Subject: renguard hacked
Posted by flyingfox on Mon, 11 Apr 2005 16:41:16 GMT
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Yes your update to check each player for what they have sounds useful but might consume bandwidth on the server as it would have to send a text of every player every time the program scans each player's directory...unless you modified it to send them every fifth time or something

Also without names, dates, screenshots or anything your story is a whistle in the wind... sorry.