Caveman wrote on Mon, 01 September 2008 10:51Well its not gonna be called scripts.dll so the source code wont need to be made available.

Wrong. scripts 4.0 will still be called scripts and the source code will still be available.

halo2pac wrote on Mon, 01 September 2008 16:49with Scripts.dll 3.4.4 the source is included. Which allows server developers to create modded servers.
with 4.0 I suspect that there is a lot of code that you don't want the public to have like serial hash hooking.
Will the source be included?

Any code like that simply doesn't live in the open source side of scripts (ie scripts.dll, shaders.dll)