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Subject: Re: New FDS exploit fix (players can use admin commands)

Posted by [jonwil](#) on Fri, 29 Jul 2005 00:31:53 GMT

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Well it just so happens that scripts.dll/bhs.dll 2.1.3 (which will be out as soon as I fix a few things) will disable these network events on both the client and the server (and a few others too)

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