
Subject: Video for mac|1*tc

Posted by [gibberish](#) on Tue, 06 Jul 2004 06:59:30 GMT

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macNoone releases a different version of the dll, because it is not available. Only BHS members have access to it.

Sorry Mac I think you need to face the fact that this Pandora's box is already way open.

To be honest it was Silent Kane who opened it by releasing the GetPlayerName code. I don't know if he meant for it to get out and personally I feel that having it in the public domain probably is for the best.

But, I am afraid that a scripts.dll programmer with moderate skill can pretty much code any cheat they want and have it trigger on their player name.

A competent player with a very subtle server side cheat can appear to be a God without ever appearing to be cheating. Consider a cheat that increases the damage a player does by about 10 %.

Because games like renegade are very finely balanced, a small change in unit strength will have a useful effect.

Additionally I am pretty certain that a 10% advantage wouldn't be detected, because I coded this for Nod light tanks, (anyone in a Nod light tank on my server used to get a 10% damage bonus against other vehicles). I didn't see a single chat from either Nod or GDI about what was happening.

On a slightly more amusing note you could actually do the reverse and reduce the damage some players do, I doubt they would actually notice the effect but I guarentee they wouldn't do as well :twisted:
