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Subject: Re: Stuff that is incompatible with scripts 4.0

Posted by [Ox90](#) on Sun, 27 Mar 2011 06:58:02 GMT

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jonwil wrote on Sat, 26 March 2011 01:23 We have made changes in scripts 4.0 that should render existing radar hacks (all the ones we have seen/can find) non-functional, so there is no radar hack detection in 4.0 at this point.

Should a radar hack that is compatible with scripts 4.0 appear, we will naturally release a fix that either breaks the hack so it wont work or that can detect it.

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