
Subject: Re: looking for info on renegade netcode
Posted by [Sir Kane](#) on Tue, 17 Apr 2007 21:56:33 GMT
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gamemodding wrote on Tue, 17 April 2007 14:44Silent Kane wrote on Tue, 17 April 2007 19:28You breaking enough stuff with your current shit, no need to touch netcode.

Make it your self (Without any bugs what so ever), release it open source or shut up. Scripts.dll works fine for me, stop flaming.

lololo I already know how the netcode works.

Oh, and he leaked code of the (real) bhs.dll he was supposed to port to linux. He also took some of Scorpio9a's code and put it with slight modifications (so it looks like it was made by himself) into scripts.dll.
