
Subject: Re: Stuff that is incompatible with scripts 4.0
Posted by [Jerad2142](#) on Mon, 28 Mar 2011 02:02:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

0x90 wrote on Sun, 27 March 2011 00:58jonwil wrote on Sat, 26 March 2011 01:23We 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.

We removed the radar to prevent future radar hacks.
