Subject: Re: Server DLLs
Posted by Cat998 on Thu, 31 Aug 2006 23:06:41 GMT

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help-linux wrote on Fri, 01 September 2006 01:00oh, damm i really wanted somthing like that for my bot. o well.

if someone really did reverse engernear scripts.dll to find how it was done and change the client side scripts.dll wouldn't rengaurd detect it?

well there wasn't any need to reverse engineer the original

scripts.dll (scripts2.dll now) because it just contains scripts

(like the file says). The important code is in

game.exe/server.dat. And no, because renguard excludes scripts.dll

frombeing scanned