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Subject: Drop animations from Scripts.dll

Posted by [gibberish](#) on Mon, 08 Mar 2004 23:57:48 GMT

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Cpo64I don't really understand your question

Sorry, let me try to clarify the question:

In a MP game how do I "Buy" a vehicle from scripts.dll, so that it gets dropped by the C130 in the same way as when a player buys the vehicle.

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