
Subject: 3 Script Files? Idea

Posted by [_SSnipe_](#) on Sat, 28 Jun 2008 20:23:05 GMT

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scripts2.dll is westwood scripts if i recall and scripts.dll is johnwil's custom scripts

what you should do is make a new scripts.dll call it anything for example scripts3.dll and put the anti-cheat shit in there and then use the scripts.dll as we do now to edit them for servers and such since its a open source and make the anti cheat scripts a none open source and must have the file to run renegade

point im trying to make is scripts.dll are open source and can edit them and such if you put the anti cheat stuff in there people will just download the source and try to bypass it its better to make it a whole new file which you have to have to play renegade that has no open source

if im wrong or your already doing this im sorry just something i thought of so no source can be downloaded to bypass and can be automatically downloaded into you ren

Subject: Re: 3 Script Files? Idea

Posted by [jnz](#) on Sat, 28 Jun 2008 20:26:47 GMT

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They are already doing this in "TT.dll"

Subject: Re: 3 Script Files? Idea

Posted by [_SSnipe_](#) on Sat, 28 Jun 2008 20:34:22 GMT

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RoShamBo wrote on Sat, 28 June 2008 13:26They are already doing this in "TT.dll"
cool renegade just got whole lot better

is there anyway at all this can be bypassed?

Subject: Re: 3 Script Files? Idea

Posted by [BlueThen](#) on Sat, 28 Jun 2008 20:35:21 GMT

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SSnipe wrote on Sat, 28 June 2008 15:34RoShamBo wrote on Sat, 28 June 2008 13:26They are already doing this in "TT.dll"
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Subject: Re: 3 Script Files? Idea

Posted by [EvilWhiteDragon](#) on Sun, 29 Jun 2008 15:03:04 GMT

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BlueThen wrote on Sat, 28 June 2008 22:35SSnipe wrote on Sat, 28 June 2008 15:34RoShamBo wrote on Sat, 28 June 2008 13:26They are already doing this in "TT.dll"
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Indeed, we will try to make it as hard as possible. Though probably, if someone puts in enough effort, it will be bypassed, sooner or later.

Then again, we shouldn't have much problems blocking that then.

Subject: Re: 3 Script Files? Idea

Posted by [_SSnipe_](#) on Sun, 29 Jun 2008 16:10:16 GMT

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EvilWhiteDragon wrote on Sun, 29 June 2008 08:03BlueThen wrote on Sat, 28 June 2008 22:35SSnipe wrote on Sat, 28 June 2008 15:34RoShamBo wrote on Sat, 28 June 2008 13:26They are already doing this in "TT.dll"
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is is possible to edit and bypass a dll file without its source?

i mean *cheat name removed*cant work now with 3x script cause of the d8 or w/e dll file and these new ones will make it even harder

Subject: Re: 3 Script Files? Idea

Posted by [EvilWhiteDragon](#) on Sun, 29 Jun 2008 17:00:15 GMT

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SSnipe wrote on Sun, 29 June 2008 18:10EvilWhiteDragon wrote on Sun, 29 June 2008 08:03BlueThen wrote on Sat, 28 June 2008 22:35SSnipe wrote on Sat, 28 June 2008 15:34RoShamBo wrote on Sat, 28 June 2008 13:26They are already doing this in "TT.dll"
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Well, you don't "edit" a dll, you can however modify it, but this is not an easy task.

The reason why some cheat doesn't work with the newer scripts is because both try to modify the same thing in renegade, and since scripts modifies it earlier than some cheat, the cheat doesn't work.
