
Subject: Re: scripts.dll 3.4.3 is out
Posted by [Cat998](#) on Sat, 08 Sep 2007 13:44:30 GMT
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no, we should wrap every single engine call into our plugin manager, so there are no direct calls or memory access anymore.
And then we could also write a wrapper class for creating console commands, as there is not really a reason anymore to now allow people to create them.
