Subject: How much can be done with scripts.dll
Posted by snipesimo on Fri, 02 Apr 2004 11:50:43 GMT

Close, my thinking was if an oddly made scripts.dll client-side mod was made to create an output file, it might be possible for RG to run on non-dedicated servers. There is probably more I don't understand but from what I knew RG won't run on a client hosted game because there is no logfile.