
Subject: Re: Stuff that is incompatible with scripts 4.0
Posted by [KobraOps](#) on Wed, 30 Mar 2011 23:20:11 GMT
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0x90 wrote on Sat, 26 March 2011 23:58jonwil wrote on Sat, 26 March 2011 01:23We have made changes in scripts 4.0 that should render existing radar hacks (all the ones we have seen/can find) non-functional, so there is no radar hack detection in 4.0 at this point.

Should a radar hack that is compatible with scripts 4.0 appear, we will naturally release a fix that either breaks the hack so it wont work or that can detect it.

HAHAHAHA funny shit.

people need to chill out(or learn what a rage comic is)

But in all seriousness I dont think 0x90 gives two fucks about renegade anymore
