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Subject: scripts.dll 1.5

Posted by [kirby651](#) on Wed, 25 Feb 2004 05:02:02 GMT

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ok full jump pad idea:

player enters jump zone.

triggers text script.

telaports player to "Box" off map.

puts player in letterbox mode\changes to cinematic camera.

bot plays animation.

remove bot, move player to end of jump zone, disable letterbox mode.

the bot has a script so if bot is killed player is killed.

player id is set by router script.

will this work?

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