Subject: Re: can someone test this please?
Posted by jnz on Sun, 13 Aug 2006 01:48:17 GMT

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hmm, i was expecting to release it again tonight because i have re-written the way the parse function works and i think it may crash if it has alot of requests. but i have had major issues with Cat998's idea of using server.ini to get the infomation but i should fix this soon. i dont think you would want it to crash your computer lol.

i need to know if it is a good idea to use the hooks in scripts.dll to get infomation about the game, if i did, it would use alot less memory and would be faster but you would have to replace your scripts.dll in server directory for it to work. ideas?