Subject: New way of modding
Posted by _SSnipe_ on Sun, 19 Oct 2008 22:10:14 GMT
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I think you guys should make a new dll file just for modding reasons. so no one should have to edit scripts.dll to mod for servers so ren can be safer from hackers.

Subject: Re: New way of modding
Posted by StealthEye on Sun, 19 Oct 2008 22:15:46 GMT
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It doesn't work that way and it would not make Renegade any more secure.

Subject: Re: New way of modding
Posted by _SSnipe_ on Sun, 19 Oct 2008 22:18:51 GMT
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StealthEye wrote on Sun, 19 October 2008 15:15It doesn't work that way and it would not make Renegade any more secure.
You sure? seeing the codes int eh script source it one thing iv heard hackers look at

Subject: Re: New way of modding
Posted by cmatt42 on Mon, 20 Oct 2008 00:53:43 GMT
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SSnipe wrote on Sun, 19 October 2008 17:18StealthEye wrote on Sun, 19 October 2008 15:15It doesn't work that way and it would not make Renegade any more secure.
You sure? seeing the codes int eh script source it one thing iv heard hackers look at
Scripts is fine; it's bhs.dll/tt.dll that are closed source and more sensitive.

Subject: Re: New way of modding
Posted by nopol10 on Mon, 20 Oct 2008 11:55:00 GMT
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SSGM allows you to make plugins that are in separate dlls, but they still rely on SSGM in the end.

Subject: Re: New way of modding
Posted by _SSnipe_ on Mon, 27 Oct 2008 07:16:27 GMT
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What other files can you guys do something to, to make ren safer?

Subject: Re: New way of modding
Posted by reborn on Wed, 05 Nov 2008 07:41:56 GMT
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I think he's referring to the release of the aim bot, and where it drew it's inspiration from.

Subject: Re: New way of modding
Posted by wittebolx on Fri, 05 Dec 2008 13:48:40 GMT
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SSnipe wrote on Mon, 20 October 2008 00:10I think you guys should make a new dll file just for modding reasons. so no one should have to edit scripts.dll to mod for servers so ren can be safer from hackers.
thats just BS, that would cause servers like the ones we host being "out of business" just make a dll that auto deletes servers who are empty for 2 months...(sarcasm)

Subject: Re: New way of modding
Posted by EvilWhiteDragon on Sun, 07 Dec 2008 15:36:56 GMT
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wittebolx wrote on Fri, 05 December 2008 14:48SSnipe wrote on Mon, 20 October 2008 00:10I think you guys should make a new dll file just for modding reasons. so no one should have to edit scripts.dll to mod for servers so ren can be safer from hackers.
thats just BS, that would cause servers like the ones we host being "out of business" just make a dll that auto deletes servers who are empty for 2 months...(sarcasm)
I have heard less self-centred arguments....