Subject: Re: scripts.dll 2.1.3 progress report
Posted by Crimson on Thu, 23 Jun 2005 02:27:11 GMT

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Stop arguing things where you don't know the details. The 'pamsg spam' was my idea that I created for my server that mac duplicated as a workaround fix into scripts.dll while we awaited a better fix to block the user altogether and/or make them kickable.

Furthermore, while SK's fix was great and effective, jonwil is exploring the problem separately for a BHS-sanctioned release. That's the way it will continue to be so long as jonwil and SK don't get along, regardless of the reason.