
Subject: Immaturity reaches a whole new level.
Posted by [vloktboky](#) on Wed, 14 Apr 2004 00:18:55 GMT
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AircraftkillerVloktboky, while a good person, seems to be under that same influence. Seeing as how he tried stealing the code for the Renegade-sends-IRC-kills (such as Aircraftkiller got Owned by the Obelisk of Light, or n00b214 killed n00b3912 with a Ramjet Rifle)-with-weapons-stated code that Blazer's been working on for the past five months, if not longer. He tried getting into Black Hand Studios in order to take that, and admitted to it.

Excuse me? I have stolen nothing from any person in this community. I have made all of my work on my own. The code that I got to get the player name from scripts.dll was a fair trade made between myself and Mac. The method Blazer uses and the method I use are not the same. I use the code I got from Mac to send the player name and the object ID of each player to DS. Another message is sent when a player is killed. DS records the player name, and later recalls it when the kill message is sent to it. It does not involve packet sniffing, which is what Blazer's method uses.

Yes, I did want to work for Black Hand Studios at what point. I can say that I would never dream of working for that group now.

Thank you, Aircraftkiller, for publicly calling me a thief and a liar.

This community can bite my ass. I will never make another thing for it.
