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Subject: Question about scripts /source code

Posted by [dr3w2](#) on Wed, 15 Apr 2009 02:17:09 GMT

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So basically I would release the stuff i've written in shaders.dll however don't want to make some of the source publically accessible just because it can be abused, modified to make cheats and other shit. I'd be willing to send it to certain people of course, but the general public would be a no-no

So what would be the best way to get around this ?

Another DLL of my own ? That would require using all the source files from shaders.dll + my own, then modifying shaders.dll to load and call my dll am i correct?

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