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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Generalcamo](#) on Wed, 30 Mar 2011 11:40:36 GMT  
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0x90 wrote on Sun, 27 March 2011 02:58jonwil 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.

Why are you not banned yet?

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