
Subject: Custom Scripts.dll
Posted by [halo2pac](#) on Mon, 01 Sep 2008 15:49:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

with Scripts.dll 3.4.4 the source is included.
Which allows server developers to create modded servers.
with 4.0 I suspect that there is a lot of code that you don't want the public to have like serial hash hooking.
Will the source be included?

Subject: Re: Custom Scripts.dll
Posted by [Caveman](#) on Mon, 01 Sep 2008 15:51:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well its not gonna be called scripts.dll so the source code wont need to be made available.

Subject: Re: Custom Scripts.dll
Posted by [saberhawk](#) on Mon, 01 Sep 2008 16:06:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Caveman wrote on Mon, 01 September 2008 10:51 Well its not gonna be called scripts.dll so the source code wont need to be made available.

Wrong. scripts 4.0 will still be called scripts and the source code will still be available.

halo2pac wrote on Mon, 01 September 2008 16:49 with Scripts.dll 3.4.4 the source is included.
Which allows server developers to create modded servers.
with 4.0 I suspect that there is a lot of code that you don't want the public to have like serial hash hooking.
Will the source be included?

Any code like that simply doesn't live in the open source side of scripts (ie scripts.dll, shaders.dll)

Subject: Re: Custom Scripts.dll
Posted by [Caveman](#) on Mon, 01 Sep 2008 16:08:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well thats what I mean like the anti cheat and whatnot gonna be in tt.dll so the code wont be available..

Subject: Re: Custom Scripts.dll
Posted by [saberhawk](#) on Mon, 01 Sep 2008 16:12:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Caveman wrote on Mon, 01 September 2008 11:08 Well thats what I mean like the anti cheat and whatnot gonna be in tt.dll so the code wont be available..

Obviously. The source code for d3d8.dll and bhs.dll wasn't available either.

Subject: Re: Custom Scripts.dll
Posted by [Caveman](#) on Mon, 01 Sep 2008 16:25:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes but halo didn't know about all the other stuff going into a separate DLL thats what im trying to say
