If you weren't such a retarded fucker you would of used the search function.

jonwill am considering adding 2 new features to scripts.dll 2.2: (among all the other new ideas I have for 2.2)
The first is a changer for the vehicle limit
The second is a feature that lets you change the settings for a PT icon at runtime (i.e. icon, cost, preset it buys, string)

The features will be available as both engine calls and console commands. (so e.g. if you are making a sniper mod you can disable all stuff you dont want them to buy, although you need to put something in somewhere so that every time a new player joins the settings are triggered again so that the new player gets the settings)

The problem is that both of these features would require all players in the game to have scripts.dll 2.2 on the client.

For people running servers and using these commands directly, brenbot will allow you to say "I want to use these commands" and it will then enforce 2.2 on the clients (i.e. if a client connects who doesnt have 2.2, it will kick them out)

As for people using the engine calls, if you are using them on one specific map, you can just put something on the map to force BHS.DLL. (there are ways to do that)

If you are using them as part of a server-side mod, you can put something somewhere again to force BHS.DLL.

I post this here to find out what users, server owners etc think.
I also pose a question:
Given these new features, would you (as a server owner) want to enable force BHS.DLL to take advantage of these features? Would you (as a user) support being forced to download BHS.DLL to run on a server with these features? Would you (as a mapper/mod author) want to use these features in your map/mod and force BHS.DLL?

I'm not 100% sure what it means, but I think it will make it possible for servers to change the PT settings and also the Icon. There is no other Server Side way to change the Icon.