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Subject: scripts.dll 1.5

Posted by [Laser2150](#) on Wed, 25 Feb 2004 21:57:13 GMT

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Just one last thing that I hope is possible!

Attach a unique script with a number (like 00001)

Can you have it send a message to a controller when someone dies

Then it sends a message to the player to activate a sound.

can that be done?

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