Subject: scripts.dll 1.5
Posted by gibberish on Mon, 23 Feb 2004 22:40:09 GMT
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kirby651why not?Please note that I haven't tested this myself, so I am relying on what other
people have posted, however:

General HavocI don't think westwood "disabled" them, rather they hit a limitation in their net code
that prevents them communicating with the clients properly.

Assuming Havoc is correct, it probably means there is no "Network Poke" as a result the client
can hit the poke key (E) as many times as they like and the server will never receive the event.

However if a (server side) bot were to poke something it would probably work.

PS I was going to make a joke about poking other people,
but I decided against it