
Subject: Screwed Scripts

Posted by [glyde51](#) on Sat, 11 Sep 2004 17:23:41 GMT

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One time I was using a BHS script and everytime i Died i lost all my money. like 1000 to 0 is a big jump! Is there another new public script out, i got one from fanmaps but i have not fully tested it.

Subject: Screwed Scripts

Posted by [mac](#) on Sat, 11 Sep 2004 18:16:14 GMT

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There are no "bhs scripts".

There is the official scripts.dll 1.9.1 which has no gameplay-changing features at all.

Subject: Screwed Scripts

Posted by [Nightma12](#) on Sat, 11 Sep 2004 19:07:26 GMT

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bhs.dll

Subject: Screwed Scripts

Posted by [glyde51](#) on Sat, 11 Sep 2004 19:34:18 GMT

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i c, but scripts 9.1 has a bhs script in it, so i thought is was black hand studios, as u know west wood is gone and renegade is being handed over to fans and angry programmers like ACK. lol. j/k. but people should remember that thius game is supported by people, not glue and tape. A lost mod project or mapper can bring this wounded game down. Just a thought

Subject: Screwed Scripts

Posted by [exnyte](#) on Sat, 11 Sep 2004 19:34:35 GMT

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I'm sure he's aware that's included. What mac is saying is that the scripts 1.9.1 package (which includes bhs.dll), doesn't change gameplay at all. Therefore is not able to cause or contribute to the problem specified.

Subject: Screwed Scripts

Posted by [mac](#) on Sat, 11 Sep 2004 19:47:57 GMT

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bhs.dll is loaded by scripts.dll

bhs.dll fixes emoticons, and other script-related commands like enabling sounds over the network. This is no gameplay change.

Subject: Screwed Scripts

Posted by [Nightma12](#) on Sun, 12 Sep 2004 06:55:13 GMT

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!donate is a gameplay change

Subject: Screwed Scripts

Posted by [ingram091](#) on Sun, 12 Sep 2004 09:09:56 GMT

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!donate and !movenod !moveGDI are bot commands for BlazeRegulator. Though depending on how you write it it can use the team2 and donate commands from the scripts dll, it does not mean it comes from them. it is still a Bot related command that must be coded on the server side. Same with snda and sndp. those commands though very neat, in LAN games, can not transmit through WOL games without an addition to the commands.xml file in br.net 1.5

For instance !NODrecruit sends a command that does:

snda 01-i050e.wav to the server via renrem. then the server transmits it to all players. If you tried this from a client machine using F8 it would not transmit to all players, but you will hear it.

This has been used poorly in the past with mods that change the objects file. Of course this is not allowed in renguard games, so it will not work. However writing commands to do the messages you want will. Just add them to commands.xml, no recompile nessesary.

ingram.

Subject: Screwed Scripts

Posted by [mac](#) on Sun, 12 Sep 2004 11:03:46 GMT

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Wrong, renguard does not block scripts.dll/bhs.dll files, so any custom console commands do work.

Subject: Screwed Scripts

Posted by [Nightma12](#) on Sun, 12 Sep 2004 11:34:48 GMT

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ever heard of cheating via scripts.dll?

Subject: Screwed Scripts

Posted by [Dan](#) on Sun, 12 Sep 2004 14:32:19 GMT

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Since scripts are controlled server side, I cant think of why it would be possible to cheat using just scripts.dll. Also, you'd need an objects.ddb as well to attach the script to something to allow you to cheat. And as we all know: RenGuard > objects.ddb

Subject: Screwed Scripts

Posted by [xptek](#) on Sun, 12 Sep 2004 14:33:37 GMT

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No, you can do it by player name as well.

If I join my server with xptek[spectate] I can run around as a flying invincible chicken.

Subject: Screwed Scripts

Posted by [RadioactiveKangaroo](#) on Sun, 19 Sep 2004 14:08:30 GMT

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ScampNo, you can do it by player name as well.

If I join my server with xptek[spectate] I can run around as a flying invincible chicken.

lol

Subject: Screwed Scripts

Posted by [Rex](#) on Mon, 20 Sep 2004 06:27:52 GMT

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ScampNo, you can do it by player name as well.

If I join my server with xptek[spectate] I can run around as a flying invincible chicken.

Really? I wanna do that too!!!
