Subject: Re: In Game Web Browser
Posted by EvilWhiteDragon on Tue, 09 Nov 2010 20:22:20 GMT

halo2pac wrote on Tue, 09 November 2010 20:07o.0 thats gay they left that kind of loophole.

A simple UDP packet? Shouldnt we have released a patch or 3rd party patch for this years ago? Well, if you had told us that a packet that looked like this one would crash the server then yes. Since we didn't know of this hole, we couldn't fix it. On the other hand, WW should've prevented this in the first place, which wouldn't have been to hard when they made the engine.