
Subject: Few questions and possible update list?
Posted by [halo2pac](#) on Tue, 07 Sep 2010 17:02:18 GMT
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So I am waiting for Scripts 4 for like a kid for christmas...

Idk if this has been asked and answered but...
Would it be possible to release a list of the changes so far done with scripts 4.0?

Also is it possible to implement map hash checking?
Like a player joins your server, you check the map he has to see if it matches your server's map hash.

Bullet hooking of sorts.
being able to hook players to see when they are reloading, shooting, and being able to block it.

Detecting the position of a player's recticle?

Subject: Re: Few questions and possible update list?
Posted by [BlueThen](#) on Thu, 09 Sep 2010 00:54:29 GMT
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I think TT will have most of the anti-cheating stuff covered.

Subject: Re: Few questions and possible update list?
Posted by [lion](#) on Sat, 25 Sep 2010 12:25:30 GMT
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Would be nice if someone from TT could reply to this topic. Maybe he/she could also let us know how things are going with the 'organizational difficulties' they were having considering their first beta release.

Subject: Re: Few questions and possible update list?
Posted by [jonwil](#) on Sat, 25 Sep 2010 15:51:00 GMT
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Cant say anything about the beta but I can answer your questions:
Map hash checking is already in 4.0 and working. We check a whole range of files including map files, w3d files, objects.ddb and more.

As for a full list of changes, we have made far far far too many changes to list them all.
We will be writing documentation at some point that explains the user-visible changes (e.g. new console commands, new ini keywords etc) and modder-visible changes (new scripts, new things you can set on presets in LE etc).

Subject: Re: Few questions and possible update list?
Posted by [halo2pac](#) on Sun, 26 Sep 2010 18:26:49 GMT
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cool. Now with what we have enjoyed regarding SSGM for programmers do we have the same abilities in the new scripts or will it mostly be closed source?

Subject: Re: Few questions and possible update list?
Posted by [StealthEye](#) on Sun, 26 Sep 2010 21:15:34 GMT
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It's still the same concept. scripts.dll (including SSGM) is open source, tt.dll is not. So you basically have the same abilities (well, probably more since scripts.dll was extended in the meanwhile.)
