Subject: Will Renguard stop Bones?
Posted by Alkaline on Wed, 21 Jan 2004 19:16:33 GMT

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omg... why doesn't server say version mismatch when it finds these new files? Isn't there a way to setup scripts.dll so that if it finds any files inside the dir that aren't supposed to be there, it won't allow the client to connect, or at least give a version mismatch error?