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

Posted by [Cat998](#) on Fri, 29 Jul 2005 00:34:39 GMT

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jonwil wrote on Thu, 28 July 2005 20:31 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)

Who wants to wait ?  
timefx already fixed it

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