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Subject: Re: scripts.dll 2.1.3 progress report  
Posted by [TD](#) on Wed, 08 Jun 2005 14:46:57 GMT  
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Alright, thanks jonwil. BTW, when will this newer and better version be coming out?

EDIT: Wil this antinamehack thing stop people from hacking games that I host? Non-dedicated games, on WOL, the host game button.

Silent Kane, what do you mean by supporting cheaters? Can these scripts be used to cheat? If so, Renguard should read the scripts. And everytime a new scripts is released it should be checked by the renguard team.

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