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Subject: Re: crap after generating vis

Posted by [Jerad2142](#) on Sat, 01 Sep 2007 00:07:17 GMT

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IronWarrior wrote on Fri, 31 August 2007 03:54Ryu wrote on Fri, 31 August 2007 03:19I'm pretty sure there will be away to stop people 'stealing' your map with Yrr's tool, For instance, You place a certain object on your map, When Yrr's tool is remaking the .lvl, It notices the object on the map and aborts.

the same method is used for Counter-Strike Source and Half-Life 2: Death Match, The .bmp to .vmf converter will abort when a certain entity is placed on the map, And from what Iv'e been told, It's pretty hard to bypass. (To your local map-stealing idiot, Anyway.)

Everything you add to a map, is in the .mix file, which anyone can open using xcc mixer...

But copying scripted objects and having there scripts set up exactly the same is nearly impossible.

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