
Subject: Question about scripts /source code
Posted by [dr3w2](#) on Wed, 15 Apr 2009 02:17:09 GMT
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So basically I would release the stuff i've written in shaders.dll however don't want to make some of the source publically accessible just because it can be abused, modified to make cheats and other shit. I'd be willing to send it to certain people of course, but the general public would be a no-no

So what would be the best way to get around this ?

Another DLL of my own ? That would require using all the source files from shaders.dll + my own, then modifying shaders.dll to load and call my dll am i correct?

Subject: Re: Question about scripts /source code
Posted by [_SSnipe_](#) on Wed, 15 Apr 2009 02:51:04 GMT
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Your own personal scripts? or ones to make renegade better? if its for that then you can give it to any one in TT

Subject: Re: Question about scripts /source code
Posted by [Genesis2001](#) on Wed, 15 Apr 2009 03:39:50 GMT
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afaik, you can release a shaders plugin closed source?

Lemme fetch something Saberhawk told me awhile ago...

Quote:[01:16:59PM] <Zack> Hello
[01:17:08PM] <Saberhawk> Hey
[01:17:44PM] <Zack> What *is* "apbshaders.dll" ?
[01:17:52PM] <Zack> is it an extension to shaders.dll ?
[01:17:54PM] <Saberhawk> shader plugin
[01:17:57PM] <Zack> ah.
[01:18:11PM] <Saberhawk> And it basically rewrites shaders.dll
[01:18:26PM] <Zack> what's the "license" on making shader plugins?
[01:18:37PM] <Zack> open source if released?
[01:18:54PM] <Saberhawk> Yeah
[01:19:14PM] <Saberhawk> The example shader plugin iirc isn't GPL licenced though
[01:19:16PM] <Zack> : x
[01:19:22PM] <Zack> : x
{...}
[01:19:40PM] <Saberhawk> Soo if you don't use any code from shaders.dll/scripts.dll/etc you could release a closed source one

{...}

[01:20:00PM] <Zack> ;x

[01:20:09PM] <Saberhawk> Yeah, I rewrote all of shaders.dll for apbshaders.dll

[01:20:14PM] <Zack> ;o

[01:20:32PM] <Saberhawk> And for 4.0, the shader system is based off of apbshaders.dll shader system

Subject: Re: Question about scripts /source code

Posted by [Scrin](#) on Wed, 15 Apr 2009 03:47:24 GMT

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andr3w282 wrote on Tue, 14 April 2009 21:17So basically I would release the stuff i've written in shaders.dll however don't want to make some of the source publically accessible just because it can be abused, modified to make cheats and other shit. I'd be willing to send it to certain people of course, but the general public would be a no-no

So what would be the best way to get around this ?

Another DLL of my own ? That would require using all the source files from shaders.dll + my own, then modifying shaders.dll to load and call my dll am i correct?
you made a code??

Subject: Re: Question about scripts /source code

Posted by [jonwil](#) on Wed, 15 Apr 2009 10:32:34 GMT

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Be aware that 4.0 no longer supports shader plugins (because they were a major performance hit among other things)

Subject: Re: Question about scripts /source code

Posted by [dr3w2](#) on Wed, 15 Apr 2009 22:07:21 GMT

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jonwil wrote on Wed, 15 April 2009 05:32Be aware that 4.0 no longer supports shader plugins (because they were a major performance hit among other things)

That's why I figure I may as well release what I have because it'll be outdated. let some people enjoy it haha.
