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Subject: Need help Creating DLL/MOD

Posted by [XanTOS41](#) on Wed, 19 Oct 2005 18:04:12 GMT

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Hello all, well in RenegadeDemo There is no anticheat mod/dll that works. Me and a friend have decided to create 1. We need advice that can help us. Here is our idea on wut to do. First we create a server.dll which the person who is hosting the server uses. Then we create a client.dll, which the user of the server has to have in data folder. The way it works is this. If you have the client.dll in your folder it will not allo wyou to have any files besides the original files that you got when you installed Demo. Also if you dont have the client.dll and you try to join a server that has the server.dll then it will say version mismatch. Any advice would help greatly.

Thanks-

XanTOS41

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Subject: Re: Need help Creating DLL/MOD

Posted by [xptek](#) on Wed, 19 Oct 2005 20:07:10 GMT

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People still play the Renegade demo? lol.

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Subject: Re: Need help Creating DLL/MOD

Posted by [XanTOS41](#) on Thu, 20 Oct 2005 15:15:07 GMT

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thanks for the help., yes i play the deme and the fullv

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Subject: Re: Need help Creating DLL/MOD

Posted by [neofmat](#) on Wed, 26 Oct 2005 18:33:48 GMT

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please post some hints or an idea or even better if u can comepu wid a solution/implementation. Don't waste time diss'ing ppl just cause they play renegade demo. I play demo quite often even though i have fv since it came out. Its easier to host a server on gsa demo lobby cuz there are not many servers there and lots of ppl who are willing to play (Not to mention the fact that u dont have to install new maps or updates or rengaurd or any sort of 3rd party stuff. You can just install demo and start playing (my definition of plug-n-play). Also it takes only 100mb or so compared to fv which after installing all the maps and all (uber map pack etc) cud take over 1 gig. Besides i myself prefer the gameplay over graphics or new maps (atleast for renegade). Anywayz just to end my discussion, please reply with a solution or helpful hints.

Thanks  
neofmat

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