Subject: Should RenGuard send out the latest scripts.dll?
Posted by jonwil on Fri, 26 Nov 2004 08:08:19 GMT

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We are doing this to prevent cheaters.
Anyone with C++ skills could cheat with a custom replaced scripts.dll. (I wont say exactly how because that would aid cheaters but I know of an example that is fairly easy to do, runs on the client and is undectable from the server end)
Hence why we are checking for modified scripts.dll files.
If you have a modified dll that ISNT a cheat, it will be added just like w3d files are.

BTW, we are working on a way to streamline the approval process for w3d files so that getting w3d files approved for RG is easier but that isnt done yet.