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Subject: New in the BlackCell servers

Posted by [Blazer](#) on Sun, 11 Jan 2004 00:16:33 GMT

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TwizdidSomething was said about the pits and some other server using vlokts building log script without permission (the pistol in the wf and ob) Then the thread on n00bstories, one thing lead to another now he doesnt want to release it.

That was my fault. I am the one that gave a copy of the scripts.dll to msgtpain, but I did so with the following restrictions:

1. He was to tell nobody about it.
2. He was to share it with no-one.
3. No in-game messages to indicate that it was in use.
4. It was only to be used to evaluate if the extra output, both to see if it interfered with GameBots normal operation, and so he could write some code to use the full release version when it became available.

My reason for giving it to him was that I knew that vloktboky was going to publically release this cool server-side mod, and I wanted Shane to have a headstart on parsing the kind of output it created. I specifically told him not to actually "use" it and AFAIK he held true to his word. The only reason anyone knew he was testing it was the floating pistol glitch.

I honestly don't remember if vloktboky told me not to let anyone else see or use the early scripts.dll he gave me, but I probably should have just asked him if msgtpain could test it too, so I accept responsibility for that screwup, and vloktboky, if you are reading this I apologize. I had no intention of trying to "leak" the scripts.dll file. I completely trust Shane and I figured since it was going to be public soon anyway he could get a headstart on adding support to gamebot for it.

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