
Subject: Re: complete list of scripts.dll 2.9 features
Posted by [RTsa](#) on Sat, 08 Jul 2006 22:58:15 GMT

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AmunRa wrote on Sun, 09 July 2006 01:14 something I've wanted but yet unsure of whether it is possible or not, is if the client doesn't have files that the server does, that the client downloads the files from the given server or is provided an alternate location for them to automatically download. Sort of the way Steam works.

That *could* be used maliciously, you know...
