
Subject: More stupid off-topic things
Posted by [Sir Kane](#) on Sat, 02 Oct 2004 19:45:07 GMT
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This is going into this patch anyways. Had that for ages now, just forgot about it.

Subject: More stupid off-topic things
Posted by [vloktboky](#) on Sun, 03 Oct 2004 03:50:44 GMT
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Silent KaneThis is going into this patch anyways. Had that for ages now, just forgot about it.

What a funny guy.

Subject: More stupid off-topic things
Posted by [NeoX](#) on Sun, 03 Oct 2004 03:56:20 GMT
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Lies all lies. SK get some friends.

Subject: More stupid off-topic things
Posted by [Aircraftkiller](#) on Sun, 03 Oct 2004 04:10:47 GMT
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He isn't joking. RA had this implemented in alpha builds for a few months now.

Subject: More stupid off-topic things
Posted by [vloktboky](#) on Sun, 03 Oct 2004 04:29:16 GMT
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I'm sure you do know how, but TheKGBspy here is doing the nice thing. He's giving other people the ability to do it themselves, and not just proclaiming that he can do it for no apparent reason.

Subject: More stupid off-topic things
Posted by [PermaGrin](#) on Sun, 03 Oct 2004 04:56:08 GMT
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AircraftkillerHe isn't joking. RA had this implemented in alpha builds for a few months now.

Want a cookie? Difference here is KGB will allow the public to use it.

Subject: More stupid off-topic things
Posted by [Sir Kane](#) on Sun, 03 Oct 2004 05:40:56 GMT
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And I don't know how that relates that to us having it for a while now.

Subject: More stupid off-topic things
Posted by [Aircraftkiller](#) on Sun, 03 Oct 2004 06:23:01 GMT
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Who cares if he gives it out? It's not as if you were going to give out Dragonade until xptek leaked it all over the Internet, then you suddenly had a "change of heart" and felt like releasing that "SSAOW" (AOW isn't even a fucking game mode, C&C Mode is all there is to the game beyond the CTF additions and some crappy deathmatch modifications) thing to the public to try to get people to focus on not using Dragonade...

Subject: More stupid off-topic things
Posted by [vloktboky](#) on Sun, 03 Oct 2004 06:34:08 GMT
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May I ask why you brought Dragonade up? There is no need to change the subject.

Who cares you ask? Why, the other people who also enjoy modding this game. You're not the only ones out there who like to mod this game. Perhaps they would like to make a vehicle that can fire a rocket off of its top in their own little map or tc mod. Why shouldn't they get the chance to do that? What makes you and your mod so sacred to the point that it and only it can use these things? Being kind is a wonderful thing. You give a little, they make it into something better, which in turn you can benefit from. You'd be amazed at how far being kind can get you in life. I was enlightened.

Subject: More stupid off-topic things
Posted by [Sir Kane](#) on Sun, 03 Oct 2004 07:20:08 GMT
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Nobody said there's anything wrong with them working on that script.
Quote:You give a little, they make it into something better, which in turn you can benefit from.
There's nothing really in the dll that can be turned better due to the fact that almost everything is bound to the engine and can't be changed very much.

Not to mention that sharing the code would be like giving the gmax files of our models out. They (the things in the dll) are all unique features for RenAlert and will stay that way.

Subject: More stupid off-topic things

Posted by [Sir Kane](#) on Sun, 03 Oct 2004 08:37:55 GMT

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We are using a (selfmade) closed source scripts.dll due to the "RenAlert API" which adds new script commands which are located in the context of RenAlert.dll. And some of these can be used to crash stuff. And we don't want people running around crashing stuff, do we?

Subject: More stupid off-topic things

Posted by [jonwil](#) on Sun, 03 Oct 2004 10:12:55 GMT

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The current licence essentially requires code distributed in the same dll file as code from the custom scripts.dll to be made Open Source.
Other code (such as that in bhs.dll or renalert.dll or the westwood code) can stay closed source. So, RenAlert only needs to release the source code to their closed source scripts.dll if they are using stuff from my open source scripts.dll in it.

Subject: More stupid off-topic things

Posted by [Aircraftkiller](#) on Sun, 03 Oct 2004 21:59:30 GMT

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Quote:May I ask why you brought Dragonade up? There is no need to change the subject.

I brought it up because it was hypocritical for you to talk down to me for something you were doing not even a few months ago.

Subject: More stupid off-topic things

Posted by [xptek](#) on Sun, 03 Oct 2004 22:12:07 GMT

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AircraftkillerWho cares if he gives it out? It's not as if you were going to give out Dragonade until xptek leaked it all over the Internet, then you suddenly had a "change of heart" and felt like releasing that "SSAOW" (AOW isn't even a fucking game mode, C&C Mode is all there is to the game beyond the CTF additions and some crappy deathmatch modifications) thing to the public to try to get people to focus on not using Dragonade...

I could always be really mean and remove the copy protection.

Subject: More stupid off-topic things

Posted by [YSLMuffins](#) on Sun, 03 Oct 2004 23:33:43 GMT

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No more of this in the Mod Forum. KTHX!

Subject: More stupid off-topic things

Posted by [Sir Kane](#) on Mon, 04 Oct 2004 13:33:02 GMT

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This is retarded...

Subject: More stupid off-topic things

Posted by [Renardin6](#) on Mon, 04 Oct 2004 18:09:04 GMT

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... so this is from you...
