Subject: Re: Server.dat patch
Posted by jnz on Thu, 10 Feb 2011 07:09:32 GMT
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I had a feeling they wouldn't be able to join, the prejoin hook like snazy suggested may work if hacking it doesn't stop that working too. If not then maybe setting the SFPS really low when no one is in game?

Again, code:

```
function SetSFPS(newSFPS)
 MemoryWrite(0x43BAB9, {1000/newSFPS})
 MemoryWrite(0x43BAC0, {1000/newSFPS})
end
```

Oh, I don't have Lua code for a prejoin hook. It has to be done in C++.