
Subject: Re: Server DLLs

Posted by [Sir Kane](#) on Sat, 02 Sep 2006 11:27:01 GMT

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help-linux wrote on Fri, 01 September 2006 20:42hey, im at the first step lol, i have the asm version and it seems i mite be able to add commands from asm, i understand a little bit of asm.

BWHAHAHA!!!

K.

EvilWhiteDragon wrote on Fri, 01 September 2006 16:49Silent Kane wrote on Fri, 01 September 2006 23:30Newbies.

Who? what? why? because?

Your point ?

Why not?

Mad Ivan wrote on Fri, 01 September 2006 17:04Silent Kane wrote on Sat, 02 September 2006 00:30Newbies.

rushes to IRC

Now you're gonna get it j/k.

But actualy, Silent Kane, i've always been wondering why don't you release some sort of tutorials for us little people to learn from?

I'm considering to release the awesome strings editor.

=HT=T-Bird wrote on Sat, 02 September 2006 05:59It is possible to add console commands in the Source engine's server.dll (and possibly in client.dll as well), and they don't seem to have any issues with people creating console commands for the point of cheating...

You wouldn't say that if you knew about all the possible exploits in Renegade. lol
