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Subject: 1.6 is out

Posted by [Sir Kane](#) on Fri, 16 Apr 2004 15:30:12 GMT

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xptekSomeone will need to change the present to point to the new script. I'll probably make a quick objects.ddb for dedicated servers that changes the ob and adds vehicle destruction animations when I get home.

It's possible to build a scripts.dll that makes the standard obelisk script work. That's how I initially did it.

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