Subject: Re: scripts.dll 2.1.3 progress report
Posted by Sir Kane on Wed, 08 Jun 2005 15:34:08 GMT

jonwil wrote on Wed, 08 June 2005 08:33Renx: WRONG.
v00d00 (our resident netcode expert) found the information I needed.

And TD: No, you dont need the speeded up maps, the scripts.dll will do that for you.

Just proving again that you're a retard code who can't do stuff himself. I bet half of "your" bhs.dll is stolen from me and the other half has been made with the help of other people.

And don't forget that you're supporting cheaters with your scripts.dll shit.