
Subject: Re: scripts.dll 2.4

Posted by [Renx](#) on Wed, 22 Feb 2006 02:04:07 GMT

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You might want to actually fix the nickname exploit stuff too

```
12[ 0021 12: 0055 12: 0038 12] 12 [ @ n00bsvr01 12 ] 11Player a0000000h joined the game
12[ 0021 12: 0055 12: 0042 12] 12 [ @ n00bsvr01 12 ] 9Initializing Westwood Online Mode
```

Assuming Crimson was using the newer dll at the time(5 minutes ago).
