Subject: Re: SSAOW Version 1.5
Posted by Xpert on Fri, 07 Apr 2006 07:06:30 GMT

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Whitedragon wrote on Fri, 17 March 2006 05:08Medium feature/bug fix version.

"Change Log"
Version 1.5:
  - New: A Bandwidth exploiter detector has been added. This will automatically detect players who attempt to use the BW exploit. See EnableBWDetector, BWDefault, and KickBWExploiters settings.
  - New: You can now put weapon presets into the disable list. This will stop them from appearing as spawn weapons and in the random weapon crate.
  - New: Setting Write_Gamelog_to_SSAOWlog has been added. If enabled this will make Gamelog write all its log messages to the SSAOW log (ie FDSLogRoot) instead of gamelog(2).txt.
  - BugFix: Fixed the objects file always being in use while the FDS is running.
  - BugFix: You are now refunded the proper amount of credits for buying a disabled alternate skin character.
  - Change: General Gamelog code cleanup.

All my favorites =P