First of all congrats on you fixing this annoyance  .
I don't know how you really fixed it, but you probably could have gotten around that bug by always killing someone on join and then reset his death count. I'm not sure it would be possible but why wouldn't it? Yes you would need to hack the server a bit so that you can directly influence the ladder thingy, but that should be possible as that list is kept by the server and updated to the client.

I do find it a bit childish of you to not willing to tell how you fixed it, I mean, you don't have to give out the source or something, but just tell where something went wrong. That wouldn't directly make it possible to copy. And besides the BHS code of conduct should cover such things right :/ ?

Another thing:
Silent Kane wrote on Thu, 16 November 2006 18:44First off, try to learn how to make readable posts. Shitloads of empty lines and uneeded line breaks are dumb.

Also, he stole code more than once pissing serval people off. And he doesn't care about people using scripts.dll to make cheats such as aimbots and whatnot.

Conlusion: he's a shithead that requires phyiscal termination.
You know we talked about a possible sollution to this, and I have to say that you too werent too cooperative...
And as far as I know you too haven't come with a PROPER sollution.

And yes maybe he made a mistake in the past, I don't know, but should that be a reason to keep blaming, burning and flaming him? I don't think so.

Oh, btw SK please tell me which cheats use or has used scripts.dll? As far as StealthEye and I found out, it would probably only be possible to make a radar hack, but guess what that, is here already :/ Any other things are rather hard to impossible, and don't really need scripts.dll anyway.