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

Posted by [Dan](#) on Wed, 06 Oct 2004 19:32:06 GMT

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macbhs.dll is loaded by scripts.dll, and bhs.dll include client side fixes like emoticons and various script command fixes, like working sounds..

So, since bhs.dll is loaded by scripts.dll, if someone had some cheats in their own bhs.dll, and loaded the renamed bhs.dll into their own one, wont scripts.dll load the cheating bhs.dll, and the renamed bhs.dll will still be loaded?

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