Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by Sir Kane on Mon, 16 Aug 2004 07:14:51 GMT

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You wouldn't really think that I release the newer version with the stuff that allows server side cheats, would you? All versions containing my new (mroe stable) net code for SC/CS data exchange won't go public as dev build.
And server owners can easyly cheat with scripts.dll anyways.
A small thread reading a text file and then executing script commands can be done in no time.