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Subject: Re: scripts.dll 3.0 is finally out

Posted by [saberhawk](#) on Fri, 15 Dec 2006 03:48:12 GMT

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vloktboky wrote on Thu, 14 December 2006 20:49: The complexity of 90% of these "features" ensure only the 5 people here know what they are, let alone what they do. The other 2 can pick up the rest. You're now introducing more problems than solutions. There are things that should never be made accesable to the public. I could lie to you and say I think you're doing a great service. But knowing that they have access to the d3d device scares the shit out of me. What the Hell are you thinking?

Wow, it takes no time at all to find the device. And if they are incompetent enough to not find it via assembly, they can just as simply google for a direct3d proxy. Or for the way to hook Direct3d calls.

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