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Subject: PT Bug Fix

Posted by [Kanezor](#) on Thu, 09 Nov 2006 15:58:48 GMT

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A fix for the PT bug has been devised and is currently being tested on the n00bstories.com AOW/CCM server. If you get the PT bug while on this server from this moment forth, please let Sir Kane or inetknight know.

For those of you that do not know, the PT bug is where you're not able to open the purchase terminal after connecting to the server. The workaround to the bug is to die once... after that, you can access the PT bug until the next time you connect to the server.

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Subject: Re: PT Bug Fix

Posted by [Sir Kane](#) on Thu, 09 Nov 2006 17:04:47 GMT

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Pony pooned approves.

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Subject: Re: PT Bug Fix

Posted by [jnz](#) on Thu, 09 Nov 2006 17:14:41 GMT

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Silent Kane wrote on Thu, 09 November 2006 17:04  
Pony pooned approves.

that was completely irelavent. but meh.

will do

---

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Subject: Re: PT Bug Fix

Posted by [Renx](#) on Thu, 09 Nov 2006 18:02:17 GMT

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hot

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Subject: Re: PT Bug Fix

Posted by [TD](#) on Thu, 09 Nov 2006 18:24:29 GMT

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Silent Kane wrote on Thu, 09 November 2006 18:04  
Pony pooned approves.  
The randomness on the internet is amazing.

Nice to see old and annoying bugs fixed.

---

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Subject: Re: PT Bug Fix  
Posted by [futura83](#) on Thu, 09 Nov 2006 18:59:50 GMT  
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Silent Kane wrote on Thu, 09 November 2006 17:04  
Pony pooned approves.

post count +1c

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Subject: Re: PT Bug Fix  
Posted by [dead6re](#) on Thu, 09 Nov 2006 19:21:22 GMT  
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A fix that has been needed for a long time, good work.

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Subject: Re: PT Bug Fix  
Posted by [Goztow](#) on Thu, 09 Nov 2006 19:21:40 GMT  
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Good job, will this be released to other server owners after testing?

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Subject: Re: PT Bug Fix  
Posted by [reborn](#) on Thu, 09 Nov 2006 19:39:33 GMT  
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Goztow wrote on Thu, 09 November 2006 14:21 Good job, will this be released to other server owners after testing?

---

---

Subject: Re: PT Bug Fix  
Posted by [Sir Kane](#) on Thu, 09 Nov 2006 20:52:57 GMT  
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Yes, it will after one or two days of it running without any failure/other problems.

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Subject: Re: PT Bug Fix  
Posted by [reborn](#) on Thu, 09 Nov 2006 22:19:23 GMT  
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Silent Kane wrote on Thu, 09 November 2006 15:52: Yes, it will after one or two days of it running without any failure/other problems.

How will it work?

Will it be a case of either running a .dll made by you, or running Johnwill's/WD's one and it over-rides yours because it loads last?

Will there be a source code release?

Great work BTW, real nice job

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Subject: Re: PT Bug Fix  
Posted by [trooprm02](#) on Thu, 09 Nov 2006 22:41:47 GMT  
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Sounds good, how will the fix be released? In scripts?

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Subject: Re: PT Bug Fix  
Posted by [Sir Kane](#) on Thu, 09 Nov 2006 23:31:51 GMT  
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Good old bandtest.dll.  
And nope, no open source as scripts.dll already gives enough info away to make cheats.

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Subject: Re: PT Bug Fix  
Posted by [Spice](#) on Fri, 10 Nov 2006 03:40:42 GMT  
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I can fix the problem with the purchase terminals being used from outside of the buildings.

---

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Subject: Re: PT Bug Fix  
Posted by [Viking](#) on Fri, 10 Nov 2006 03:43:40 GMT  
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Move them further inside of the building...

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Subject: Re: PT Bug Fix  
Posted by [Renx](#) on Fri, 10 Nov 2006 06:00:31 GMT  
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EXdeath wrote on Thu, 09 November 2006 23:40I can fix the problem with the purchase terminals being used from outside of the buildings.

