Subject: Re: Question about scripts /source code
Posted by Scrin on Wed, 15 Apr 2009 03:47:24 GMT

andr3w282 wrote on Tue, 14 April 2009 21:17So basically I would release the stuff i've written in shaders.dll however don't want to make some of the source publically accessible just because it can be abused, modified to make cheats and other shit. I'd be willing to send it to certain people of course, but the general public would be a no-no

So what would be the best way to get around this ?

Another DLL of my own ? That would require using all the source files from shaders.dll + my own, then modifying shaders.dll to load and call my dll am i correct?
you made a code??