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Subject: calling for scripts.dll modifications

Posted by [jonwil](#) on Sat, 16 Oct 2004 08:32:18 GMT

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We are trying to build up a database of all the variants of the scripts.dll (firstly for client-side checking so when we make Renguard check the scripts.dll on the client, we can be sure its on the list and secondly so we can identify which dll a server is running for brenbot/RG info purposes).

If you have any legitimate scripts.dll modifications that you want to use with RenGuard and/or on a public server, let us know so we can add them to the database. (it wont be a database in the strict sense, we just need to find all of them)

We already have all official scripts.dll versions.

Plus we already know about the stuff from Black-Cell (i.e. SSAOW, SSCTF etc) so dont bother reporting that.

But we need to know about anything else you may have. (i.e. custom stuff you are running on your server, modified versions of BC stuff/official dlls and whatever else)

Note that RenGuard does not and will not check scripts.dll on the server, it will be checking on the client at some point in the future though so it is essential that we get everything that people are running on the client so we can approve them.

Also, note that SKs bhs.dll is not approved by Blackand Studios and will not be supported. Only bhs.dll from the official scripts.dll download will be supported, nothing else.

If you have SKs dll installed and try to use it with the latest version of the scripts.dll, things will break.

Also, if SKs dll is running on the client and my bhs.dll is running on the server (or vice versa), things will break.

Note that the breakage is unintentional, it happens because the dlls send different data over the network.

Plus, my dll does everything his dll does and more.

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