
Subject: Re: crap after generating vis
Posted by [Ryu](#) on Fri, 31 Aug 2007 11:57:12 GMT
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Well, to be honest, Reborn made a tutorial on 'Map hacking' what anyone can do, Only problem is, You need to re-add everything yourself, Yrr's tool would only be doing the same thing, Only, Shaving off the time adding all the way paths, etc.

You're all saying it's a bad idea even though Reborns tutorial explains how to do it anyway. :/

I'm still confused, Map stealing.. Whats the point in coverting a .mix to .lvl, then making the .Mix again, only to release to the public? When you could just always make a new readme.txt included with the map? *sigh*

I'm pretty sure Yrr will add some sort of protection, And possibly add some more protection so people can't open it via XCC, It might be hard but not totally impossible. (Well it could be impossible, but whatever.)

And you're always going to find map stealing pricks (And finding them really isn't that hard), And knowing this cute little community, They will get there ass flamed off this game, So whats the downside to this tool? I'd use it for educational purposes, Iv'e always wondered how certain things are done that ain't explained on renhelp.net.