That's not what they're talking about. The "PT bug" is when you join the game and are unable to use the PTs.

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Subject: Re: PT Bug Fix  
Posted by [Spice](#) on Fri, 10 Nov 2006 06:11:52 GMT  
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I know, I just thought I'd bring that to attention while they're on the topic of purchase terminal bugs.

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Subject: Re: PT Bug Fix  
Posted by [Goztow](#) on Fri, 10 Nov 2006 08:01:22 GMT  
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EXdeath wrote on Fri, 10 November 2006 07:11I know, I just thought I'd bring that to attention while they're on the topic of purchase terminal bugs.  
Using them from the outside is just so normal for about everyone now, i think people wouldn't like it.

/me pets bandtest.dll

---

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Subject: Re: PT Bug Fix  
Posted by [TD](#) on Fri, 10 Nov 2006 11:03:56 GMT  
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Goztow wrote on Fri, 10 November 2006 09:01EXdeath wrote on Fri, 10 November 2006 07:11I know, I just thought I'd bring that to attention while they're on the topic of purchase terminal bugs.

Using them from the outside is just so normal for about everyone now, i think people wouldn't like it.

/me pets bandtest.dll

Agreed, accessing PT's from outside buildings is now a strategy instead of a bug for me. Many good players can't live without it.

Say there is a beacon behind bar, you managed to kill the SBH, you got about 15 seconds left.

---

The outside PT is really needed there, otherwise you need to walk in the bar or any nearby building, buy a hottie, and then come back and watch it go boom.

---

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Subject: Re: PT Bug Fix  
Posted by [JPNOD](#) on Fri, 10 Nov 2006 12:54:44 GMT  
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Might be but it's still a glitch/bug but there's many bugs that people use without even knowing it/ doing it without conscious

Ontopic: good job on the fix

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---

Subject: Re: PT Bug Fix  
Posted by [Herr](#) on Fri, 10 Nov 2006 13:18:51 GMT  
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Great Job!  
Could you tell what actually caused them?

---

---

Subject: Re: PT Bug Fix  
Posted by [Kanezor](#) on Fri, 10 Nov 2006 14:35:21 GMT  
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JPNOD wrote on Fri, 10 November 2006 06:54 Might be but it's still a glitch/bug but there's many bugs that people use without even knowing it/ doing it without conscious

Ontopic: good job on the fix  
Yeah, such as all those goddamn snipers that use the scope for short-range duels. That's abuse of a bug.

Accessing the Purchase Terminal from outside a building is necessary. Otherwise, all an SBH needs to do is place the nuke farthest from the nearest door, and it almost guarantees the nuke to be successful.

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Subject: Re: PT Bug Fix  
Posted by [Toroxus](#) on Fri, 10 Nov 2006 16:01:32 GMT  
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Ahh, so that's what you were doing yesterday.

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Subject: Re: PT Bug Fix  
Posted by [Sir Kane](#) on Fri, 10 Nov 2006 18:23:29 GMT  
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Herr wrote on Fri, 10 November 2006 07:18: Great Job!  
Could you tell what actually caused them?  
Can't tell what caused it because someone who remains unnamed (cough) will take that info and make their "own" fix!

---

Subject: Re: PT Bug Fix  
Posted by [dead6re](#) on Fri, 10 Nov 2006 20:36:05 GMT  
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---

me?

---

Subject: Re: PT Bug Fix  
Posted by [fl00d3d](#) on Fri, 10 Nov 2006 21:52:08 GMT  
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!killme works, too, tbh

---

Subject: Re: PT Bug Fix  
Posted by [Sir Kane](#) on Fri, 10 Nov 2006 22:41:57 GMT  
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---

But that results in a death. The fix doesn't create the need for that in the first place.

