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Subject: Server Side CP1 1.1 Released (fixed zero bug & under)

Posted by [Creed3020](#) on Fri, 10 Dec 2004 22:27:43 GMT

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macYou are losing some/most of AOW/gamelog functions, when removing objects.ddb

It's more of a temp fix while we work on the problem itself.

I can still do most things so I don't really care right.

I would rather have my server work with a few not working commands rather than zero bugs running rampant.

Ya really as mac said, it's only temp because a better solution is really needed.

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