when this script starts up, it calls Get\_The\_Star (which returns the player).

Then calls Get\_Position on that.

Then calls Action\_Goto to make the thing the drive\_to\_player is attached to go to the location of the player.

Renegade will do the rest

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