---

Subject: Re: PT Bug Fix  
Posted by [PaRaDoX](#) on Sat, 11 Nov 2006 03:20:13 GMT  
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---

Quote: This topic makes me want to cut myself.

---

Subject: Re: PT Bug Fix  
Posted by [Renx](#) on Sat, 11 Nov 2006 16:23:41 GMT  
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Why are people complaining about fixing a bug that is absolutely nothing other than an annoyance?

---

Subject: Re: PT Bug Fix  
Posted by [StealthEye](#) on Sun, 12 Nov 2006 12:11:47 GMT  
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Silent Kane wrote on Fri, 10 November 2006 19:23Herr wrote on Fri, 10 November 2006 07:18Great Job!

Could you tell what actually caused them?

Can't tell what caused it because someone who remains unnamed (cough) will take that info and make their "own" fix!And the problem with that would be? I mean, why would anyone take time to make something which has already been done, and therefore will not be appreciated by others anymore? And even if they made something like it, I see no problem in that. Everyone interested would already have your fix...

Nice work. Good to see it fixed.

---

---

Subject: Re: PT Bug Fix  
Posted by [reborn](#) on Tue, 14 Nov 2006 17:10:07 GMT  
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EXdeath wrote on Thu, 09 November 2006 22:40I can fix the problem with the purchase terminals being used from outside of the buildings.

I offered to make that a part of the sscp2 map fixes, they didn't want me to.

---

---

Subject: Re: PT Bug Fix  
Posted by [Renx](#) on Tue, 14 Nov 2006 21:20:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

StealthEye wrote on Sun, 12 November 2006 08:11And the problem with that would be? I mean, why would anyone take time to make something which has already been done, and therefore will not be appreciated by others anymore? And even if they made something like it, I see no problem in that. Everyone interested would already have your fix...

It's too bad that's not the case.

---

---

Subject: Re: PT Bug Fix  
Posted by [Majiin Vegeta](#) on Thu, 16 Nov 2006 13:51:05 GMT  
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Silent Kane wrote on Fri, 10 November 2006 18:23Herr wrote on Fri, 10 November 2006 07:18Great Job!

Could you tell what actually caused them?

Can't tell what caused it because someone who remains unnamed (cough) will take that info and

make their "own" fix!

As long as you announce you Fixed the bug first what is the problem?

Things never change in renegade lol

---

---

Subject: Re: PT Bug Fix  
Posted by [jnz](#) on Thu, 16 Nov 2006 16:36:33 GMT  
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---

he means "fix" as some sort of "fix" that will allow you to access the PT on the ballefield

---

---

Subject: Re: PT Bug Fix  
Posted by [Renx](#) on Thu, 16 Nov 2006 17:05:52 GMT  
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---

No he doesn't, he means someone will clone it and put it in their own DLL.

---

---

Subject: Re: PT Bug Fix  
Posted by [Cat998](#) on Thu, 16 Nov 2006 17:22:19 GMT  
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---

I don't see the fucking problem you always have Silent\_Kane.

Everyone knows that you discovered how to fix the bug, so why not share the knowledge and help making renegade better, instead of being childish. You made a fix yes, but who says it will always be compatible with all the mods and have no bugs. So give other people a chance to modify things or make things better/combine it with other things.

We could already have more things done in/with Renegade, but it's so hard to do something for Renegade, because everyone in this community behaves childish and does not share anything because he fears someone could include it in his own mod or he could steal it.



Everytime, someone wants to develop something for Renegade, he needs to discover all the things and possibilities himself, and that wastes much time, he could use for other usefull things.

I have much respect of your coding skills Silent\_Kane, but I don't have respect of your opinion in those things.

I know jonwil has stolen code from you, but instead of wallowing in self-pity you could forgive him, and help him coding it.

You always say his is a shit coder... well, do it better

He just took over bhs.dll because you wasn't able to do things in time.

Sorry, I felt like saying all that

---

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Subject: Re: PT Bug Fix  
Posted by [Sir Kane](#) on Thu, 16 Nov 2006 17:44:16 GMT  
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First off, try to learn how to make readable posts. Shitloads of empty lines and unneeded line breaks are dumb.

