Okay, it's done

Released Serverside CP1 1.1

Fixes zero bug on SSAOW, gets rid of renaming objects.ddb -> bjects.ddb (and thus causing zero bug if it fails for some reason), fixes non working C&C Under, and adds a option in SSAOW to disable gamelog.

http://download.blackhand-studios.org/SS-CP1.1.exe

(Linux version coming soon)