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Subject: Screwed Scripts

Posted by [Dan](#) on Sun, 12 Sep 2004 14:32:19 GMT

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Since scripts are controlled server side, I cant think of why it would be possible to cheat using just scripts.dll. Also, you'd need an objects.ddb as well to attach the script to something to allow you to cheat. And as we all know: RenGuard > objects.ddb

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