Also, he stole code more than once pissing serval people off. And he doesn't care about people using scripts.dll to make cheats such as aimbots and whatnot.

Conlusion: he's a shithead that requires phyiscal termination.

---

---

Subject: Re: PT Bug Fix  
Posted by [Cat998](#) on Thu, 16 Nov 2006 18:01:41 GMT  
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---

What's the difference between my line breaks and yours Silent\_Kane ?

I put those lines breaks there to make the text better readable.

I don't see why this should be a problem for you as long as you can

read and understand the meaning of my text easily.

You don't need to tell everyone how he should write his texts.

Btw. there are 3 mistakes in your post:

Line 1: "First off, try to learn how to make readable posts. Shitloads of empty lines and unneeded line breaks are dumb."

Line 2: "Also, he stole code more than once pissing several people off. And he doesn't care about people using scripts.dll to make cheats such as aimbots and whatnot."

Line 3: "Conclusion: he's a shithead that requires physical termination."

Why should he stop developing scripts.dll because there

are some shitheads out there which think cheating is fun ?

Fuck them, it's not the fault of him if they are doing shit with it.

---

Subject: Re: PT Bug Fix

Posted by [StealthEye](#) on Thu, 16 Nov 2006 18:18:32 GMT

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---

So you do not release the source code because you don't like jonwil? It's a pity that one person can cause other people not to be helped by the code for some fix.

You think it is better to not make something like scripts.dll, so hardly anyone could be coding anything for renegade? I for example have had a lot of help from the scripts.dll source, it helped me learn C++, it helped me learn ASM, it helped me fix things like the start button bug, wall lag and turret lag. I'm pretty sure I wouldn't have succeeded doing that if I had not had the scripts.dll code.

Yes, cheaters may get help by the scripts.dll source too, it's good that there are no ASM hacks there, but I don't think it's better to hide every bit of information because it could potentially be used by cheaters. Let's forbid all cars, because they could potentially be used for thieves to escape!

Also, jonwil always asked me when he wanted to include something into his scripts.dll, so I have no complaints. I like his attitude towards sharing things. I think that helped a lot of coders including me!

I think your "Conclusion" is lacking some arguments, tbh.

---

Subject: Re: PT Bug Fix

Posted by [Cat998](#) on Thu, 16 Nov 2006 18:22:54 GMT

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advantages of scripts.dll > cheaters

---

Subject: Re: PT Bug Fix

Posted by [Zion](#) on Thu, 16 Nov 2006 18:33:02 GMT

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Cat998 wrote on Thu, 16 November 2006 18:01: What's the difference between my line breaks and yours Silent\_Kane ?

I put those line breaks there to make the text better readable.

I find it very uneasy to read, and you may find that a line break in between a sentence is not punctually correct. I'm sure many others feel this way also.

---

Subject: Re: PT Bug Fix

Posted by [jnz](#) on Thu, 16 Nov 2006 18:38:58 GMT

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Renx wrote on Thu, 16 November 2006 17:05: No he doesn't, he means someone will clone it and put it in their own DLL.

why does he care so much? i wouldn't particularly care if someone started copying the SEye. plus no one would fix something so stupid twice.

---

Subject: Re: PT Bug Fix

Posted by [Cat998](#) on Thu, 16 Nov 2006 18:39:39 GMT

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---

I put them there because I always lost the orientation, when reading longer texts, but it's ok for me if people think it's easier to read without them  
But that shouldn't really matter now

---

Subject: Re: PT Bug Fix

Posted by [Sir Kane](#) on Thu, 16 Nov 2006 19:07:46 GMT

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You enjoy the game of correcting me? Lets correct your post.

