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Subject: scripts.dll 2.0 progress report

Posted by [jonwil](#) on Tue, 12 Oct 2004 00:04:30 GMT

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bad news.

The vehicle limit change stuff I cant do because the limit is checked client side (which would mean that if the server owner changed the vehicle limit and the client didnt have bhs.dll 2.0 installed, the client and server would have different values for the vehicle limit.

Checking the mine limit and player limit now to see if they are checked client side or not.

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