
Subject: Re: Status: .mix -> .lvl converter
Posted by [BlueThen](#) on Tue, 11 Sep 2007 19:36:32 GMT
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Oblivion165 wrote on Mon, 10 September 2007 20:12BlueThen wrote on Mon, 10 September 2007 20:53jonwil wrote on Mon, 10 September 2007 19:34I dont know of any protection that would actually work.

a file to include in your mix so if the program see's it...?
I think you need to look at EVERY POST in this thread.

Anything and everything is easily bypassed in this situation because we can't change the way renegade reads maps. What you just said could be removed with RenegadeEx in 3 seconds, it wouldn't even require hexediting.
Again, I'm not saying that this should be made impossible (I know it's impossible to make it impossible!), but saying that this shouldn't made easier. Doesn't matter about the other ways.