---

Cat998 wrote on Thu, 16 November 2006 19:01

I'm an idiot. I'm an idiot. I'm an idiot. I'm an idiot. I'm an idiot. I'm an idiot. I'm an idiot. I'm an idiot. I'm an idiot. I'm an idiot. I'm an idiot. I'm an idiot. I'm an idiot. I'm an idiot. I'm an idiot.

Cat998 wrote on Thu, 16 November 2006 19:01

Why should he stop developing scripts.dll because there

are some shitheads out there which think cheating is fun ?

Fuck them, it's not the fault of him if they are doing shit with it.

If you like undetectable cheats.

---

Subject: Re: PT Bug Fix

Posted by [cheesesoda](#) on Thu, 16 Nov 2006 19:15:14 GMT

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The attitude that everything should be open source is nothing but a farce. Why is it such a big deal if he wants to keep his work private? It's not like he's keeping the PT fix to the n00bstories server only. That should be the main issue. It's a public fix, so get over the fact that he doesn't want it open source. It's his work. It's his choice. I don't blame him for wanting to keep it private when he's been burnt more than once by a talentless thief.

As for breaking

your sentences it

really is an

annoyance,

maybe i shou

ld break up m

y words. that wo

uld help yo

u, wouldn't i

t, Cat?

How about if I d

o this would it he

lp you even mo

re?

---

Subject: Re: PT Bug Fix  
Posted by [Crimson](#) on Thu, 16 Nov 2006 19:23:08 GMT  
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First off, Silent\_Kane, quit being so rude. If you guys have all read the proposed forum rules, then you'd know that we are not going to tolerate people insulting or correcting others for typos.

Next, you can't say that "everyone knows" he did it. To this day, people still think I coded RenGuard when I am merely the mouthpiece/PR for it.

---

Subject: Re: PT Bug Fix  
Posted by [Cat998](#) on Thu, 16 Nov 2006 19:40:56 GMT  
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I don't see the relation of your spam to what I wrote j\_ball430.

And no comment to your post Silent\_Kane.

---

Subject: Re: PT Bug Fix  
Posted by [cheesesoda](#) on Thu, 16 Nov 2006 19:50:00 GMT  
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Cat998 wrote on Thu, 16 November 2006 14:40I don't see the relation of your spam to what I wrote j\_ball430.

And no comment to your post Silent\_Kane.

Of course, you don't. Try reading the first paragraph, and then notice your broken sentences and incessant desire to space things out, which would then make my second point all that more clear

to you.

---

---

Subject: Re: PT Bug Fix  
Posted by [Cat998](#) on Thu, 16 Nov 2006 20:01:07 GMT  
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---

I don't have to read anything, you better read what Crimson wrote.

---

---

Subject: Re: PT Bug Fix  
Posted by [cheesesoda](#) on Thu, 16 Nov 2006 20:02:13 GMT  
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---

Read my first paragraph, or are you just going to ignore my points by using my "spam" as a reason to not respond?

---

---

Subject: Re: PT Bug Fix  
Posted by [Sir Kane](#) on Thu, 16 Nov 2006 20:12:56 GMT  
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---

Cat998, the lamer, managed to turn this topic in a trolling fest.  
Good job, jackass.

---

---

Subject: Re: PT Bug Fix  
Posted by [Kanezor](#) on Thu, 16 Nov 2006 20:39:05 GMT  
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---

Enough of the insults.

When will we get to see a download of the fix, SK?

---

---

Subject: Re: PT Bug Fix  
Posted by [warranto](#) on Thu, 16 Nov 2006 20:46:09 GMT  
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It's not going to be open source. Don't like it? Get over it.

There, the discussion about the issue of it being open source is now concluded. Stop the arguing or this topic will be closed regardless of any relevant unanswered questions.

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Subject: Re: PT Bug Fix

Posted by [=HT=T-Bird](#) on Thu, 16 Nov 2006 21:28:13 GMT

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Silent Kane wrote on Thu, 16 November 2006 11:44 And he doesn't care about people using scripts.dll to make cheats such as aimbots and whatnot.

