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Subject: scripts.dll stuff, community feedback/help wanted

Posted by [zunnie](#) on Wed, 06 Oct 2004 00:23:14 GMT

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Quote:

Which versions of the official scripts.dll should we be allowing? (all of them? The latest version?)

These are official releases from you right? Then i would say to allow all of these as long as they are unchanged.

Quote:

Which unofficial versions should we allow?

None that are not approved. It probably wont take long (or maybe they already exist) before someone releases these things to cheat with in online play :S

Quote:

Is automatically downloading the latest version via RenGuard acceptable?

I think thats a good idea They are not really big files, a 56k would take 1 minute (more or less) to download it

Quote:

what if someone were to make a bhs.dll to replace the current one which contained cheats, and renamed bhs.dll to something else and made their own .dll use bhs.dll

I think this would involve changing the 'approved scripts.dll' so it loads the new (renamed) bhs.dll thus: the file is changed and the 'check' will fail and so RG will block it then (i suppose)

[zunnie]

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