
Subject: Anti-Cheat

Posted by [Omar007](#) on Mon, 16 Feb 2009 21:52:25 GMT

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If the standalone mods like APB, AR, BfD, Reborn and TR want to update their scripts to 4.0 and also want the anti-cheat will they be possible to just Copy-Paste the DLL or would other changes be needed??

Subject: Re: Anti-Cheat

Posted by [Genesis2001](#) on Mon, 16 Feb 2009 22:35:39 GMT

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Scripts 4.0 and TT.dll are separate projects. It's easier to simply port your mod's scripts up to 4.0 rather than down-port them imo.

So, it shouldn't be any problem.

Subject: Re: Anti-Cheat

Posted by [Omar007](#) on Mon, 16 Feb 2009 22:42:24 GMT

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Yea i ment adding the code to 4.0

Thx all i needed to know

Subject: Re: Anti-Cheat

Posted by [jnz](#) on Tue, 17 Feb 2009 12:11:46 GMT

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Omar007 wrote on Mon, 16 February 2009 21:52 If the standalone mods like APB, AR, BfD, Reborn and TR want to update their scripts to 4.0 and also want the anti-cheat will they be possible to just Copy-Paste the DLL or would other changes be needed??

If the mod is coded correctly (and I have never seen so) it would be possible to just copy and paste. When they insist on embedding their code into already existing files then no, it will not be possible.

Subject: Re: Anti-Cheat

Posted by [reborn](#) on Tue, 17 Feb 2009 14:38:36 GMT

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RoShamBo wrote on Tue, 17 February 2009 07:11

If the mod is coded correctly (and I have never seen so) it would be possible to just copy and

paste. When they insist on embedding their code into already existing files then no, it will not be possible.

LOL, Anyone particular in mind?

Subject: Re: Anti-Cheat

Posted by [Genesis2001](#) on Tue, 17 Feb 2009 16:38:35 GMT

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reborn wrote on Tue, 17 February 2009 07:38RoShamBo wrote on Tue, 17 February 2009 07:11
If the mod is coded correctly (and I have never seen so) it would be possible to just copy and paste. When they insist on embedding their code into already existing files then no, it will not be possible.

LOL, Anyone particular in mind?

You. (JK)

But I agree with RoShamBo Either they build their own .dll and have it loaded into Scripts.dll OR they create their own source files.