People are going to use the scripts.dll/client.dll/whatever-you-want-to-call-it.dll to make aimbots/wallhacks/trainers/... no matter how much of the source code to it you do or do not release.

---

Subject: Re: PT Bug Fix

Posted by [Sir Kane](#) on Thu, 16 Nov 2006 22:14:54 GMT

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Kanezor wrote on Thu, 16 November 2006 14:39 When will we get to see a download of the fix, SK?

Once the other fix is done.

---

Subject: Re: PT Bug Fix

Posted by [EvilWhiteDragon](#) on Thu, 16 Nov 2006 22:21:00 GMT

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---

First of all congrats on you fixing this annoyance .

I don't know how you really fixed it, but you probably could have gotten around that bug by always killing someone on join and then reset his death count. I'm not sure it would be possible but why wouldn't it? Yes you would need to hack the server a bit so that you can directly influence the ladder thingy, but that should be possible as that list is kept by the server and updated to the client.

I do find it a bit childish of you to not willing to tell how you fixed it, I mean, you don't have to give out the source or something, but just tell where something went wrong. That wouldn't directly make it possible to copy. And besides the BHS code of conduct should cover such things right :/ ?

Another thing:

Silent Kane wrote on Thu, 16 November 2006 18:44 First off, try to learn how to make readable posts. Shitloads of empty lines and unneeded line breaks are dumb.

Also, he stole code more than once pissing several people off. And he doesn't care about people using scripts.dll to make cheats such as aimbots and whatnot.

---

Conclusion: he's a shithead that requires physical termination.

You know we talked about a possible solution to this, and I have to say that you too weren't too cooperative...

And as far as I know you too haven't come with a PROPER solution.

And yes maybe he made a mistake in the past, I don't know, but should that be a reason to keep blaming, burning and flaming him? I don't think so.

Oh, btw SK please tell me which cheats use or has used scripts.dll? As far as StealthEye and I found out, it would probably only be possible to make a radar hack, but guess what that, is here already :/ Any other things are rather hard to impossible, and don't really need scripts.dll anyway.

---

---

Subject: Re: PT Bug Fix

Posted by [Sir Kane](#) on Fri, 17 Nov 2006 00:54:46 GMT

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Killing someone followed by resetting/decrementing their would be lame. The actual code that caused the bug has been fixed by adding some extra stuff that should've been there in the first place.

The "he doesn't care" part is based on something he SAID.

Scripts.dll has been used to make an aimbot and probably some other crap. You can see more info on that in the "hidden" forum.

---

---

Subject: Re: PT Bug Fix

Posted by [Cat998](#) on Fri, 17 Nov 2006 12:45:43 GMT

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j\_ball430 wrote on Thu, 16 November 2006 21:02 Read my first paragraph, or are you just going to ignore my points by using my "spam" as a reason to not respond?

No, the main reason was that you started talking about something nobody ever mentioned. but you are right, the second reason was excessive spamming.

Silent Kane wrote on Thu, 16 November 2006 21:12 Cat998, the lamer, managed to turn this topic in a trolling fest.

Good job, jackass.

like you do with other peoples topics kiddy

You started insulting me asshole, so don't blame me fucking up your topic, you just can't accept criticism

If I would be admin I would already have banned you long time ago. And not just for breaking some forum rules.

You are just lucky I am not.



Silent Kane wrote on Fri, 17 November 2006 01:54  
Scripts.dll has been used to make an aimbot and probably some other crap.

You could put an aimbot in any dll, this has nothing to do with scripts.dll

---

---

Subject: Re: PT Bug Fix  
Posted by [Sir Kane](#) on Fri, 17 Nov 2006 15:56:58 GMT  
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---

Cat998 wrote on Fri, 17 November 2006 06:45 If I would be admin I would already have banned you long time ago. And not just for breaking some forum rules.  
You are just lucky I am not.

If you were an admin, you'd end up banning yourself seeing how retarded you are.

