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Subject: Re: History

Posted by [vloktboky](#) on Fri, 26 Mar 2004 20:05:19 GMT

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BlazerHopefully this will be shared, or is it going to be a black-cell only thing?

The specific things, such as the commands, are tightly integrated with DragonServ, so having them released to the public can not be done. However, the code itself that is used in the background can and will show up in my released server side mods. I have plans of using them for specific events, such as saying who completes an event in CTF, and for extra data servers can use for stats, such as how many Sakuras a player has killed in a sniper server.

I am not the only one to thank, Mac and FearHQ helped a ton in the early stage by getting the code prepared for getting a player's name from scripts.dll on the LFDS. I simply made it happen on the Win32 FDS and progressed from there.

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