Cat998 wrote on Fri, 17 November 2006 06:45 You could put an aimbot in any dll, this has nothing to do with scripts.dll  
I obviously mean that the script.dll source/parts of it have been used to create said cheats.

Now it's time for you to shut the fuck up and go troll elsewhere.

---

---

Subject: Re: PT Bug Fix  
Posted by [EvilWhiteDragon](#) on Sat, 18 Nov 2006 00:53:09 GMT  
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And you think that the LFDS wouldn't provide enough clues?

---

---

Subject: Re: PT Bug Fix  
Posted by [cheesesoda](#) on Sat, 18 Nov 2006 01:11:37 GMT  
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Cat998 wrote on Fri, 17 November 2006 07:45 j\_ball430 wrote on Thu, 16 November 2006 21:02 Read my first paragraph, or are you just going to ignore my points by using my "spam" as a reason to not respond?

No, the main reason was that you started talking about something nobody ever mentioned. but you are right, the second reason was excessive spamming.  
Actually, it was right on cue. You were all bitching at him for not releasing it as open source and complaining about his lack of trust for emowil. It was clear that I commented on that. If you can't see that, try furthering your comprehension of English, or stay off of English-speaking forums. Unless you're just that stupid and are incapable of understanding what I said regardless of the language that it was written in.

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Subject: Re: PT Bug Fix  
Posted by [Ghostshaw](#) on Sat, 18 Nov 2006 14:40:59 GMT  
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First off nobody started asking for source. They just wanted to know how it works. Also i don't really understand what the harm of releasing the source is. As you said jonwills scripts.dll, already allows hacks. Would releasing your fix generate more such dangers?

And why would it be bad if Jonwill implemented this in scripts.dll(after asking permission obviously and making clear that it is your fix)? Since most people use that it would spread the fix much faster, which in turn is good for the community.

-Ghost-

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Subject: Re: PT Bug Fix  
Posted by [Sir Kane](#) on Sat, 18 Nov 2006 15:27:46 GMT  
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Scripts.dll is made of AIDS and I don't want my software to be infected.

Also, too many trolls (->emowil) enjoy claiming stuff as their own.

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Subject: Re: PT Bug Fix  
Posted by [=HT=T-Bird](#) on Sat, 18 Nov 2006 20:54:06 GMT  
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Why do you have to flame anything that is not your own work, SK? I do not understand what you are trying to get out of this flaming, but you would be 10x more useful to the entire Renegade community if you learned to give and receive constructive criticism.

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Subject: Re: PT Bug Fix  
Posted by [futura83](#) on Mon, 20 Nov 2006 18:41:56 GMT  
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like he said, too many trolls; he is one

if you arent going to release the source, at least tell people how it is done...etc...

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Subject: Re: PT Bug Fix  
Posted by [jnz](#) on Wed, 22 Nov 2006 11:45:05 GMT  
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Silent Kane

Cat998 wrote on Fri, 17 November 2006 06:45 You could put an aimbot in any dll, this has nothing to do with scripts.dll

I obviously mean that the script.dll source/parts of it have been used to create said cheats.

Now it's time for you to shut the fuck up and go troll elsewhere.

you can put a aimbot any any dll, just as long as scripts.dll loads it.

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Subject: Re: PT Bug Fix

Posted by [StealthEye](#) on Wed, 22 Nov 2006 14:23:40 GMT

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Even if scripts.dll doesn't load it it could be added. The thing SK tried to say was that the code scripts.dll provides can be used to make cheats. Whether this is by using code, copying code or only getting the memory addresses or anything doesn't matter.

I agree that is possible for some things, I do not agree that it is better not to release any code just because cheaters could potentially use it. But I will not discuss this once again as the discussion leads to nothing.

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Subject: Re: PT Bug Fix

Posted by [Dan](#) on Thu, 23 Nov 2006 21:16:52 GMT

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Who the hell cares? As long as it works and does the job, why do you care if the big bad man doesn't give you all his hard work?

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